| B | Contest: Jet Precision Aerobatics 2024 |
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| Date: | Program: F3S TURBINE KNOWN SF19 |




# 2024 IET PRECISION AEROBATICS SCHEDULE <br> F3S FINAL [ SF-19] 

(1) Square loop on corner, with $1 / 2$ roll, $1 / 2$ roll, $1 / 2$ roll, $1 / 2$ roll.

From upright, pull through a $1 / 8$ loop into a $45^{\circ}$ upline, perform a $1 / 2$ roll, push through a $1 / 4$ loop into a $45^{\circ}$ upline, perform a $1 / 2$ roll, pull through a $1 / 4$ loop into a $45^{\circ}$ downline, perform a $1 / 2$ roll, push through a $1 / 4$ loop into a $45^{\circ}$ downline, perform a $1 / 2$ roll, pull through a $1 / 8$ loop, exit upright.

## (2) Shark Fin with two consecutive $1 / 4$ rolls

From upright, pull through a $1 / 8$ loop into a $45^{\circ}$ upline, perform consecutively two $1 / 4$ rolls, pull through a $3 / 8$ loop, pull through a $1 / 4$ loop, exit upright.

## (3) Knife-edge Flight with roll

From upright, perform a $1 / 4$ roll, perform knife-edge flight, perform a full roll in opposite direction to the $1 / 4$ roll, perform a knife edge flight, perform a $1 / 4$ roll in opposite direction to the roll, exit inverted.

## (4) Pushed Immelmann with full roll

From inverted, push through a $1 / 2$ loop, immediately followed by a roll, exit upright.

## (5) Rolling loop

From upright, push through a loop while integrating one roll, exit upright.

## (6) Half Square Loop with $1 / 2$ roll

From upright, push through a $1 / 4$ loop, perform a $1 / 2$ roll, pull through a $1 / 4$ loop, exit upright.

## (7) Figure 9 with four consecutive $1 / 4$ rolls

From upright, pull through a $1 / 4$ loop into a vertical upline, perform consecutively four $1 / 4$ rolls, pull through a $3 / 4$ loop, exit upright.

## (8) Pull-push-pull Humpty Bump with consecutive two $1 / 4$ rolls

From upright, pull through a $1 / 4$ loop to a vertical upline, push through a $1 / 2$ loop into a vertical downline, perform consecutively two $1 / 4$ rolls, pull through a $1 / 4$ loop, exit upright.

## (9) Avalanche

From upright, pull through a loop, while performing a snap roll on top, exit upright.
(10) Top Hat with two consecutive $1 / 4$ rolls, $1 / 2$ roll

From upright, pull through a $1 / 4$ loop into a vertical upline, perform consecutively two $1 / 4$ rolls, pull through a $1 / 4$ loop into a horizontal line, pull through a $1 / 4$ loop into a vertical downline, perform a $1 / 2$ roll, push through a $1 / 4$ loop, exit inverted.

## (11) Knife Edge Humpty Bump with $1 / 4$ roll, $3 / 4$ roll

From inverted, fly past center, push through a $1 / 4$ loop into a vertical upline, perform a $1 / 4$ roll, perform a $1 / 2$ knife edge loop into a vertical downline, perform a $3 / 4$ roll, push through a $1 / 4$ loop, exit inverted.
(12) Half Square Loop on Corner with $1 / 2$ roll

From inverted, push through a $1 / 8$ loop into a $45^{\circ}$ upline, perform a $1 / 2$ roll, pull through a $1 / 4$ loop into a $45^{\circ}$ upline, pull through a $1 / 8$ loop, exit inverted.
(13) Reverse Nine with $3 / 4$ roll, $3 / 4$ roll

From inverted, push through a $7 / 8$ loop into a $45^{\circ}$ downline, perform consecutively two $3 / 4$ rolls in opposite direction, push through a $1 / 8$ loop, exit inverted.

## (14) Half Reverse Cuban 8 with Roll

From inverted, push through a $1 / 8$ loop into a $45^{\circ}$ upline, perform a roll, pull through $5 / 8$ loop, exit upright.

## (15) Roll Combination with four consecutive $1 / 8$ rolls, four $1 / 8$ rolls in opposite direction

From upright, perform consecutively four $1 / 8$ rolls, four $1 / 8$ rolls in opposite direction.

