

### 5.5.3.5 Manoeuvres

No.	Basic Manoeuvre	K	Option 1	K	Option 2	K	Option 3	K
1.	Loopings positive (min. 2)	2	With rolls	3	With snap	4	Rosette	7
2.	Loopings negative (min. 2)	3	With rolls	4	With snap	5	Rosette	8
3.	Square Looping	3	With 2 half rolls	4	With 4 half rolls	5	With 4 full rolls	6
4.	<b>Cuban-Eight</b>	<b>3</b>	<b>Horizontal square eight</b>	<b>4</b>	<b>Vertical square eight</b>	<b>5</b>	<b>Vertical square eight with two half rolls</b>	<b>6</b>
5.	Roll(s)	2	Two <b>rolls</b>	3	Slow <b>roll</b>	4	2 rolls in opposite	5
6	Pointed roll (min.2 <b>points</b> )	3	4-points	4	8-points	5	4-reverse point roll	6
7	Knife edge	3	Reversed with half roll	4	Reversed with full roll	5	Reversed with ½ <b>snap</b>	6
8	Rolling circle with 4 half rolls	4	With 4 full rolls	5	With 4 full rolls in opposite	7	With one roll	8
9	Spin	1	3 turns	2	2 turns in opposite	3	3 turns inverted	4
10	Immelman	2	Combined with half rolls	3	Combined with full rolls	4	Combined with roll and snap	5
11	Humpty bump positive	2	Humpty bump negative	3	<b>Humpty bump negative or positive combined with half and pointed rolls</b>	4	<b>Humpty bump negative or positive combined with roll(s) and snap</b>	5
12	Torque rolls ( <b>min. 1</b> )	3	<b>Two</b>	5	<b>Three</b>	6	<b>More than three</b>	8
13	Top hat positive with 2 half rolls	3	Positive with full rolls	4	Negative with half or pointed rolls	5	<b>Negative with full roll and snap</b>	6
14	Stall Turn	2	With half rolls up and down	3	With full rolls up and down	4	With roll up and snap down	5