

ADVANCED SCHEDULE F3P AA-25 (2024-2025)

AA-25.01 Triangle with half roll, half roll

From upright, at center, perform a $\frac{1}{2}$ roll, push through a $\frac{3}{8}$ loop into a 45° upline, push through a $\frac{1}{4}$ loop into a 45° downline, push through a $\frac{3}{8}$ loop, perform a $\frac{1}{2}$ roll, exit upright.

AA-25.02 Pull-Push-Push Humpty Bump with quarter roll, quarter roll

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

AA-25.03 Hippodrome with half roll, half roll, half roll

From inverted, at center, perform a $\frac{1}{2}$ roll, perform a $\frac{1}{2}$ horizontal circle with wing level, perform a $\frac{1}{2}$ roll, perform a $\frac{1}{2}$ horizontal circle with wing level, perform a $\frac{1}{2}$ roll, exit upright.

AA-25.04 Corner Stall Turn Combination with quarter roll

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

AA-25.05 Roll Combination with two consecutive half rolls in opposite direction

From upright, perform consecutively two $\frac{1}{2}$ rolls in opposite direction, exit upright.

AA-25.06 Half Loop with half roll integrated

From upright, pull through a $\frac{1}{2}$ loop while integrating a $\frac{1}{2}$ roll, exit upright.

AA-25.07 Knife-Edge forty-five degree downline with quarter roll, quarter roll

From upright, before center, perform a $\frac{1}{4}$ roll into knife-edge flight, perform a $\frac{1}{8}$ knife-edge loop into a 45° downline, perform $\frac{1}{8}$ knife-edge loop, perform a $\frac{1}{4}$ roll, exit inverted.

AA-25.08 Shark Fin with half roll

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

AA-25.09 Push-Pull-Pull Humpty Bump with half Torque Roll

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

AA-25.10 Fighter Turn with quarter roll, quarter roll

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

AA-25.11 Double Immelman with quarter roll, quarter roll

From upright, fly past center, pull through a $\frac{1}{2}$ loop, immediately perform a $\frac{1}{4}$ roll into knife-edge flight, perform a $\frac{1}{4}$ roll, immediately pull through a $\frac{1}{2}$ loop, exit upright.

ADVANCED SCHEDULE F3P AA-25 (2024 – 2025)

