

**ADVANCED SCHEDULE A-16 (2015-2016)**

A-16.01 Eye-Catcher with ½ roll	K 3
A-16.02 Half Square Loop	K 2
A-16.03 Roll Combination with two ½ rolls	K 4
A-16.04 Stall Turn	K 3
A-16.05 Humpty-Bump with ½ roll, ½ roll	K 5
A-16.06 Comet with ½ roll, ½ 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 2 ½ turns	K 4
A-16.11 45° Upline with consecutively ½ roll, ½ roll	K 4
A-16.12 Reverse Pull-Pull-Push-Humpty-Bump with roll (Option: with ¼ roll, ¼ roll)	K 3
A-16.13 Triangle Loop with roll	K 4
A-16.14 Half Square Loop on Corner with ½ roll	K 3
A-16.15 Roll Combination with consecutive two rolls	K 4
A-16.16 Half Cuban 8 with ½ roll	K 2
A-16.17 Avalanche	K 5
<b>Total</b>	<b>K60</b>

**ADVANCED SCHEDULE A-16 (2015-2016)**

**A-16.01 Eye-Catcher with ½ roll**

From upright, pull through a ¾ loop, push through another ¾ loop, into a horizontal line, perform ½ roll in the center, exit inverted.

**A-16.02 Half Square Loop**

From inverted, pull through a ¼ loop into a vertical downline, pull through a ¼ loop, exit upright.

**A-16.03 Roll Combination with two ½ rolls**

From upright, perform consecutively two ½ rolls, exit upright.

**A-16.04 Stall Turn**

From upright, pull through a ¼ loop into a vertical upline, perform a stall turn into a vertical downline, pull through a ¼ loop, exit upright.

**A-16.05 Humpty-Bump with ½ roll, ½ roll**

From upright, pull through a ¼ loop into a vertical upline, perform a ¾ roll, perform a ½ loop in knife-edge flight into a vertical downline, perform a ¾ roll, push through a ¼ loop, exit upright.

**A-16.06 Comet with ½ roll, ½ roll**

From upright, perform a 1/8 loop into a 45° upline, perform a ½ roll, pull through a ¾ loop into another 45° upline, perform a ½ roll, pull through a 1/8 loop, exit inverted.

**A-16.07 Six-sided Loop**

From inverted, pull through a 1/6 loop into a 60° downline, pull through a 1/6 loop into another 60° downline, pull through a 1/6 loop into a horizontal line, pull through a 1/6 loop into a 45° upline, pull through a 1/6 loop into another 60° upline, pull through a 1/6 loop, exit inverted.

**A-16.08 Half Loop**

From inverted, pull through a 1/2 loop, exit upright.

**A-16.09 Figure S**

From upright pull through a ½ loop and push through another ½ loop, exit upright.

**A-16.10 Spin with 2 ½ turns,**

From upright, perform a spin with 2 ½ turns, perform a vertical downline, pull through a ¼ loop, exit upright.

**A-16.11 45° Upline with consecutively ½ roll, ½ roll.**

From inverted, push through a ⅛ loop into a 45° upline, perform consecutively a ½ roll, a ½ roll in opposite direction, exit inverted.

**A-16.12 Reverse Pull-Pull-Push-Humpty-Bump with roll (Option: with ¼ roll, ¼ roll)**

From inverted, pull through a 1/4 loop into a vertical downline, pull through a 1/2 loop into a vertical upline, push through a 1/4 loop, exit upright.

Option: From inverted, pull through a 1/4 loop into a vertical downline, perform a 1/4 roll, pull through a 1/2 loop into a vertical upline, perform a 1/4 roll, push through a 1/4 loop, exit upright.

**A-16.13 Triangle Loop with roll.**

From upright, push through a 3/8 loop into a 45° downline, push through a 1/4 loop into a 45° upline, push through a 3/8 loop into a horizontal line, perform a roll, exit upright.

**A-16.14 Half Square Loop on Corner with 1/2 roll**

From upright, push through a 1/8 loop into a 45° downline, perform a 1/2 roll, pull through a 1/4 loop into another 45° downline, pull through a 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 1/2 roll**

From upright pull through a 5/8 loop into a 45° downline, perform a 1/2 roll, pull through a 1/8 loop, exit upright.

**A-16.17 Avalanche**

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

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