PRELIMINARY SCHEDULE P-17 (2016-2017)

Preliminary Schedule P-17 (2016-2017) K-Factor
P-17.01 Eye-Catcher with $1 / 2$ roll, $1 / 2$ roll ..... K 3
P-17.02 Half Square Loop with $1 / 2$ roll ..... K 2
P-17.03 Knife-Edge Combination with $1 / 4$ roll, roll, $1 / 4$ roll ..... K 4
P -17.04 Stall Turn with two consecutive $1 / 4$ rolls ..... K 3
P-17.05 Humpty-Bump with $3 / 4$ roll, $1 / 2$ knife-edge loop, $3 / 4$ roll ..... K 5
P -17.06 Comet with two consecutive $1 / 4$ rolls, $1 / 2$ roll ..... K 3
P-17.07 Six-sided Loop with two consecutive $1 / 4$ rolls, roll, two consecutive $1 / 4$ rolls ..... K 4
P-17.08 Split S Reverse Immelmann Combination with two $1 / 2$ rolls, two $1 / 2$ rolls ..... K 3
P-17.09 Figure $S$ with $1 / 2$ roll integrated ..... K 5
P -17.10 Spin with three turns, $1 / 2$ roll ..... K 4
P-17.11 $45^{\circ}$ Upline with consecutively $1 / 2$ roll, roll, $1 / 2$ roll ..... K 4
P-17.12 Reverse Pull-Pull-Push-Humpty-Bump with roll (Option: with $1 / 4$ roll, $3 / 4$ roll) ..... K 3
P-17.13 Triangle Loop with two consecutive $1 / 4$ rolls, two consecutive $1 / 4$ rolls, four consecutive $1 / 4$ rolls ..... K 4
P-17.14 Half Square Loop on Corner with $1 / 2$ roll ..... K 2
P-17.15 Roll Combination with consecutive $1 / 2$ roll, snap roll, $1 / 2$ roll ..... K 4
P-17.16 Half Cuban 8 with consecutive two $1 / 4$ rolls ..... K 2
P-17.17 Loop with roll integrated ..... K 5

## PRELIMINARY SCHEDULE P-17 (2016-2017)

## P-17.01 Eye-Catcher with $1 / 2$ roll, $1 / 2$ roll

From upright, perform a $1 / 2$ roll in the center, push through a $3 / 4$ loop, pull trough another $3 / 4$ loop, into a horizontal line, perform $1 / 2$ roll in the center, exit upright.

## P-17.02 Half Square Loop with $1 / 2$ roll

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

## P-17.03 Knife-Edge Combination with $1 / 4$ roll, roll, $1 / 4$ roll

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

## P-17.04 Stall Turn with two consecutive $1 / 4$ rolls

From inverted, push through a $1 / 4$ loop into a vertical upline, perform two consecutive $1 / 4$ rolls perform a stall turn into a vertical downline, pull through a $1 / 4$ loop, exit upright.
P-17.05 Humpty-Bump with $3 / 4$ roll, $1 / 2$ knife-edge loop, $3 / 4$ roll
From upright, pull through a $1 / 4$ loop into a vertical upline, perform a $3 / 4$ roll, perform a $1 / 2$ loop in knife-edge flight into a vertical downline, perform a $3 / 4$ roll, pull through a $1 / 4$ loop, exit upright.

## P-17.06 Comet with two consecutive $1 / 4$ rolls, $1 / 2$ roll

From upright, perform a $1 / 8$ loop into a $45^{\circ}$ upline, perform two consecutive $1 / 4$ rolls, pull through a $3 / 4$ loop into another $45^{\circ}$ upline, perform a $1 / 2$ roll, pull through a $1 / 8$ loop,exit inverted.

## P-17.07 Six-sided Loop with two consecutive $1 / 4$ rolls, roll, two consecutive $1 / 4$ rolls

From inverted, pull through a $1 / 6$ loop into a $60^{\circ}$ downline, perform two consecutive $1 / 4$ rolls, push through a $1 / 6$ loop into another $60^{\circ}$ downline, push through a $1 / 6$ loop into a horizontal line, perform a roll, push through a $1 / 6$ loop into a $60^{\circ}$ upline, push through a $1 / 6$ loop into another $60^{\circ}$ upline, perform two consecutive $1 / 4$ rolls, pull through a $1 / 6$ loop, exit inverted.

## P-17.08 Split S Reverse Immelmann Combination with two $1 / 2$ rolls, two $1 / 2$ rolls

From inverted, perform two consecutive $1 / 2$ rolls in opposite direction, immediately pull through a $1 / 2$ loop, immediately perform two consecutive $1 / 2$ rolls, exit upright.

## P-17.09 Figure S with $1 / 2$ roll integrated

From upright pull through a $1 / 2$ loop and push through another $1 / 2$ loop, while performing a $1 / 2$ roll integrated in the second $1 / 2$ loop, exit inverted.

## P-17.10 Spin with three turns, $1 / 2$ roll

From inverted, perform an inverted spin with 3 turns, perform a vertical downline, perform a $1 / 2$ roll, push through a $1 / 4$ loop, exit inverted.

P-17.11 $45^{\circ}$ Upline with consecutively $1 / 2$ roll, roll, $1 / 2$ roll.
From inverted, push through a $\boxtimes$ loop into a $45^{\circ}$ upline, perform consecutively a $1 / 2$ roll, a roll, a $1 / 2$ roll in opposite directions, pull through a $1 / 8$ loop, exit inverted.

## P-17.12 Reverse Pull-Pull-Push-Humpty-Bump with roll (Option: with $1 / 4$ roll, $3 / 4$ roll)

From inverted, pull through a $1 / 4$ loop into a vertical downline, perform a roll, pull through a $1 / 2$ loop into a vertical upline, push through a $1 / 4$ loop, exit upright.
Option: From inverted, pull through a $1 / 4$ loop into a vertical downline, perform a $1 / 4$ roll, pull through a $1 / 2$ loop into a vertical upline, perform a $3 / 4$ roll, push through a $1 / 4$ loop, exit upright.

P-17.13 Triangle Loop with two consecutive $1 / 4$ rolls, two consecutive $1 / 4$ rolls, four consecutive $1 / 4$ rolls
From upright, push through a $3 / 8$ loop into a $45^{\circ}$ downline, perform two consecutive $1 / 4$ rolls in opposite direction, push through a $1 / 4$ loop into a $45^{\circ}$ upline, perform two consecutive $1 / 4$ rolls in opposite direction, push through a $3 / 8$ loop into a horizontal line, perform four consecutive $1 / 4$ rolls, exit upright.

## P-17.14 Half Square Loop on Corner with $1 / 2$ roll

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

## P-17.15 Roll Combination with consecutive $1 / 2$ roll, snap roll, $1 / 2$ roll

From upright, perform consecutively a $1 / 2$ roll, a snap-roll, a $1 / 2$ roll, exit upright.

## P-17.16 Half Cuban 8 with consecutive two $1 / 4$ rolls

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

## P-17.17 Loop with roll integrated

From upright, pull through a loop while performing a roll integrated in the top $180^{\circ}$ of the loop, exit upright.

