| \# | Manoeuvres | K-factor* |
| :---: | :---: | :---: |
| N-17.01 | Triangle loop with $1 / 2$ roll, $1 / 2$ roll | 3 |
| N-17.02 | Figure Et with consecutive two $1 / 2$ rolls in opposite directions, $1 / 2$ roll | 3 |
| N-17.03 | Cuban 8 with roll, roll | 5 |
| N-17.04 | Half square loop with $1 / 2$ roll | 2 |
| N-17.05 | Reverse Cobra Roll with consecutive two $1 / 4$ rolls | 4 |
| N-17.06 | Spin with two turns | 3 |
| N-17.07 | Figure 9 with $1 / 2$ roll | 3 |
| N-17.08 | Push-Pull-Pull Humpty-Bump (Option: with $1 / 4$ roll, $1 / 4$ roll) | 4 |
| N-17.09 | Stall Turn with $3 / 4$ roll, $1 / 4$ roll | 5 |
| N-17.10 | Half Reverse Cuban 8 | 3 |
| $\mathrm{N}-17.11$ | Knife-Edge flight with $1 / 4$ roll, $1 / 4$ roll | 4 |
| N-17.12 | Immelmann Turn with $1 / 2$ roll | 2 |
| N-17.13 | Loop with $1 / 2$ roll integrated | 5 |
| N-17.14 | Half Square Loop on Corner | 2 |
| N-17.15 | Double Key | 5 |
| N-17.16 | Half Cuban 8 with $1 / 2$ roll | 3 |
| N-17.17 | Square Loop with $1 / 2$ roll, $1 / 2$ roll | 4 |
|  | Total $\mathrm{K}=$ | 60 |
| *) K -factor = difficulty factor of the manoeuvre. |  |  |

## N-17.01 Triangle loop with $1 / 2$ roll, $1 / 2$ roll

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

## N-17.02 Figure Et with consecutive two $1 / 2$ rolls in opposite directions, $1 / 2$ roll

From upright, pull through a $1 / 8$ loop into a $45^{\circ}$ up-line, perform consecutively two $1 / 2$ rolls in opposite directions, pull through a $5 / 8$ loop into a vertical downline, perform $1 / 2$ roll, pull through a $1 / 4$ loop, exit upright.

## N-17.03 Cuban 8 with roll, roll

From upright, pull through a $5 / 8$ loop into a $45^{\circ}$ downline, perform a roll, push through a $3 / 4$ loop into a $45^{\circ}$ downline, perform a roll, pull through a $1 / 8$ loop, exit upright.

## N -17.04 Half square loop with $1 / 2$ roll

From upright, pull through a $1 / 4$ loop into a vertical up-line, perform a $1 / 2$ roll, push through a $1 / 4$ loop, exit upright.

## N-17.05 Reverse Cobra Roll with consecutive two $1 / 4$ rolls

From upright, push through a $1 / 8$ loop into a $45^{\circ}$ downline, pull through a $1 / 4$ loop into a $45^{\circ}$ up-line, perform consecutively two $1 / 4$ rolls, pull through a $1 / 8$ loop, exit inverted.

## N -17.06 Spin with two turns

From inverted, perform an inverted spin with two turns, perform a vertical down-line, pull through a $1 / 4 \mathrm{loop}$, exit upright.

## N -17.07 Figure 9 with $1 / 2$ roll

From upright, pull through a $1 / 4$ loop into a vertical up-line, perform a $1 / 2$ roll, push through a $3 / 4$ loop, exit inverted.

## N-17.08 Push-Pull-Pull Humpty-Bump (Option: with $1 / 4$ roll, $1 / 4$ roll)

From inverted, push trough a $1 / 4$ loop into a vertical up-line, pull through a $1 / 2$ loop into a vertical down-line, pull through a $1 / 4$ loop, exit upright.
Option: From inverted, push trough a $1 / 4$ loop into a vertical up-line, perform a $1 / 4$ roll, pull through a $1 / 2$ loop into a vertical downline, perform a $1 / 4$ roll, pull through a $1 / 4$ loop, exit upright.

## N-17.09 Stall Turn with $3 / 4$ roll, $1 / 4$ roll

From upright, pull through a $1 / 4$ loop into a vertical up-line, perform a $3 / 4$ roll, perform a stall turn into a vertical downline, perform a $1 / 4$ roll, pull through a $1 / 4$ loop, exit upright.

## N-17.10 Half Reverse Cuban 8

From upright, pull through a $1 / 8$ loop into a $45^{\circ}$ up-line, perform a $1 / 2$ roll, pull through a $5 / 8$ loop, exit upright.

## N -17.11 Knife-Edge flight with $1 / 4$ roll, $1 / 4$ roll

From upright, perform a $1 / 4$ roll, perform a knife-edge flight, perform a $1 / 4$ roll, exit upright.

## N -17.12 Immelmann Turn with $1 / 2$ roll

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

## $\mathrm{N}-17.13$ Loop with $1 / 2$ roll integrated

From upright, push through a loop while integrating a $1 / 2$ roll in the last $90^{\circ}$, exit inverted.

## N-17.14 Half Square Loop on Corner

From inverted, pull trough a $1 / 8$ loop into a $45^{\circ}$ downline, pull through a $1 / 4$ loop into a $45^{\circ}$ downline, pull through a $1 / 8$ loop, exit upright.

## N-17.15 Double Key

From upright, pull through a $1 / 4$ loop into a vertical up-line, pull through a $5 / 8$ loop into a $45^{\circ}$ downline, pull through a $1 / 4$ loop into a $45^{\circ}$ up-line, pull through a $5 / 8$ loop into a vertical downline, pull through a $1 \frac{1}{4}$ loop, exit upright.

## N-17.16 Half Cuban 8 with $1 / 2$ roll

From upright, pull through a $5 / 8$ loop into a $45^{\circ}$ downline, perform a $1 / 2$ roll, exit upright.
N-17.17 Square Loop with $1 / 2$ roll, $1 / 2$ roll
From upright perform a square loop while performing a $1 / 2$ roll in the up leg and $\mathrm{a}^{1} / 2$ roll in the down leg, exit upright.


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