

NARRATIVES FOR 2009/10 LSA SCHEDULES

These will be flown up to and including the Nationals in 2010

Note: The Basic class will be hosted at the monthly competitions if need be but will not be catered for at major events like the Nationals or TOC.

For all the narratives assume the entry for the first manoeuvre is from the right with the wind coming from the left.

(C) = Center box, (L) = Left box and (R) = Right box

BASIC

1 (C)- 45 Degree up-line: From horizontal pull to 45 degree up-line, push to horizontal exit at the top of the box. The middle of the 45 degree up-line should be on center.

2 (L)- Split S: From upright perform a ½ roll and immediately thereafter pull a 1/2 inside loop to exit upright.

3 (R)- Hammerhead: From upright pull to vertical up-line, stall turn, nothing on the vertical down line, pull to horizontal upright exit.

4 (C)- Roll: From upright, perform 1 roll on the horizontal around the center, exit upright.

5 (L)- Tear Drop: From horizontal pull to 45 degree up-line, pull 5/8 inside loop to vertical down line with a ½ roll, pull to horizontal upright exit.

6 (C)- Loop: perform a loop around the center, exit upright.

7 (R)- Shark's Tooth: From upright pull to vertical up-line, pull 135 degrees to inverted 45 degree down line with a ½ roll, exit upright.

8 (L)- ½ Reverse Cuban: From upright pull to 45 degree up-line with a ½ roll, pull 5/8 inside loop to horizontal upright exit.

9 (R)- ½ Square loop: From upright pull to vertical up-line with a ½ roll half way up, push to horizontal upright exit.

10 (C)- 2 Turn Spin: From upright perform a 2 turn positive spin, pull to horizontal upright exit.

SPORTSMAN

1 (C)- **Tear drop:** From upright, pull to vertical up-line with ½ roll, pull 5/8 inside loop to 45 degree down line with 1 positive snap roll, exit upright in the opposite direction to which you started.

2 (R) - **Hammerhead:** From upright pull to vertical up-line, stall turn, 1 full roll on vertical down line, exit upright.

3 (C)- **Loop:** first half inside, ½ roll at the top, second half outside, exit inverted.

4 (L)- **½ Cuban:** From inverted ½ roll, pull 5/8 inside loop to 45 degree down line with 2 points of a 4 point roll, exit upright.

5 (R)- **Humpty Bump:** From upright pull to vertical up-line with 2 points of an 8 point roll, pull ½ inside loop across box, ¾ roll on vertical down line, exit upright.

6 (L)- **½ Square loop:** From upright pull to vertical up-line with 1 full roll, exit inverted.

7 (R)- **Inverted Shark's tooth:** from inverted pull to 45 degree inverted down line with 2 points of a 4 point roll, pull 135 degrees to vertical up-line with a ½ roll, push to horizontal upright exit.

8 (C)- **1&1/2 Spins:** From upright perform 1&1/2 positive spins on center, pull to horizontal upright exit.

9 (R)- **Gold Fish:** From upright pull to 45 degree up-line with a ½ roll, pull ¾ inside loop to 45 degrees up-line with a 2 point roll, push to horizontal upright exit.

10 (L)- **½ Outside loop:** From upright push ½ outside loop with ½ roll to exit upright.

INTERMEDIATE

- 1 (C)- **Figure N**: From upright and just past center, pull to vertical up-line with a full roll, pull to 45 inverted down line with 1 negative snap, push to vertical up-line, push to upright horizontal exit.
- 2 (L)- **1&½ Turn spin**: From upright perform 1&½ positive spins followed by opposite direction ½ roll, pull 5/8 inside loop to 45 degree inverted up-line with 2 points of a 4 point roll, push to upright horizontal exit.
- 3 (C)- **Loop from the top**: From upright push ½ outside loop with ½ roll at the bottom, ½ inside loop to exit inverted.
- 4 (R)- **½ Square Loop**: From inverted pull to vertical down line with 3 points of a 4 point roll, exit inverted across the box.
- 5 (R)- **Humpty Bump**: From inverted push to vertical up-line with 4 points of an 8 point roll, pull ½ inside loop to vertical down line with 2 points of an 8 point roll, exit upright.
- 6 (C)- **Figure 4**: Fly last center then pull 135 degrees to inverted 45 up-line with a 2 point roll, pull 135 degrees to vertical down line with 1 positive snap, pull to horizontal upright exit.
- 7 (L)- **Hammerhead**: Pull to 45 degree up-line, pause, pull to vertical up-line with ½ roll, stall turn, full roll on vertical down line, exit inverted.
- 8 (C)- **45 Degree up-line**: From inverted push to 45 degree inverted up-line with a 4 point roll around center, pull to horizontal inverted exit.
- 9 (R)- **Split S**: From inverted 1 negative snap, pull ½ inside loop with 1 positive snap on the horizontal upright exit.
- 10 (C)- **90 Degree Rolling Turn**. From upright and starting on center, perform 1 roll to the inside, exit upright across the box.

ADVANCED/EXPERT

- 1 (C)- **1&½ turn Negative spin**: From inverted perform 1&½ negative spins followed by opposite ½ roll, pull ¾ inside loop to inverted horizontal with an 8 point roll, exit inverted.
- 2 (L)- **½ Inside loop**: From inverted pull ½ inside loop with 1&¼ rolls and opposite ¾ roll on horizontal to exit inverted.
- 3 (R)- **Hammerhead**: From inverted push to vertical up-line with 1 positive snap, stall turn to vertical down line, push to 45 degree inverted down line with 1 negative snap, push to horizontal inverted exit.
- 4 (L)- **270 degree rolling turn**: From inverted perform a 270 degree rolling turn with 3 roll to the inside, exit inverted across the box.
- 5 (C or R)- **Tear drop**: From inverted across the box push to vertical up-line with ¾ positive snap and opposite ½ roll, pull 5/8 inside loop to 45 degree down, now heading from right to left, with a 4 point roll, exit upright.
- 6 (L)- **Humpty Bump**: pull to vertical up-line with 3 points of a 4 point roll, pull ½ inside loop to vertical down line with 1&¼ negative snaps, exit upright.
- 7 (C)- **Loop**: first half is inside, 2 points of a 4 point roll and opposite negative snap across the top, second half is outside to exit inverted.
- 8 (R)- **45 Degree up-line**: From inverted push 135 degrees to upright 45 degree up-line with ½ a roll and opposite positive snap roll, exit inverted.
- 9 (L)- **Gold Fish**: From inverted pull to 45 degree down line with 4 points of an 8 point roll, pull ¾ inside loop to 45 degree down line with 3 points of a 2 point roll to exit upright.
- 10 (R)- **Shark's Tooth**: From upright pull to vertical up line with 2 points of a 4 point roll, push 135 degrees to 45 degree down line with ¾ roll and opposite 2 points of an 8 point roll, exit inverted.

UNLIMITED

1 (C)- **Lay-back Humpty**: From upright and just before center pull 135 to 45 inverted up-line with 3 points of a 4 point roll and opposite $1\frac{1}{4}$ positive snaps, pull $\frac{1}{2}$ inside loop to 45 inverted down line with 1 positive snap half way down, exit inverted.

2 (L)- **Hammerhead**: From inverted push to vertical up-line with $1\frac{1}{2}$ rolls, stall turn to vertical down line, pull to 45 with 2 point roll, exit upright.

3 (R)- **Immelman**: 8 point roll, $\frac{1}{2}$ inside loop, $\frac{1}{4}$ roll, opposite $1\frac{3}{4}$ rolls to exit upright.

4 (C)- **$1\frac{3}{4}$ positive spin**: $1\frac{3}{4}$ positive spin with opposite $\frac{1}{2}$ roll to exit upright across the box.

5 (C)- **Humpty bump**: Pull to vertical up-line with a 4 point roll and opposite full roll, pull $\frac{1}{2}$ inside loop, $1\frac{3}{4}$ negative snaps on vertical down line, exit inverted.

6 (R)- **Tear Drop**: From inverted push 135 to 45 up-line with 1 positive snap and same direction full roll, pull $\frac{5}{8}$ inside loop to vertical down line with $\frac{3}{4}$ roll and opposite $\frac{3}{4}$ positive snap, exit upright.

7 (C)- **360 degree rolling turn**: 3 roll rolling turn, first to the outside, second to the inside, third to the outside, exit upright.

8 (L)- **$\frac{1}{2}$ Cuban**: 2 positive snaps, pull $\frac{5}{8}$ inside loop to 45 down line with 2 opposite direction full rolls, exit inverted.

9 (R)- **$\frac{1}{2}$ Hour glass**: From inverted push to 45 degree up-line with $1\frac{1}{2}$ negative snaps and opposite 2 points of a 4 point roll, pull to vertical down line with $\frac{1}{2}$ roll, push 135 degrees to inverted 45 up-line with a 2 point roll, exit inverted.

10 (C)- **Loop from the top**: From inverted loop, first half inside with $\frac{1}{2}$ roll and same direction negative snap at the bottom, second half outside, exit upright.