MAASA ADVANCED SCHEDULE (from January 2014)

General notes pertaining to Advanced class: Schedule 8 minutes including three minutes to take-off.

A-01 Figure Z with half roll up: Past centre line pull through 3/8 loop, 45 deg up line, perform a ½ roll on centre, pull through 3/8 loop to horizontal, exit inverted.

A-02 Half Square loop from top, inverted entry: Pull through ¼ loop, vertical line, pull through ¼ loop, exit upright.

A-03 45deg upline with 4-point roll: Pull to a 45deg upline, perform a 4-point roll on centre, push to horizontal, exit upright.

A-04 Half outside loop from top: Push to perform a half outside loop at the end of the box, exit inverted.

A-05 Avalanche with full snap (from bottom), inverted entry: Push to perform an outside loop from bottom, at top centre perform a positive or negative snap-roll, complete the loop, exit inverted.

A-06 Half Square Loop,Two 1/2 roll up reversing, inverted entry: From inverted push through ¼ loop, perform two half rolls in opposite direction on the centre of the vertical upline, push through ¼ loop to exit upright.
Judging notes:

✎ The reversal between the two half rolls must be immediate.

A-07 One Horizontal snap Roll (up high in flight): From upright perform a positive snap roll on centre, exit upright.

A-08 Split "S" (Half roll, half loop from top): Perform a half roll, immediately pull to complete a half loop to exit upright.

A-09 Figure M, Double stall turn with ¾ rolls up, ¼ rolls down on each leg, half loop upright: Pull to a vertical up line before centre, perform a ¾ roll on the vertical upline, stall turn at the top of the upline, ¼ roll on the downline, pull through a half loop on centre, ¾ roll on vertical upline, stall turn, ¼ roll on downline, pull through ¼ loop to horizontal, exit upright.

A-10 Half Reverse Cuban Eight, 2/4pt roll: Pull into 1/8 of a loop to 45° up line, perform a 2/4pt on the centre of the up line, pull through 5/8 of an inside loop, exit upright.

A-11 Slow roll: Perform a slow roll on centre, exit upright.
Judging notes:

✎ A roll of less than Four seconds is seriously downgraded.

A-12 Half Square loop on corner with ½ roll in second leg: From upright, pull through a ⅛ loop into a 45° upline, pull through a ¼ loop into a 45° upline, perform a ½ roll, push through a ⅛ loop, exit upright.

A-13 Three turn spin: Perform 3 spins from upright, pull to horizontal, upright exit.
Judging notes:

✎ Nose to lift before entry, no climb
✎ Nose drops on spin entry and wing drops immediately
✎ Snap entry (wing above fuselage) scores zero

A-14 Humpty bump with roll options (pull, push, pull half roll down or ¼ roll up and down): From upright, pull to a vertical upline, push through half loop to vertical downline, ½ roll on downline, pull to exit upright (Alternative, pull to vertical upline, ¼ roll on upline, push through ½ loop to downline, ¼ roll on downline, pull to horizontal, exit upright.

A-15 Four point roll: Perform a 4pt roll on centre, exit upright.

A-16 Stall turn without rolls: Pull to a vertical up line, perform a stall turn followed by a downline, pull to horizontal, exit upright.

A-17 Square loop on corner with half rolls in legs 1 and 3: Pull to 45 deg upline on centre, ½ roll on centre of upline, push through ¼ loop to 45deg upline, push through ¼ loop on centre to 45deg downline, ½ roll on centre of downline, pull through ¼ loop to 45deg downline, pull to horizontal on centre, exit upright.