

PRELIMINARY SCHEDULE AP-17 (2016-2017)

AP-17.01 Double Immelman with roll, roll	K3
AP-17.02 Figure M with $\frac{1}{4}$ roll, $\frac{1}{4}$ roll	K3
AP-17.03 Horizontal Circle 8 with two rolls	K6
AP-17.04 $\frac{1}{2}$ Horizontal Square Circle with two $\frac{1}{2}$ rolls	K2
AP-17.05 Roll Combination with consecutive 1 $\frac{1}{4}$ roll, 1 $\frac{1}{4}$ roll	K4
AP-17.06 Knife-Edge Humpty-Bump with two consecutive $\frac{1}{2}$ rolls, $\frac{1}{2}$ roll	K3
AP-17.07 Knife-Edge Cobra Roll with $\frac{3}{4}$ roll, $\frac{3}{4}$ roll	K3
AP-17.08 $\frac{1}{2}$ Horizontal Circle with four consecutive $\frac{1}{4}$ rolls	K5
AP-17.09 Vertical Upline with consecutive two $\frac{1}{2}$ torque rolls	K5
AP-17.10 $\frac{1}{2}$ Square Loop with consecutive two $\frac{1}{4}$ rolls	K3
AP-17.11 Knife-Edge Loop with $\frac{1}{4}$ roll, $\frac{1}{2}$ roll, $\frac{1}{4}$ roll	K5

Total K = 42

PRELIMINARY SCHEDULE AP-17 (2016-2017)

AP-17.01 Double Immelman with roll, roll

From upright, pull through a $\frac{1}{2}$ loop, perform a roll into inverted flight, pull through a $\frac{1}{2}$ loop, perform a roll, exit upright.

AP-17.02 Figure M with $\frac{1}{4}$ roll, $\frac{1}{4}$ roll

From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{1}{4}$ roll, perform a stall turn into vertical downline, push through a $\frac{1}{2}$ loop into a vertical upline, perform a stall turn into a vertical downline, perform a $\frac{1}{4}$ roll, push through $\frac{1}{4}$ loop, exit inverted.

AP-17.03 Horizontal Circle 8 with two rolls

From inverted perform a $\frac{1}{4}$ horizontal circle while performing the first $\frac{1}{4}$ of consecutive two rolls to the outside, then while continuing the rolling ($\frac{3}{4}$ of the rolls per $\frac{1}{4}$ of the circles), perform immediately another (full) circle in the opposite direction, then, while continuing the rolling accordingly finish the remaining $\frac{3}{4}$ of the first circle, exit inverted.

AP-17.04 $\frac{1}{2}$ Horizontal Square Circle with two $\frac{1}{4}$ rolls

From inverted, perform a $\frac{1}{4}$ horizontal circle with wings level, perform consecutively two $\frac{1}{4}$ rolls, perform a $\frac{1}{4}$ horizontal circle with wings level, exit upright.

AP-17.05 Roll Combination with consecutive 1 $\frac{1}{4}$ roll, 1 $\frac{1}{4}$ roll

From upright, perform consecutively a 1 $\frac{1}{4}$ roll and a 1 $\frac{1}{4}$ roll in opposite directions, exit upright.

AP-17.06 Knife-Edge Humpty-Bump with two consecutive $\frac{1}{2}$ rolls, $\frac{1}{2}$ roll

From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, perform consecutively two $\frac{1}{2}$ rolls in opposite direction, perform a $\frac{1}{2}$ knife-edge loop into vertical downline, perform a $\frac{1}{2}$ roll, push through a $\frac{1}{4}$ loop, exit inverted.

AP-17.07 Knife-Edge Cobra Roll with $\frac{3}{4}$ roll, $\frac{3}{4}$ roll

From inverted, push through a $\frac{1}{8}$ loop into a 45° upline, perform a $\frac{3}{4}$ roll, perform a $\frac{1}{4}$ knife-edge loop into a 45° downline, perform a $\frac{3}{4}$ roll, pull through $\frac{1}{8}$ loop, exit upright.

AP-17.08 $\frac{1}{2}$ Horizontal Circle with four consecutive $\frac{1}{4}$ rolls

From upright, perform a $\frac{1}{2}$ horizontal circle while integrating consecutively four $\frac{1}{4}$ rolls, exit upright.

AP-17.09 Vertical Upline with consecutive two $\frac{1}{2}$ torque rolls

From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, reduce flying speed to zero in the middle of that line, perform in this position consecutively two $\frac{1}{2}$ torque rolls in opposite directions, then accelerate, push through a $\frac{1}{4}$ loop, exit upright.

AP-17.10 $\frac{1}{2}$ Square Loop with consecutive two $\frac{1}{4}$ rolls

From upright, push through a $\frac{1}{4}$ loop into a vertical downline, perform consecutively two $\frac{1}{4}$ rolls pull through a $\frac{1}{4}$ loop, exit upright.

AP-17.11 Knife-Edge Loop with $\frac{1}{4}$ roll, $\frac{1}{2}$ roll, $\frac{1}{4}$ roll

From upright, perform $\frac{1}{4}$ roll, perform a knife-edge loop with a $\frac{1}{2}$ roll integrated in the top 90° , perform a $\frac{1}{4}$ roll, exit upright.

FINAL SCHEDULE AF-17 (2016-2017)

AF-17.01 Knife-Edge Humpty-Bump with $\frac{3}{4}$ roll, $\frac{3}{4}$ roll	K3
AF-17.02 Figure 9 with roll	K3
AF-17.03 Vertical 8 with roll integrated	K5
AF-17.04 $\frac{1}{2}$ Horizontal Circle with consecutive eight $\frac{1}{8}$ rolls	K4
AF-17.05 Horizontal Double Immelmann Circle with $\frac{1}{4}$ roll, $\frac{1}{2}$ roll integrated, $1\frac{1}{2}$ roll, $\frac{1}{2}$ roll integrated, $1\frac{1}{2}$ roll, $\frac{1}{4}$ roll	K6
AF-17.06 Knife-Edge Top Hat with two consecutive $\frac{1}{2}$ rolls, two consecutive $\frac{1}{4}$ rolls	K3
AF-17.07 Double Fighter Turn with $\frac{3}{4}$ roll, $\frac{3}{4}$ roll	K6
AF-17.08 $\frac{1}{2}$ Horizontal Square Circle with $\frac{1}{4}$ roll, two consecutive $\frac{1}{2}$ rolls, $\frac{1}{4}$ roll	K4
AF-17.09 Barrel Roll	K5
AF-17.10 $\frac{1}{2}$ Square Loop with roll	K2
AF-17.11 Clover Leaf with $\frac{1}{2}$ torque roll, $\frac{3}{4}$ torque roll, $\frac{3}{4}$ torque roll	K6

Total K = 47

FINAL SCHEDULE AF-17 (2016-2017)

AF-17.01 Knife-Edge Humpty-Bump with $\frac{3}{4}$ roll, $\frac{3}{4}$ roll

From upright, pull through a $\frac{1}{4}$ loop, perform a $\frac{3}{4}$ roll, perform a $\frac{1}{2}$ knife-edge loop, perform a $\frac{3}{4}$ roll, exit inverted.

AF-17.02 Figure 9 with roll

From inverted, push through a $\frac{1}{4}$ loop into a vertical upline, perform a roll, pull through a $\frac{3}{4}$ loop, exit upright.

AF-17.03 Vertical 8 with roll integrated

From upright, push through a loop, push through another loop while performing a roll integrated in the last 90° of the first loop and in the first 90° of the second loop, exit upright.

AF-17.04 $\frac{1}{2}$ Horizontal Circle with consecutive eight $\frac{1}{8}$ rolls

From upright, perform a $\frac{1}{2}$ horizontal circle while integrating consecutively eight $\frac{1}{8}$ rolls, exit upright.

AF-17.05 Horizontal Double Immelmann Circle with $\frac{1}{4}$ roll, $\frac{1}{2}$ roll integrated, $1\frac{1}{2}$ roll, $\frac{1}{2}$ roll integrated, $1\frac{1}{2}$ roll, $\frac{1}{4}$ roll

From upright, perform a $\frac{1}{4}$ roll in the center into a sustained knife-edge flight, perform a $\frac{1}{2}$ circle while performing a half roll to the outside integrated, immediately followed by a $1\frac{1}{2}$ roll in opposite direction, perform a sustained knife-edge flight, perform a $\frac{1}{2}$ circle while performing a $\frac{1}{2}$ roll to the outside integrated, immediately followed by a $1\frac{1}{2}$ roll in opposite direction, perform a sustained knife-edge flight, perform a $\frac{1}{4}$ roll in the center, exit upright.

AF-17.06 Knife-Edge Top Hat with two consecutive $\frac{1}{2}$ rolls, two consecutive $\frac{1}{4}$ rolls

From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, perform consecutively two $\frac{1}{2}$ rolls in opposite direction, perform a $\frac{1}{4}$ knife-edge loop into a horizontal knife-edge flight, perform a $\frac{1}{4}$ knife-edge loop into a vertical downline, perform consecutively two $\frac{1}{4}$ rolls, push through a $\frac{1}{4}$ loop, exit inverted.

AF-17.07 Double Fighter Turn with $\frac{3}{4}$ roll, $\frac{3}{4}$ roll

From inverted, push through a $\frac{1}{8}$ loop into a 45° upline, perform a $\frac{3}{4}$ roll, push through a $\frac{1}{2}$ knife-edge circle into a 45° downline, perform a $\frac{1}{4}$ knife-edge loop into a 45° upline, push through a $\frac{1}{2}$ knife-edge circle into a 45° downline, perform a $\frac{3}{4}$ roll, push through a $\frac{1}{8}$ loop, exit inverted.

AF-17.08 $\frac{1}{2}$ Horizontal Square Circle with $\frac{1}{4}$ roll, two consecutive $\frac{1}{2}$ rolls, $\frac{1}{4}$ roll

From inverted, perform a $\frac{1}{4}$ roll, push into a $\frac{1}{4}$ horizontal circle, perform consecutively two $\frac{1}{2}$ rolls in opposite directions, push through a $\frac{1}{4}$ horizontal circle, perform a $\frac{1}{4}$ roll, exit upright.

AF-17.09 Barrel Roll

From upright, pull through a $\frac{1}{8}$ loop into a 45° upline, perform a barrel-roll with 45° spiral pitch, perform a 45° upline, push through a $\frac{1}{8}$ loop, exit upright.

AF-17.10 $\frac{1}{2}$ Square Loop with roll

From upright, push through a $\frac{1}{4}$ loop into a vertical downline, perform a roll, push through a $\frac{1}{4}$ loop, exit inverted.

AF-17.11 Clover Leaf with $\frac{1}{2}$ torque roll, $\frac{3}{4}$ torque roll, $\frac{3}{4}$ torque roll

From inverted, push through a $1\frac{1}{4}$ loop, while reducing flying speed to zero, perform a $\frac{1}{2}$ torque roll, then accelerate to push through a loop, while reducing flying speed to zero, perform a $\frac{3}{4}$ torque roll, then accelerate to push through a loop while reducing flying speed to zero, perform a $\frac{3}{4}$ torque roll, then accelerate to push through a $\frac{1}{4}$ loop, exit upright.

ADVANCED SCHEDULE AA-17 (2016-2017)

AA-17.01 Double Immelman with $\frac{1}{2}$ roll, $\frac{1}{2}$ roll	K3
AA-17.02 Stall Turn	K3
AA-17.03 Horizontal Circle 8	K6
AA-17.04 Half Horizontal Square Circle	K2
AA-17.05 Roll Combination with consecutive $\frac{1}{2}$ roll, $\frac{1}{2}$ roll, $\frac{1}{2}$ roll	K4
AA-17.06 Knife-Edge Humpty-Bump with $\frac{1}{2}$ roll	K3
AA-17.07 Cobra Roll with $\frac{1}{2}$ roll, $\frac{1}{2}$ roll	K5
AA-17.08 $\frac{1}{2}$ Horizontal Circle	K3
AA-17.09 Vertical Upline with consecutive two $\frac{1}{2}$ rolls (Option: Vertical Upline with torque roll)	K5
AA-17.10 $\frac{1}{2}$ Square Loop	K3
AA-17.11 Loop with $\frac{1}{2}$ roll	K5

Total K = 42

ADVANCED SCHEDULE AA-17 (2016-2017)

AA-17.01 Double Immelman with $\frac{1}{2}$ roll, $\frac{1}{2}$ roll

From upright, pull through a $\frac{1}{2}$ loop, perform a $\frac{1}{2}$ roll, into level flight, push through a $\frac{1}{2}$ loop, perform a $\frac{1}{2}$ roll, exit upright.

AA-17.02 Stall Turn

From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, perform a stall turn into vertical downline, pull through $\frac{1}{4}$ loop, exit upright.

AA-17.03 Horizontal Circle 8

From upright perform a $\frac{1}{4}$ horizontal circle, then perform immediately another (full) circle in the opposite direction, then finish the remaining $\frac{3}{4}$ of the first circle, exit upright.

AA-17.04 Half Horizontal Square Circle

From upright, perform a $\frac{1}{4}$ horizontal circle with wings level, perform a $\frac{1}{4}$ horizontal circle with wings level, exit upright.

AA-17.05 Roll Combination with consecutive $\frac{1}{2}$ roll, $\frac{1}{2}$ roll, $\frac{1}{2}$ roll

From upright, perform consecutively three $\frac{1}{2}$ rolls in opposite directions, exit inverted.

AA-17.06 Knife-Edge Humpty-Bump with $\frac{1}{2}$ roll

From inverted, push through a $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{1}{2}$ roll, perform a $\frac{1}{2}$ knife-edge loop into vertical downline, pull through a $\frac{1}{4}$ loop, exit upright.

AA-17.07 Cobra Roll with $\frac{1}{2}$ roll, $\frac{1}{2}$ roll

From upright, pull through a $\frac{1}{8}$ loop into a 45° upline, perform a $\frac{1}{2}$ roll, pull through a $\frac{1}{4}$ loop into a 45° downline, perform a $\frac{1}{2}$ roll, exit upright.

AA-17.08 $\frac{1}{2}$ Horizontal Circle

From upright, perform a $\frac{1}{2}$ horizontal circle, exit upright.

AA-17.09 Vertical Upline with consecutive two $\frac{3}{4}$ rolls (Option: Vertical Upline with torque roll)

From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, perform consecutively two $\frac{3}{4}$ rolls in opposite directions, push through a $\frac{1}{4}$ loop, exit upright.

Option: From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, reduce flying speed to zero, perform a torque roll, then accelerate into a vertical upline push through a $\frac{1}{4}$ loop, exit upright.

AA-17.10 $\frac{1}{2}$ Square Loop

From upright, push through a $\frac{1}{4}$ loop into a vertical downline, push through a $\frac{1}{4}$ loop, exit inverted.

AA-17.11 Loop with $\frac{1}{2}$ roll

From inverted, perform a loop with a $\frac{1}{2}$ roll integrated in the top 90° , exit upright.