PRELIMINARY SCHEDULE P-07

P-07.01 Take-off sequence. See P-05.01.

P-07.02 Half clover, 2/4-pt. roll up, ½ roll down . Pull to a vertical upline and perform two points of a four-point roll. Push into ¾ outside loop, fly inverted, push into a second ¾ outside loop to a vertical downline, followed by a half roll. Pull to recover in level flight.
Judging notes:
- Upline and downline must coincide.

P-07.03 Half square loop on corner, with half rolls, exit inverted: Pull to a 45 degree upline and perform a half roll.
Push through 90 degrees to a 45 degree upline and perform a second half roll, then pull to a level inverted exit.

P-07.04 Reverse Cuban eight from top, 2/4pt. roll and 4/8pt. rolls in downlines, exit inverted: From inverted, pull to a 45 degree downline, and perform two points of a 4-point roll. Pull through 3/4 of an inside loop and on the second 45 degree downline, perform four points of an eight-point roll, then pull through 5/8 of an inside loop to exit inverted.

P-07.05 Half reverse Cuban eight, from top, with 2/2pt. roll: From inverted, pull to a 45 degree downline and perform two points of a two-point roll. Then push through a 5/8 outside loop to recover in level flight.

P-07.06 45 degrees down with 1 ½ positive snap roll, exit inverted: Push to a 45 degree downline, and perform one and one half positive snap rolls. Push 45 degrees to exit inverted.
Judging notes:
- Snap roll must be positive.

P-07.07 Push-push-push humpty bump with half roll or ¼ roll options, exit inverted: Push to a vertical upline and perform a half roll (or alternatively a quarter roll), then push through a half outside loop to a vertical downline (and perform a second quarter roll) and push to exit inverted.

P-07.08 Eight-point roll from inverted, exit inverted: From inverted on a horizontal line, perform an eight-point roll, to exit inverted.

P-07.09 Stall turn, half roll up, 2/2pt. roll down: Push to a vertical upline and perform a half roll, followed by a stall turn. On the downline perform a two points of a two-point roll and pull to recover upright...23.05.02 13:05
P-07.10 Loop with integrated 4-point roll on top: Pull up to complete a loop. Over the full top 90 degree quadrant of the loop perform a four-point roll, integrated with the circular path of the loop.

P-07.11 Immelmann turn: Pull to complete a half inside loop, followed immediately by a half roll to exit upright.
Judging notes:
- The half roll must be immediately after the half loop.
P-07.12 Square loop on corner from top, with half rolls: Push to a 45 degree downline to complete a full square loop on corner. In each of the sides, perform a half roll.

P-07.13 Figure 6 with half roll: Push to a vertical downline and perform a half roll, followed by ¾ of an outside loop to recover upright.

P-07.14 Hourglass, mid-entry, with 2/4pt. roll down, exit inverted: Pull to a 45 degree upline, pull 135 degrees to horizontal inverted, pull 135 degrees to a 45 degree downline and perform two points of a four-point roll, pull 135 degrees to horizontal, pull 135 degrees to a 45 degree upline, then pull 45 degrees to exit inverted on the same level as that of entry.

P-07.15 Three-quarter vertical eight: Push to complete a full outside loop, followed by a half inside loop directly below the outside loop to recover upright.

P-07.16 Reverse knife-edge, exit inverted: On a horizontal line, perform a quarter roll to knife-edge and fly a straight line. Roll 180 degrees in the opposite direction and fly a second line in knife-edge flight, then perform a quarter roll in the same direction to exit inverted.
Judging notes:
- The knife-edge segments are of equal length and duration, and must be long enough to demonstrate controlled, sustained knife-edge flight.

P-07.17 Half square outside loop, 2/4pt. roll up, exit inverted: Push to a vertical upline and perform two points of a four-point roll, then pull to exit inverted.

P-07.18 2 ½ turns inverted spin: Perform two and a half consecutive inverted (negative) spins, hold a vertical
downline, then pull to level flight.
Judging notes:
- Snap entry, zero points.
- Forced entry, downgrade.

P-07.19 Half horizontal hourglass, ½ roll up first, two opposite half rolls second: Pull to a 45 degree upline and perform a half roll. Pull 135 degrees to a downline, pull 135 degrees to a 45 degree upline and perform two half rolls in opposite directions, then push to recover upright.

P-07.20 Horizontal eight from top, with integrated half rolls: Push to complete ¾ of an outside loop, perform a half roll, integrated with the last 45 degree segment of the first loop and the first 45 degree segment of the following loop, then push to complete a full outside loop directly behind the first outside loop, perform a half roll, integrated with the last 45 degree segment of the loop and the first 45 degree segment of the following part-loop, and push to recover upright.
Judging notes:
- The two outside loops are round, with the half rolls integrated with portions of the loops.

P-07.21 Half outside loop with full roll, exit inverted: Push to complete a half outside loop, followed immediately by a full roll, to exit inverted.
Judging notes:
- The full roll must be immediately after the half outside loop.

P-07.22 Six-sided loop, with 2/4pt. roll on top: Push to a 60 degree upline and complete a six-sided loop. In the top leg, perform two points of a four-point roll.

P-07.23 Landing sequence: See P-05.23.