

	Name	
	BEGINNER	Points
	Takeoff (U)	XXXXXX
	Free Turnaround & set up	XXXXXX
1	Straight Flight Back (D)	
2	180 Degree Turn (turnaround)	
3	Inside Loop (U)	
4	Immelmann (turnaround)	
5	Straight Flight Back (D)	
	Set up and landing	XXXXXX
6	Presentation	
	TOTAL	
	Points: start with 10. Deductions in ½ point increments	
	Flying over flight line scores that maneuver a "0"	

Last Updated 06/10/2005

	Name	
	NOVICE	Points
1	Takeoff (U)	
2	Procedure Turn 90 / 270 (turnaround)	
3	Straight Flight Back (D)	
4	Stall Turn (turnaround)	
5	One Inside Loop (U)	
6	Immelmann (turnaround)	
7	One Turn Spin (D)	
8	1/2 Cuban 8 (turnaround)	
9	2 Point Roll (D)	
10	Split "S" (turnaround)	
11	Cuban 8 (U)	
	Set up for landing	XXXXXX
12	Landing	
13	Presentation	
	TOTAL	
	Points: start with 10. Deductions in ½ point increments	
	Flying over flight line scores that maneuver a "0"	

Last Updated 06/10/2005

	Name	
	ADVANCED	Points
1	Takeoff (U)	
2	Procedure Turn 90 / 270 (turnaround)	
3	Straight Flight Back (D)	
4	Stall Turn (turnaround)	
5	Two Inside Loops (U)	
6	Split "S" (turnaround)	
7	Slow Roll (D)	
8	Immelmann (turnaround)	
9	Two Turn Spin (U)	
10	1/2 Cuban 8 (turnaround)	
11	Square Loop (D)	
12	45 climb 2/4 pt roll & half loop (turnaround)	
13	4 Point Roll (U)	
14	Humpty Bump with 1/2 roll down (turnaround)	
15	Straight Flight Back Inverted (D)	
	Set up for landing	XXXXXX
16	Landing	
17	Presentation	
	TOTAL	
	Points: start with 10. Deductions in ½ point increments	
	Flying over flight line scores that maneuver a "0"	

Last Updated 06/10/2005

	Name	
	EXPERT	Points
1	Takeoff (U)	
2	Procedure Turn 90 / 270 (turnaround)	
3	Straight Flight Back (D)	
4	Stall Turn (turnaround)	
5	Three Inside Loops (U)	
6	1/2 Reverse Cuban 8 (turnaround)	
7	Three Rolls (D)	
8	Immelmann (turnaround)	
9	Three Turn Spin (U)	
10	Humpty Bump with 1/2 roll down (turnaround)	
11	Cuban 8 (D)	
12	45 climb with 2/4 pt roll & half loop (turnaround)	
13	Slow Roll (U)	
14	Split "S" (turnaround)	
15	Square Loop (D)	
16	1/2 Cuban 8 (turnaround)	
17	Top Hat (U)	
18	Humpty Bump with 1/2 roll up (turnaround)	
19	Straight Flight Out Inverted (D)	
	Set up for landing	XXXXXX
20	Landing	
21	Presentation	
	TOTAL	
	Points: start with 10. Deductions in ½ point increments	
	Flying over flight line scores that maneuver a "0"	

Last Updated 06/10/2005