



2024 UNLIMITED SEQUENCE

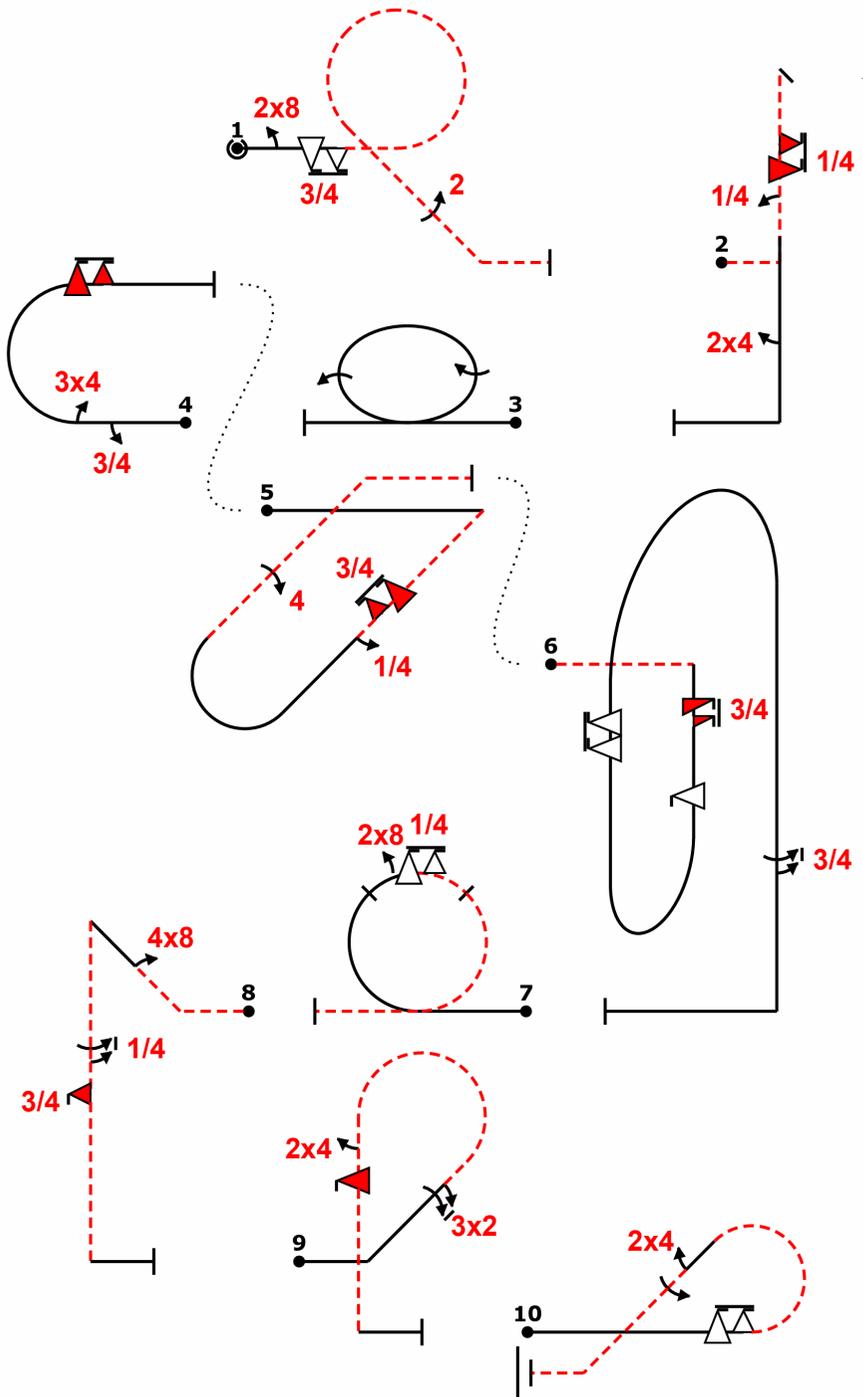


Fig. 1

Q-Loop. 2 of 8 point roll opposite 1 3/4 positive snap on entry, push 7/8 outside loop to 45 downline, 2 of 2 point roll, push to exit inverted.

Fig. 2

Hammerhead. Push to vertical upline, 1/4 roll opposite 1 1/4 negative snap, stall turn, 2 of 4 point roll on downline, pull to exit upright.

Fig. 3

360 Degree Rolling Turn. 360 degree rolling turn with 2 rolls, one roll to the outside, one roll to the inside, exit upright.

Fig. 4

Immelmann. 3/4 roll opposite 3 of 4 point roll on entry, pull 1/2 inside loop, 1 1/2 negative snap on exit, exit upright.

Fig. 5

Down Humpty Bump. Push 135° to 45 downline, 1 3/4 negative snap opposite 1/4 roll, pull 1/2 inside loop to 45 upline, 4 of 4 point roll, pull to exit inverted.

Fig. 6

Double Humpty Bump. 1 3/4 turn inverted spin on entry, opposite 1 positive snap on downline, pull 1/2 inside loop to vertical upline, 2 positive snaps, pull 1/2 inside loop to vertical downline, 1 3/4 rolls, pull to exit upright.

Fig. 7

Inside/Outside Loop. Pull half inside loop, 2 of 8 point roll same direction 1 1/4 positive snap at top of loop, push half outside loop, exit inverted.

Fig. 8

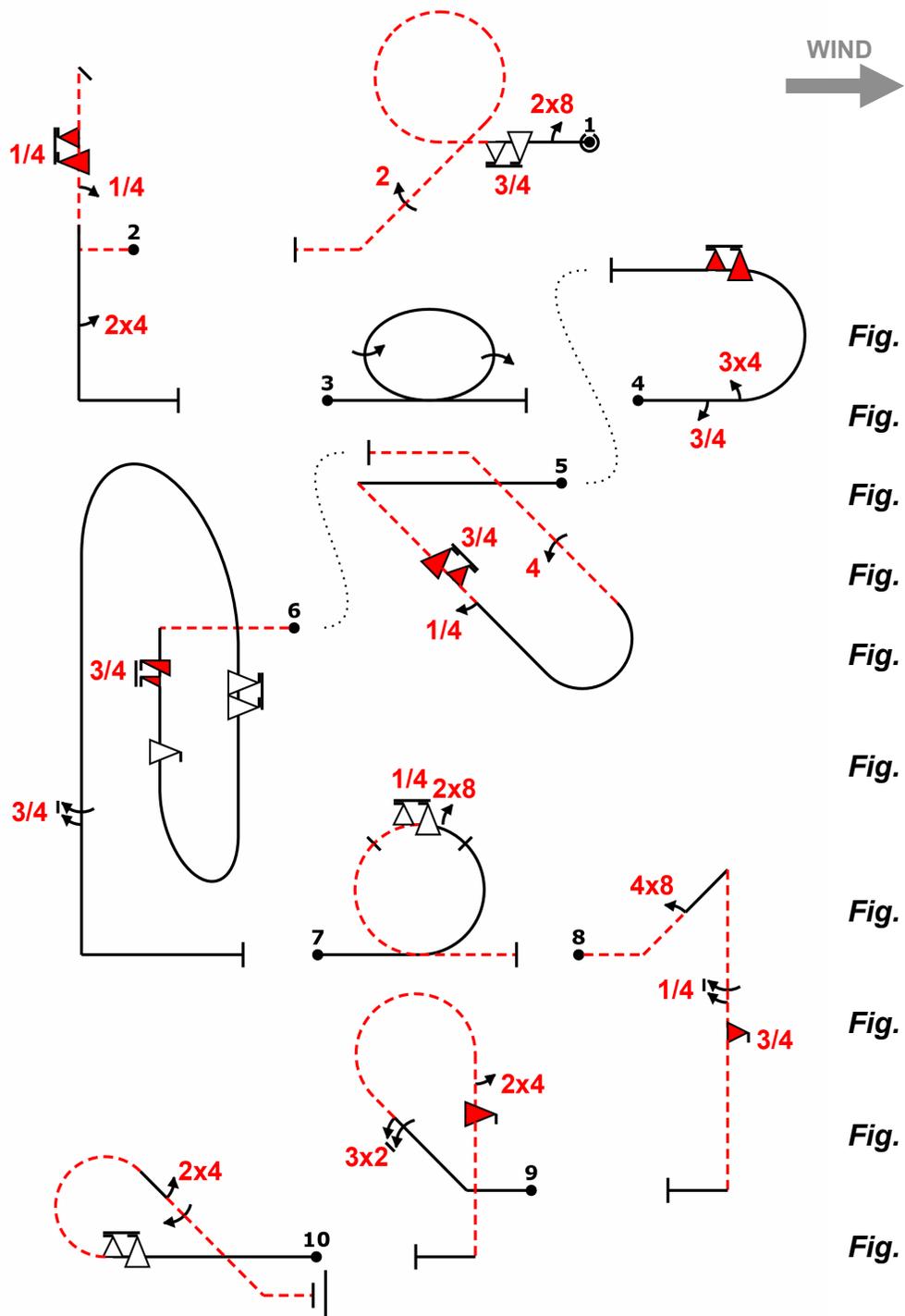
Reverse Sharks Tooth. Push to 45 upline, 4 of 8 point roll, push to vertical downline, 1 1/4 roll opposite 3/4 negative snap, pull to exit upright.

Fig. 9

Teardrop. Pull to 45 upline, 3 of 2 point roll, push 5/8 outside loop to vertical downline, 2 of 4 point roll same direction 1 negative snap, pull to exit upright.

Fig. 10

Half Cuban. 1 1/2 positive snap on entry, push 5/8 outside loop to 45 downline, 2 of 4 point roll opposite 1 full roll, push to exit inverted.



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- Fig. 1 Q-Loop.** 2 of 8 point roll opposite 1 3/4 positive snap on entry, push 7/8 outside loop to 45 downline, 2 of 2 point roll, push to exit inverted.
- Fig. 2 Hammerhead.** Push to vertical upline, 1/4 roll opposite 1 1/4 negative snap, stall turn, 2 of 4 point roll on downline, pull to exit upright.
- Fig. 3 360 Degree Rolling Turn.** 360 degree rolling turn with 2 rolls, one roll to the outside, one roll to the inside, exit upright.
- Fig. 4 Immelmann.** 3/4 roll opposite 3 of 4 point roll on entry, pull 1/2 inside loop, 1 1/2 negative snap on exit, exit upright.
- Fig. 5 Down Humpty Bump.** Push 135° to 45 downline, 1 3/4 negative snap opposite 1/4 roll, pull 1/2 inside loop to 45 upline, 4 of 4 point roll, pull to exit inverted.
- Fig. 6 Double Humpty Bump.** 1 3/4 turn inverted spin on entry, opposite 1 positive snap on downline, pull 1/2 inside loop to vertical upline, 2 positive snaps, pull 1/2 inside loop to vertical downline, 1 3/4 rolls, pull to exit upright.
- Fig. 7 Inside/Outside Loop.** Pull half inside loop, 2 of 8 point roll same direction 1 1/4 positive snap at top of loop, push half outside loop, exit inverted.
- Fig. 8 Reverse Sharks Tooth.** Push to 45 upline, 4 of 8 point roll, push to vertical downline, 1 1/4 roll opposite 3/4 negative snap, pull to exit upright.
- Fig. 9 Teardrop.** Pull to 45 upline, 3 of 2 point roll, push 5/8 outside loop to vertical downline, 2 of 4 point roll same direction 1 negative snap, pull to exit upright.
- Fig. 10 Half Cuban.** 1 1/2 positive snap on entry, push 5/8 outside loop to 45 downline, 2 of 4 point roll opposite 1 full roll, push to exit inverted.