

FINAL SCHEDULE F3A F-27 (2026-2027)

F-27.01 Square Loop with snap roll, two quarter rolls, snap roll, two quarter rolls

From upright, fly past centre, pull through a $\frac{1}{4}$ loop into a vertical upline, perform a snap roll, pull through a $\frac{1}{4}$ loop, perform consecutively two $\frac{1}{4}$ rolls, push through a $\frac{1}{4}$ loop into a vertical downline, perform a snap roll, push through a $\frac{1}{4}$ loop, perform consecutively two $\frac{1}{4}$ rolls, exit upright.

F-27.02 Reverse Shark Fin with two three quarter rolls, two quarter rolls

From upright, pull through a $\frac{1}{8}$ loop into a 45° upline, perform consecutively two $\frac{3}{4}$ rolls, pull through a $\frac{3}{8}$ loop into a vertical downline, perform consecutively two $\frac{1}{4}$ rolls, push through a $\frac{1}{4}$ loop, exit inverted.

F-27.03 Roll Combination with three rolls in opposite directions

From inverted, perform consecutively a roll, a second roll in opposite direction, a third roll in opposite direction to the second roll, exit inverted.

F-27.04 Figure ET with half roll, four one eighth rolls

From inverted, push through a $\frac{3}{8}$ loop into a 45° upline, perform a $\frac{1}{2}$ roll, push through a $\frac{5}{8}$ loop into a vertical downline, perform consecutively four $\frac{1}{8}$ rolls, pull through a $\frac{1}{4}$ loop, exit upright.

F-27.05 Triangle with quarter roll integrated, half roll, half roll, half roll, quarter roll integrated

From upright, at centre, pull through a $\frac{1}{8}$ loop while integrating a $\frac{1}{4}$ roll into a 45° knife-edge upline, perform a $\frac{1}{2}$ roll, perform a $\frac{3}{8}$ knife-edge loop, perform a $\frac{1}{2}$ roll, perform a $\frac{3}{8}$ knife-edge loop into a 45° knife edge downline, perform a $\frac{1}{2}$ roll, perform a $\frac{1}{8}$ knife edge loop while integrating a $\frac{1}{4}$ roll, exit inverted.

F-27.06 Half Cuban eight with snap roll

From inverted push through a $\frac{5}{8}$ loop into a 45° downline, perform a snap roll, pull through a $\frac{1}{8}$ loop, exit upright.

F-27.07 Loop with half roll integrated, snap roll, half roll integrated

From upright, pull through a loop while integrating a $\frac{1}{2}$ roll in the first half of the loop, perform a snap roll, finish the loop while integrating another $\frac{1}{2}$ roll in the second half of the loop, exit upright.

Note: The direction of the integrated $\frac{1}{2}$ rolls and the snap rolls is at the pilot's discretion.

F-27.08 Half Square Loop with half roll integrated, half roll, half roll integrated

From upright, pull through a $\frac{1}{4}$ loop into a vertical upline while integrating a $\frac{1}{2}$ roll, perform a $\frac{1}{2}$ roll, pull through a $\frac{1}{4}$ loop while integrating a $\frac{1}{2}$ roll, exit upright.

F-27.09 Spin with two turns, one and a half turn in opposite direction

From upright, perform a two turn spin, perform immediately another $1\frac{1}{2}$ turn spin in the opposite direction, perform a vertical downline, push through a $\frac{1}{4}$ loop, exit inverted.

F-27.10 Trombone with three quarter roll, three quarter roll. Option: Fighter turn with three quarter roll, three quarter roll

From inverted, push through a $\frac{1}{8}$ loop into a 45° upline, perform a $\frac{3}{4}$ roll, perform a half knife-edge loop into a 45° knife-edge downline, perform a $\frac{3}{4}$ roll, pull through a $\frac{1}{8}$ loop, exit upright.

Option:

From inverted, push through a $\frac{1}{8}$ loop into a 45° upline, perform a $\frac{3}{4}$ roll, perform a half pushed knife edge circle into a 45° knife-edge downline, perform a $\frac{3}{4}$ roll, pull through a $\frac{1}{8}$ loop, exit upright.

F-27.11 Rolling Circle Rolling Loop Combination

From upright, in the centre, perform a $\frac{1}{4}$ circle while integrating a half roll to the inside, push through a $\frac{1}{4}$ loop, into a half knife-edge loop while integrating a roll, push through a $\frac{1}{4}$ loop, perform a $\frac{1}{4}$ circle while integrating a $\frac{1}{2}$ roll to the outside, exit upright.

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

F-27.12 Inverted Figure ET with two quarter rolls, half roll

From upright, pull through a $\frac{1}{8}$ loop into a 45° upline, perform consecutively two $\frac{1}{4}$ rolls, pull through a $\frac{3}{8}$ loop into a vertical upline, perform a $\frac{1}{2}$ roll, pull through a $\frac{1}{4}$ loop, exit inverted

F-27.13 Inverted Golf Ball with quarter roll half roll integrated, half roll integrated quarter roll

From inverted, before centre, perform a $\frac{1}{4}$ roll into knife edge, perform a $\frac{1}{8}$ knife edge loop into a 45° downline, perform a $\frac{3}{4}$ knife edge loop into a 45° knife-edge upline, while integrating two $\frac{1}{2}$ rolls in opposite directions in the lower 180° part of the $\frac{3}{4}$ loop, perform a $\frac{1}{8}$ knife-edge loop, perform a $\frac{1}{4}$ roll exit inverted.

F-27.14 Half Square Loop on Corner with quarter roll, quarter roll

From inverted, pull through a $\frac{1}{8}$ loop into a 45° downline, perform a $\frac{1}{4}$ roll into knife-edge flight, perform a $\frac{1}{4}$ knife-edge loop into a 45° downline, perform a $\frac{1}{4}$ roll, push through a $\frac{1}{8}$ loop, exit inverted.

F-27.15 Roll Combination with quarter roll one and half snap roll, quarter roll

From inverted, perform a $\frac{3}{4}$ roll into sustained knife-edge flight, perform 1 $\frac{1}{2}$ snap roll into another sustained knife-edge flight, perform a $\frac{3}{4}$ roll, exit inverted.

F-27.16 Half Square Loop with one and a half snap roll

From inverted, push through a $\frac{1}{4}$ loop into a vertical upline, perform a 1 $\frac{1}{2}$ snap roll, pull through a $\frac{1}{4}$ loop, exit inverted.

F-27.17 Pull-Pull-Pull Humpty Bump half roll integrated, half roll, half roll integrated, half roll, half roll integrated

From inverted, pull through a $\frac{1}{4}$ loop into a vertical downline, while integrating a $\frac{1}{2}$ roll, perform a $\frac{1}{2}$ roll, pull through a $\frac{1}{2}$ loop while integrating a $\frac{1}{2}$ roll into a vertical upline, perform a $\frac{1}{2}$ roll, pull through a $\frac{1}{4}$ loop while integrating a $\frac{1}{2}$ roll, exit upright.