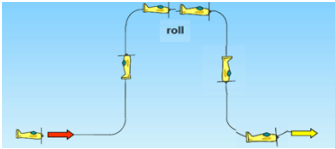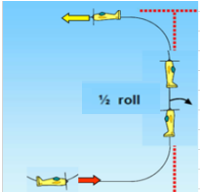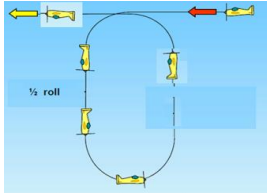**1. Top hat with 1 toll on top**

From upright, pull through a quarter loop into a vertical upline, push through a quarter loop, perform a full roll, push through a quarter loop into a vertical downline, pull through a quarter loop, exit upright.
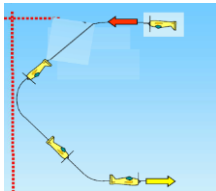
2. 1/2 square loop 1/2 roll

From upright, pull through a quarter loop into a vertical upline, perform a half roll, push through a quarter loop, exit upright.

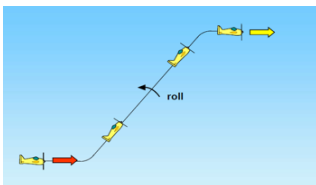**3. Push-Pull-Pull Humpty-Bump with 1/2 roll**

From upright, on centre, push through a quarter loop into vertical downline, perform a half roll, pull through a half loop into a vertical upline, pull through a quarter loop, exit inverted.

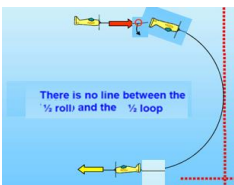**4. 1/2 square loop on corner**

From inverted, pull through a one eighth loop into a forty five degree downline, pull through a quarter loop into a forty five degree downline, pull through an eighth loop, exit upright.

5. Forty Five degree Upline with 1/2 half rolls in opposite direction

From upright, pull through a one eighth loop into a forty five degree upline, perform two half rolls in opposite direction, push through a one eighth loop, exit upright.
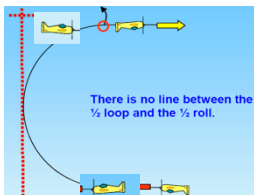
6. Split S - 1/2 roll

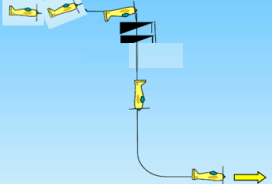From upright, perform a half roll, immediately pull through a half loop, exit upright.

7. 4 point roll

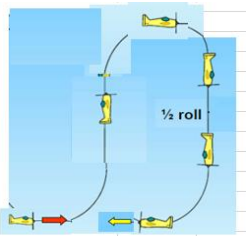**8. Immelman turn 1/2 roll**

From upright, pull through a half loop, immediately perform a half roll, exit upright.

9. Spin 2 turns

From upright, perform spins with two turns to a vertical downline, pull through a quarter loop, exit upright.

10. Pull-Push-Pull Humpty-Bump with 1/2 roll.

½ roll

From upright, pull through a quarter loop into a vertical upline, push through a half loop into a vertical downline, perform a half roll, pull through a quarter loop, exit upright.
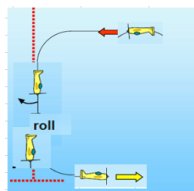
11. Figure ET - 1/2 roll on 45 deg - exit inverted
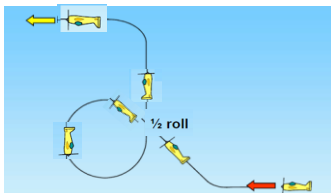
½ roll

From upright, pull through a one eighth loop into a forty five degree upline, perform a half roll, pull through a seven eighths loop into a vertical upline, pull through a quarter loop , exit inverted.
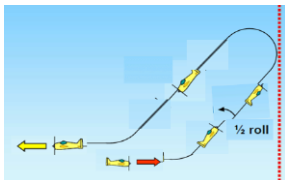(Note: The vertical upline must be in the centre)

12. Half Square Loop with roll

roll

From inverted, pull through a quarter loop into a vertical downline, perform a roll, pull through a quarter loop, exit upright.
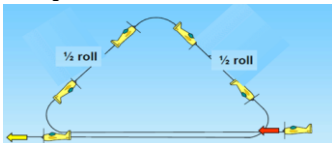
**13. Stall turn 3/4 rolls**

14. Trombone with half roll

½ roll

From upright, pull through a one eighth loop into a forty five degree upline, perform a half roll, push through a half loop into a forty five degree downline, pull through a one eighth loop, exit upright.

15. Triangle with one roll

½ roll   ½ roll

From upright, fly past centre, pull through a three eighths loop into a forty five degree upline, perform a half roll, push through a quarter loop into a forty five degree downline, perform a half roll, pull through a three eighths loop, exit upright.

16. Shark Fin with half roll

½ roll
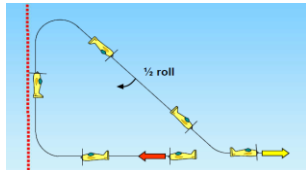
From upright, pull through a quarter loop into a vertical upline, pull through a three eighth loop into a forty five degree downline, perform a half roll, pull through a one eighth loop, exit upright.

17. Inside Loop with Snap Roll at top

From upright, pull through a ½ loop, perform a snap roll, pull through a ½ loop, exit upright