PRELIMINARY SCHEDULE F3P AP-25 (2024-2025)

AP-25.01 Triangle with half roll, quarter roll, quarter roll, half roll

From upright, at centre, perform a ½ roll, push through a ¾ loop into a 45° upline, perform a ¼ roll into knifeedge flight, perform a ¼ knife-edge loop into a 45° knife-edge downline, perform a ¼ roll, push through a ¾ loop, perform a ½ roll, exit upright.

AP-25.02 Knife-Edge Humpty Bump with three quarter roll, quarter roll

From upright pull through a $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{3}{4}$ roll, perform a half knife-edge loop into a vertical downline, perform a $\frac{1}{4}$ roll, push through a $\frac{1}{4}$ loop, exit inverted.

AP-25.03 Horizontal Circle with half roll integrated, roll integrated

From inverted, perform a horizontal circle with a ½ roll integrated in the first 180°, one roll in opposite direction integrated in next 180°, exit upright. Note: First half roll is to the outside.

AP-25.04 Corner Stall Turn Combination with half roll integrated, two consecutive one eighth rolls

From upright, perform a ¼ circle while integrating a ½ roll, push through a ¼ loop into a vertical upline, perform consecutively two ¼ rolls, perform a stall turn into a vertical downline, push through a ¼ loop, exit inverted.

AP-25.05 Roll Combination with quarter roll, roll, quarter roll

From inverted, perform consecutively a ¼ roll, a roll in opposite direction, another ¼ roll in opposite direction of the roll, exit upright.

AP-25.06 Half Loop with roll integrated

From upright, pull through a half loop while integrating a roll, exit inverted.

AP-25.07 Knife-Edge forty-five degree downline with quarter roll, half roll, quarter roll

From inverted, before centre, perform a ¼ roll into knife-edge flight, perform a ⅓ knife-edge loop into a 45° downline, perform a ½ roll, perform ⅓ knife edge loop, perform a ¼ roll, exit inverted.

AP-25.08 Shark Fin with two quarter rolls in opposite direction, two quarter rolls

From inverted, push through a ¹/₄ loop into a vertical upline, perform consecutively two ¹/₄ rolls in opposite direction, push through a ³/₈ loop into a 45° downline, perform consecutively two ¹/₄ rolls, push through a ¹/₈ loop, exit inverted.

AP-25.09 Loop with half Torque Roll

From inverted, push through a ¼ loop, immediately perform a ½ torque roll immediately pull through a ¾ loop, exit upright.

Note: There are no straight lines in the manoeuvre (except entry and exit line).

AP-25.10 Fighter Turn with two consecutive one eight rolls, two consecutive one eight rolls

From upright, pull through a ½ loop into a 45° upline, perform consecutively two ½ rolls, push or pull through a half knife-edge circle into a 45° downline, perform consecutively two ½ rolls, pull through a ½ loop, exit upright.

AP-25.11 Golfball, with quarter roll, quarter roll

From upright, before centre, pull through a ½ loop into a 45° upline, perform a quarter roll, perform a ¾ knifeedge loop into a 45° degree downline, perform a ¼ roll, pull through a ½ loop, exit upright.

The Aresti diagram appears overleaf.



