Advanced Schedule F3P AA-27 (2026-2027)

AA-27.01 : Reverse Cuban Eight from Top with half roll, half roll	K 4
AA-27.02 : Corner Combination with quarter roll	K 3
AA-27.03 : Horizontal Square with half roll, half roll	K 4
AA-27.04 : Half Circle with half roll integrated	K 5
AA-27.05 : Torque Roll	K 4
AA-27.06 : Half Hourglass with half roll, half roll	K 3
AA-27.07 : Loop with half roll integrated in the first 180 degrees	K 4
AA-27.08 : Double Humpty Bump with quarter roll, quarter roll	K 4
AA-27.09 : Roll Combination with two consecutive quarter rolls, two consecutive quarter rolls opposite	K 3
AA-27.10 : Horizontal Half Square with half roll	K 3
AA-27.11 : Stall turn with quarter roll, quarter roll	K 4
	Total K = 41

ADVANCED SCHEDULE F3P AA-27 (2026-2027)

AA-27.01 Reverse Cuban Eight from Top with half roll, half roll
From inverted, before centre, pull through a ⅛ loop into a 45°-degree downline, perform a ½ roll, pull through a ¾ loop, into a 45° downline, perform a ½ roll, pull through a ⅝ loop, exit inverted.

AA-27.02 Corner Combination with quarter roll
From inverted, pull through a ¼ loop into a vertical downline, perform a ¼ roll, pull through a ¼ loop, perform a ¼ circle with wing level, exit upright.

AA-27.03 Horizontal Square with half roll, half roll
From upright, fly past center, perform a ¼ circle with wing level, perform a half roll, perform a ¼ circle with wing level, perform a ¼ circle with wing level, perform a ½ roll, perform a ¼ circle with wing level, exit upright.

AA-27.04 Half Circle with half roll integrated
From upright, perform a ½ horizontal circle while integrating a ½ roll, exit inverted.

AA-27.05 Torque Roll
From inverted, push through a ¼ loop into a vertical upline, perform a torque roll, pull through a ¼ loop, exit inverted.

AA-27.06 Half Hourglass with half roll, half roll
From inverted, pull though a ⅛ loop into a forty-five-degree downline, perform a ½ roll, pull through a ⅜ loop into a vertical upline, pull through ⅜ loop into a forty-five-degree downline, perform a half roll, pull through a ⅛ loop, exit upright.

AA-27.07 Loop with half roll integrated in the first 180 degrees
From upright, pull through a ½ loop, while integrating a ½ roll, immediately push through another ½ loop, exit inverted.

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AA-27.08 Double Humpty Bump with quarter roll, quarter roll
From inverted, push through a ¼ loop into a vertical upline, pull or push through a half loop into a vertical downline, perform a ¼ roll, push through a ¼ loop, push through a ¼ loop into a vertical upline, perform a ¼ roll, pull or push through a ½ loop into a vertical downline, pull through a ¼ loop, exit upright.

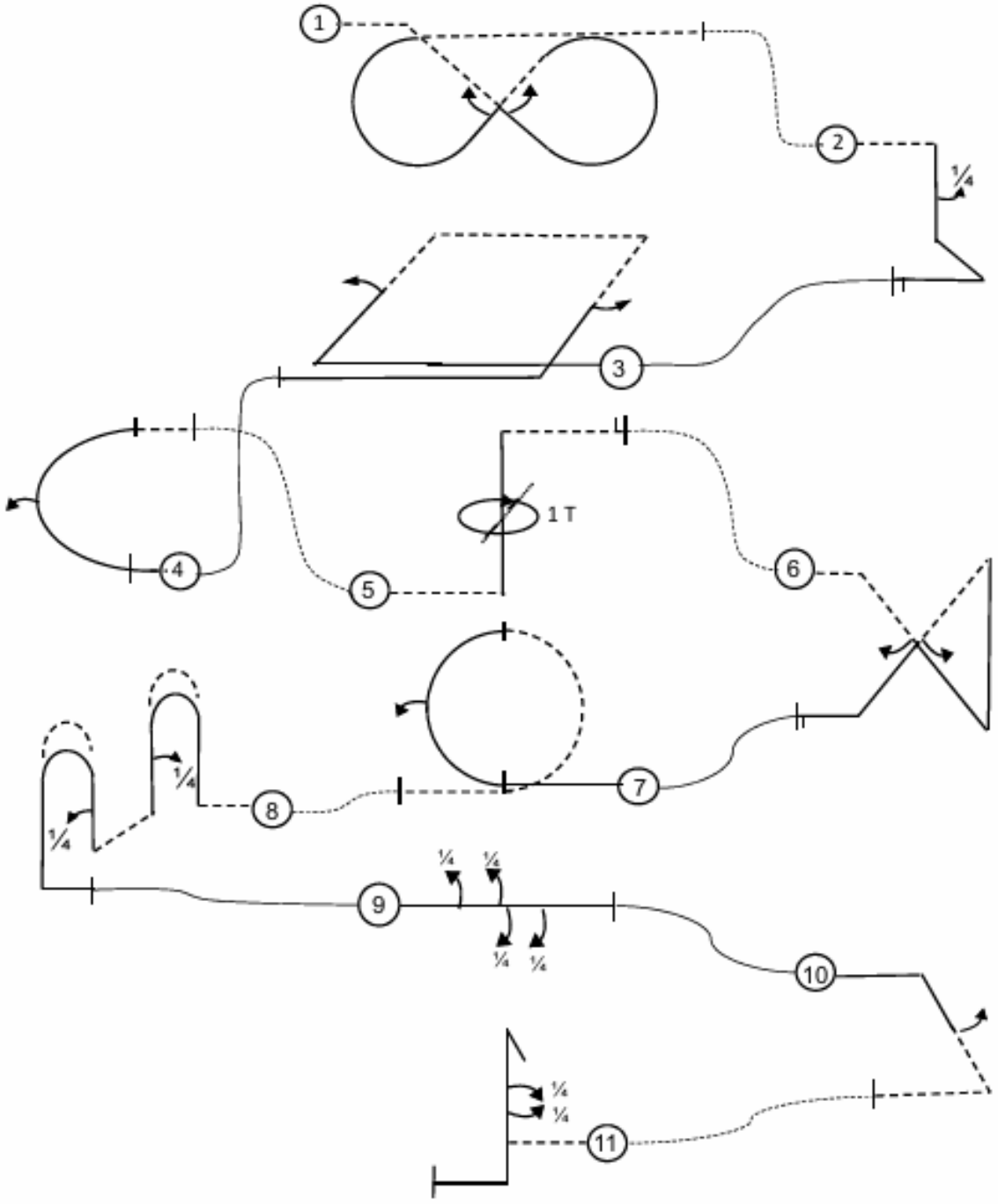
AA-27.09 Roll Combination with two consecutive quarter rolls, two consecutive quarter rolls opposite
From upright, perform consecutively two ¼ rolls, perform consecutively two ¼ rolls in opposite direction, exit upright.

AA-27.10 Horizontal Half Square with half roll
From upright, perform a ¼ circle with wing level, perform a ½ roll, perform a ¼ circle with wing level towards the centre, exit inverted.

AA-27.11 Stall turn with quarter roll, quarter roll
From inverted, push through a ¼ loop into a vertical upline, perform a ¼ roll, perform a stall turn into a vertical downline, perform a ¼ roll, pull through a ¼ loop, exit upright

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Drawings by Peter Uhlig
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