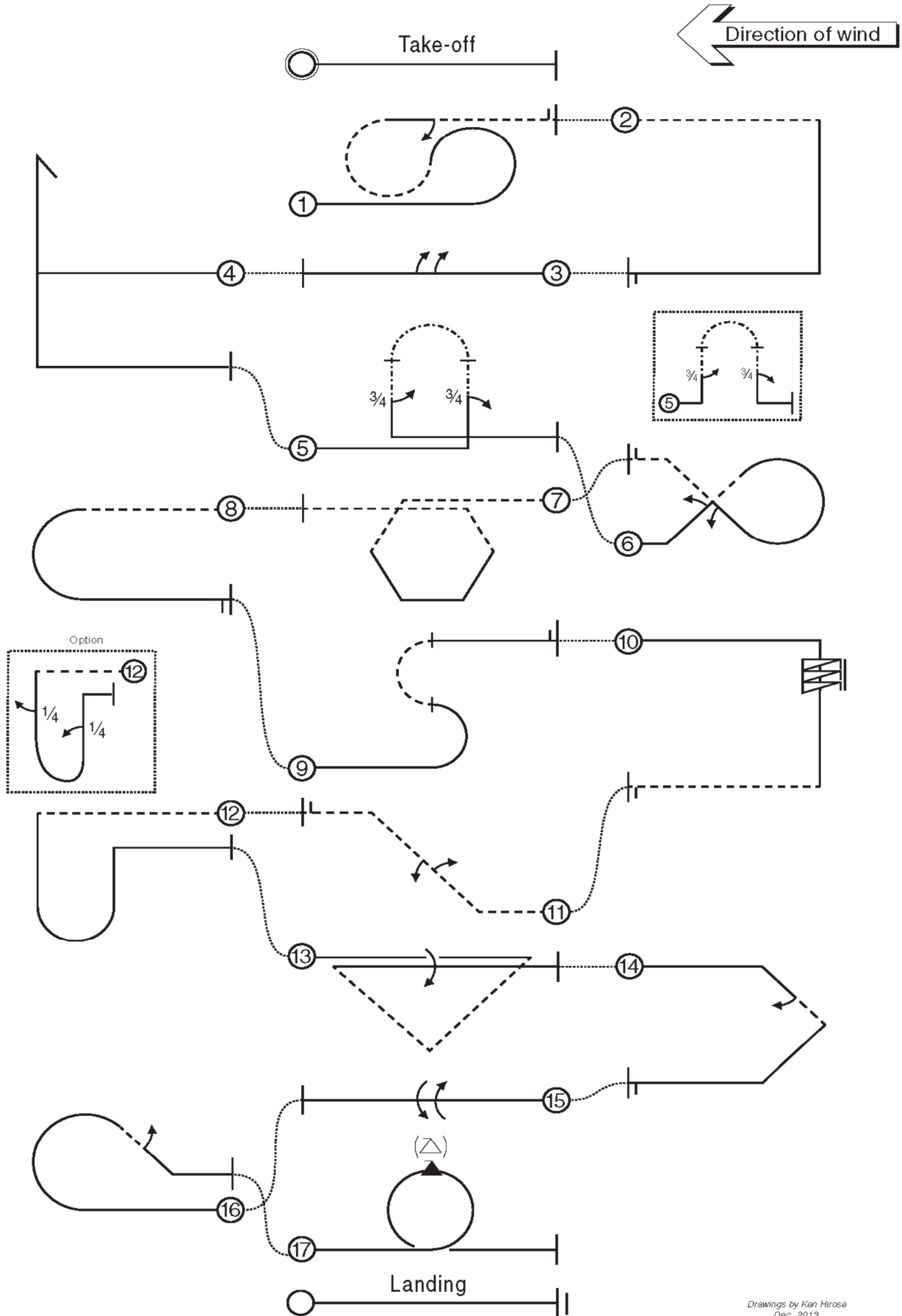


Advanced Schedule A-16 (2015-2016)**K-Factor**

A-16.01 Eye-Catcher with $\frac{1}{2}$ roll	K 3
A-16.02 Half Square Loop	K 2
A-16.03 Roll Combination with two $\frac{1}{2}$ rolls	K 4
A-16.04 Stall Turn	K 3
A-16.05 Humpty-Bump with $\frac{3}{4}$ roll, $\frac{3}{4}$ roll	K 5
A-16.06 Comet with $\frac{1}{2}$ roll, $\frac{1}{2}$ roll	K 4
A-16.07 Six-sided Loop	K 4
A-16.08 Half Loop	K 2
A-16.09 Figure S	K 4
A-16.10 Spin with 3 turns	K 4
A-16.11 45° Upline with consecutively $\frac{1}{2}$ roll, $\frac{1}{2}$ roll	K 4
A-16.12 Reverse Pull-Pull-Push-Humpty-Bump (Option: with $\frac{1}{4}$ roll, $\frac{1}{4}$ roll)	K 3
A-16.13 Triangle Loop with roll	K 4
A-16.14 Half Square Loop on Corner with $\frac{1}{2}$ roll	K 3
A-16.15 Roll Combination with consecutive two rolls	K 4
A-16.16 Half Cuban 8 with $\frac{1}{2}$ roll	K 2
A-16.17 Avalanche	K 5
Total K = 60	

ADVANCED SCHEDULE A-16 (2015-2016)



ADVANCED SCHEDULE A-16 (2015-2016)

A-16.01 Eye-Catcher with $\frac{1}{2}$ roll

From upright, pull through a $\frac{3}{4}$ loop, push through another $\frac{3}{4}$ loop, into a horizontal line, perform $\frac{1}{2}$ roll in the center, exit inverted.

A-16.02 Half Square Loop

From inverted, pull through a $\frac{1}{4}$ loop into a vertical downline, pull through a $\frac{1}{4}$ loop, exit upright.

A-16.03 Roll Combination with two $\frac{1}{2}$ rolls

From upright, perform consecutively two $\frac{1}{2}$ rolls, exit upright.

A-16.04 Stall Turn

From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, perform a stall turn into a vertical downline, pull through a $\frac{1}{4}$ loop, exit upright.

A-16.05 Humpty-Bump with $\frac{3}{4}$ roll, $\frac{3}{4}$ roll

From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{3}{4}$ roll, perform a $\frac{1}{2}$ loop in knife-edge flight into a vertical downline, perform a $\frac{3}{4}$ roll, pull through a $\frac{1}{4}$ loop, exit upright.

A-16.06 Comet with $\frac{1}{2}$ roll, $\frac{1}{2}$ roll

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

A-16.07 Six-sided Loop

From inverted, pull through a $\frac{1}{6}$ loop into a 60° downline, pull through a $\frac{1}{6}$ loop into another 60° downline, pull through a $\frac{1}{6}$ loop into a horizontal line, pull through a $\frac{1}{6}$ loop into a 60° upline, pull through a $\frac{1}{6}$ loop into another 60° upline, pull through a $\frac{1}{6}$ loop, exit inverted.

A-16.08 Half Loop

From inverted, pull through a $\frac{1}{2}$ loop, exit upright.

A-16.09 Figure S

From upright pull through a $\frac{1}{2}$ loop and push through another $\frac{1}{2}$ loop, exit upright.

A-16.10 Spin with 3 turns,

From upright, perform a spin with 3 turns, perform a vertical downline, push through a $\frac{1}{4}$ loop, exit inverted.

A-16.11 45° Upline with consecutively $\frac{1}{2}$ roll, $\frac{1}{2}$ roll.

From inverted, push through a $\frac{1}{8}$ loop into a 45° upline, perform consecutively a $\frac{1}{2}$ roll, a $\frac{1}{2}$ roll in opposite direction, pull through a $\frac{1}{8}$ loop exit inverted.

A-16.12 Reverse Pull-Pull-Push-Humpty-Bump (Option: with $\frac{1}{4}$ roll, $\frac{1}{4}$ roll)

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

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

A-16.13 Triangle Loop with roll.

From upright, push through a $\frac{3}{8}$ loop into a 45° downline, push through a $\frac{1}{4}$ loop into a 45° upline, push through a $\frac{3}{8}$ loop into a horizontal line, perform a roll, exit upright.

A-16.14 Half Square Loop on Corner with $\frac{1}{2}$ roll

From upright, push through a $\frac{1}{8}$ loop into a 45° downline, perform a $\frac{1}{2}$ roll, pull through a $\frac{1}{4}$ loop into another 45° downline, pull through a $\frac{1}{8}$ loop, exit upright.

A-16.15 Roll Combination with consecutive two rolls

From upright, perform consecutively two rolls in opposite direction, exit upright

A-16.16 Half Cuban 8 with $\frac{1}{2}$ roll

From upright pull through a $\frac{5}{8}$ loop into a 45° downline, perform a $\frac{1}{2}$ roll, pull through a $\frac{1}{8}$ loop, exit upright

A-16.17 Avalanche

From upright, pull through a loop while performing a snap-roll on top, exit upright.