## ADVANCED SCHEDULE AA-21 (2020-2022)

AA-21.01 Cuban Eight with half roll, half roll
From upright fly past center center, perform a $5 / 8$ loop into a 45 degree downline, perform a $1 / 2$ roll, perform a $3 / 4$ loop into a 45 degree downline, perform a $1 / 2$ roll, pull through a $1 / 8$ loop, exit upright.

AA-21.02 Crossbox Stall Turn Combination with quarter roll, two consecutive quarter rolls, quarter roll
From upright, pull through a $1 / 4$ loop into a vertical upline, perform a $1 / 4$ roll, perform a stall turn into a vertical downline, push through a $1 / 4$ loop into a horizontal line, push through a $1 / 4$ loop into a vertical upline, perform a $1 / 4$ roll, perform a stall turn into a vertical downline, push through a quarter loop, exit inverted.

AA-21.03 Horizontal Triangle Circle with two half rolls opposite, roll From inverted, fly past center, perform a 60 degree circle with wings level into a 60 degree crossbox line, perform consecutively two $1 / 2$ rolls in opposite direction, perform another 60 degree circle with wings level into a 60 degree crossbox line, perform a roll, perform a third 60 degree circle with wings level, exit inverted.

## AA-21.04 Half Reverse Cuban Eight with roll

From inverted, push through a one eighth loop into a forty five degree upline, perform a roll, push through a $5 / 8$ loop, exit upright.

## AA-21.05 Torque Roll

From upright, pull through a $1 / 4$ loop into a vertical upline, perform a torque roll, push through a $1 / 4$ loop, exit upright.

## AA-21.06 Half Square Loop on Corner

From upright push through a $1 / 8$ loop, push through a $1 / 4$ loop, push through a $1 / 8$ loop, exit inverted.

## AA-21.07 Knife-Edge Flight

From inverted perform a $1 / 4$ roll into a sustained knife-edge flight, perform a $1 / 4$ roll, exit upright

## AA-21.08 Pull Push Pull Humpty Bump Crossbox Combination with quarter roll

From upright, pull through a $1 / 4$ loop into a vertical upline, perform a $1 / 4$ roll, push through a $1 / 2$ loop into a vertical downline line, pull through a $1 / 4$ loop into a horizontal line, perform a $1 / 4$ circle with wings level, exit upright.

## AA-21.09 Square Loop with half roll, half roll

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

## AA-21.10 Immelman

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

## AA-21.11 Double Key from Top

From upright push through a $1 / 4$ loop into a vertical center downline push through a $5 / 8$ loop into a 45 degrees upline, push through a $1 / 4$ loop into a 45 degrees downline, push through a $5 / 8$ loop into a vertical center upline, push through a $1 / 4$ loop, exit upright

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