FINALS SCHEDULE F-21 (2020 - 2021)
F-21.01 Golf Ball with $3 / 4$ roll, snap roll, $3 / 4$ roll
From upright pull through a $3 / 8$ loop to a $45^{\circ}$ upline, perform a $3 / 4$ roll, perform a $3 / 4$ knife-edge loop into a $45^{\circ}$ downline with a snap-roll on top, perform a $3 / 4$ roll, pull through a $3 / 8$ loop to exit upright.

F-21.02 Half Reverse Cuban 8 with consecutive three $1 / 4$ rolls, with the third in opposite direction, $3 / 4$ roll
From upright pull through a $1 / 8$ loop into a $45^{\circ}$ upline, perform consecutively three $1 / 4$ rolls with the third in opposite direction, perform a $5 / 8$ knife-edge loop, perform a $3 / 4$ roll, exit inverted. Judging Note: There must be no line between the $5 / 8$ knifeedge loop and the $3 / 4$ roll.

## F-21.03 Horizontal Circle with two $1 / 2$ rolls opposite in opposite directions integrated

From inverted perform a horizontal circle with two $1 / 2$ rolls in opposite directions (first $1 / 2$ roll to the inside) integrated, exit inverted.

## F-21.04 Top Hat with consecutive three $1 / 4$ rolls, $3 / 4$ snap-roll

From inverted push through a $1 / 4$ loop into a vertical upline, perform consecutively three $1 / 4$ rolls, pull through a $1 / 4$ loop into a horizontal line, pull through a $1 / 4$ loop into a vertical downline, perform a $3 / 4$ snap-roll, pull through a $1 / 4$ loop, exit upright.

F-21.05 Pull-Push-Push Humpty-Bump, $1 / 4$ roll integrated, roll, consecutive two $1 / 2$ rolls in opposite directions, $1 / 4$ roll integrated
From upright pull through a $1 / 4$ loop with a $1 / 4$ roll integrated into a vertical upline, perform a roll, push through a $1 / 2$ loop into a vertical downline, perform consecutively two $1 / 2$ rolls in opposite directions, push through a $1 / 4$ loop with a $1 / 4$ roll integrated, exit inverted.

## F-21.06 Three Quarter Vertical 8 with $1 / 2$ roll integrated

From inverted push through a half loop and a loop with a $1 / 2$ roll integrated in the last $45^{\circ}$ of the half loop and the first $45^{\circ}$ of the loop, exit inverted.

F-21.07 Stall-Turn with consecutive $1 / 4,1 / 2$ rolls, $3 / 4$ roll
From inverted pull through a $3 / 4$ loop into a vertical upline, perform a $1 / 4$ roll and a $1 / 2$ roll in opposite direction, perform a stall turn into a vertical downline, perform a $3 / 4$ roll, push through a $3 / 4$ loop, exit upright.

## F-21.08 Figure 9 with $11 / 2$ snap-roll

Pull through a $3 / 4$ loop into a vertical downline, perform $11 / 2$ snap-roll, pull through a $1 / 4$ loop, exit upright.
F-21.09 Top-hat with $3 / 4$ roll, roll, $1 / 4$ roll
From upright pull through a $1 / 4$ loop into a vertical upline, perform a $3 / 4$ roll, perform a $1 / 4$ knife-edge loop into a horizontal line, perform a roll, perform a $1 / 4$ knife-edge loop into a vertical downline, perform a $1 / 4$ roll, pull through a $1 / 4$ loop, exit upright.

F-21.10 Half Square Loop with $1 / 2$ roll, consecutive $1 / 2$ roll, roll
From upright perform a $1 / 2$ roll, push through a $1 / 4$ loop into a vertical upline, perform consecutively a $1 / 2$ roll, a roll in opposite directions, pull through a $1 / 4$ loop, exit inverted. Judging Note: There must be no line between the first $1 / 2$ roll and the $1 / 4$ loop.

F-21.11 $45^{\circ}$ Downline with $1 / 4$ roll, consecutive two snap-rolls in opposite directions, $1 / 4$ roll
From inverted pull through a $1 / 8$ loop into a $45^{\circ}$ downline, perform a $1 / 4$ roll, perform consecutively two snap-rolls in opposite directions, perform a $1 / 4$ roll, push through a $1 / 8$ loop, exit inverted.

F-21.12 Half 8-sided Loop with $1 / 2$ roll, $1 / 2$ roll
From inverted, push through a $1 / 8$ loop into a $45^{\circ}$ upline, perform a $1 / 2$ roll, pull through a $1 / 8$ loop into a vertical upline, pull through a $1 / 8$ loop into a $45^{\circ}$ upline, perform a $1 / 2$ roll, push through a $1 / 8$ loop, exit upright.

## F-21.13 Loop with consecutive two rolls in opposite directions integrated

From upright push through a loop with consecutively two rolls in opposite directions integrated, exit upright.

## F-21.14 Spin with $21 / 2$ turns

From upright perform a spin with $21 / 2$ turns, pull through a $1 / 4$ loop, exit upright.
F-21.15 Roll Combination with consecutive $1 / 2$ roll, four $1 / 4$ rolls in opposite direction, $1 / 2$ roll in opposite direction.
From upright perform consecutively a $1 / 2$ roll, four $1 / 4$ rolls in opposite direction, a $1 / 2$ roll in opposite direction, exit upright.

## F-21.16 Fighter turn, $3 / 4$ roll, $3 / 4$ snap-roll

From upright pull through a $1 / 8$ loop into a $45^{\circ}$ upline, perform a $3 / 4$ roll, push through a $1 / 2$ circle into $45^{\circ}$ downline, perform a $3 / 4$ snap-roll, pull through a $1 / 8$ loop, exit upright.

F-21.17 Horizontal Square Circle with $1 / 4$ roll, $1 / 2$ roll, $1 / 2$ roll, $1 / 2$ roll, $1 / 4$ roll
From upright perform a $1 / 4$ roll in the center, push through a $1 / 4$ circle, perform a $1 / 2$ roll, pull through a $1 / 4$ circle, perform a $1 / 2$ roll, push through a $1 / 4$ circle, perform a $1 / 2$ roll, pull through a $1 / 4$ circle, perform a $1 / 4$ roll in the center, exit upright.

FINAL SCHEDULE F-21 (2020-2021)


