

ADVANCED SCHEDULE AA-17 (2016-2017)

AA-17.01 Double Immelman with $\frac{1}{2}$ roll, $\frac{1}{2}$ roll	K3
AA-17.02 Stall Turn	K3
AA-17.03 Horizontal Circle 8	K6
AA-17.04 Half Horizontal Square Circle	K2
AA-17.05 Roll Combination with consecutive $\frac{1}{2}$ roll, $\frac{1}{2}$ roll, $\frac{1}{2}$ roll	K4
AA-17.06 Knife-Edge Humpty-Bump with $\frac{1}{2}$ roll	K3
AA-17.07 Cobra Roll with $\frac{1}{2}$ roll, $\frac{1}{2}$ roll	K5
AA-17.08 $\frac{1}{2}$ Horizontal Circle	K3
AA-17.09 Vertical Upline with consecutive two $\frac{1}{2}$ rolls (Option: Vertical Upline with torque roll)	K5
AA-17.10 $\frac{1}{2}$ Square Loop	K3
AA-17.11 Loop with $\frac{1}{2}$ roll	K5

Total K = 42

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AA-17.01 Double Immelman with $\frac{1}{2}$ roll, $\frac{1}{2}$ roll

From upright, pull through a $\frac{1}{2}$ loop, perform a $\frac{1}{2}$ roll, into level flight, push trough a $\frac{1}{2}$ loop, perform a $\frac{1}{2}$ roll, exit upright.

AA-17.02 Stall Turn

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

AA-17.03 Horizontal Circle 8

From upright perform a $\frac{1}{4}$ horizontal circle, then perform immediately another (full) circle in the opposite direction, then finish the remaining $\frac{3}{4}$ of the first circle, exit upright.

AA-17.04 Half Horizontal Square Circle

From upright, perform a $\frac{1}{4}$ horizontal circle with wings level, perform a $\frac{1}{4}$ horizontal circle with wings level, exit upright.

AA-17.05 Roll Combination with consecutive $\frac{1}{2}$ roll, $\frac{1}{2}$ roll, $\frac{1}{2}$ roll

From upright, perform consecutively three $\frac{1}{2}$ rolls in opposite directions, exit inverted.

AA-17.06 Knife-Edge Humpty-Bump with $\frac{1}{2}$ roll

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

AA-17.07 Cobra Roll with $\frac{1}{2}$ roll, $\frac{1}{2}$ roll

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

AA-17.08 $\frac{1}{2}$ Horizontal Circle

From upright, perform a $\frac{1}{2}$ horizontal circle, exit upright.

AA-17.09 Vertical Upline with consecutive two $\frac{3}{4}$ rolls (Option: Vertical Upline with torque roll)

From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, perform consecutively two $\frac{3}{4}$ rolls in opposite directions, push through a $\frac{1}{4}$ loop, exit upright.

Option: From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, reduce flying speed to zero, perform a torque roll, then accelerate into a vertical upline push through a $\frac{1}{4}$ loop, exit upright.

AA-17.10 $\frac{1}{2}$ Square Loop

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

AA-17.11 Loop with $\frac{1}{2}$ roll

From inverted, perform a loop with a $\frac{1}{2}$ roll integrated in the top 90° , exit upright.