	HIGH SHOW	
1	T/O Dirty Roll & Half-Barrel	
- 2.5	270° Behind the Crowd + G-Warm	
2	Behind Crowd – Sneak Overhead Pass	
Half-Barrel Roll & Hot 270° Reversal		
3	Hesitation Aileron Rolls	
1 20	Reverse Half Cuban	
4	Square Loop	
	Rudder Roll (R) Away / 270° Back	
5A	Wave Pass — On-site	
	Hot 40° (Towards) - Tuck – 220°	
6A	Downwind – Dirty Inverted	
180	Check Away – Hot 270° Reversal	
7A	Touch & Go "False Ending"	
- 2	Reverse Half Cuban	
5B	Wave Pass – Off-Site/Water	
6B	Closed Break & Aileron Roll Away	
7B	Dirty Inverted	
	Reverse Half Cuban w Inverted Push	
8	High-G 360° & High Alpha Loop	
	Rudder Roll (L) Away / 270° Back	
9	High Alpha Pass	
	270° Behind the Crowd	
10	Overhead Pass – Vertical Rolls	
- 10	Hot Spiral Descent	
11	High-Speed Pass	
	Reverse Half Cuban	
12	Canopy Pass & Half Barrel Roll	
	Hot 270° Reversal	
13	On Crowd – Overhead Pass	
	Cold 270° Reversal	
14	Top-Side Pass	
- 88	Downwind Transition	
15	Land	

	LIMITED / FLAT SHOW				
1	T/O Dirty Roll (Limited: & Half-Barrel)				
	270° Behind the Crowd + G-Warm				
2	Behind Crowd – Sneak Overhead Pass				
Half-Barrel Roll & Hot 270° Reversal					
3	Hesitation Aileron Rolls				
	Cold 40° (Away) - Tuck - 220°				
4	Inverted Pass				
Cold 40° (Away) - Tuck - 220°					
5A	Wave Pass – On-site				
	Closed Break & Aileron Roll Away				
6A	Touch & Go "False Ending"				
	Hot 40° (Towards) - Tuck - 220°				
7A	Dirty Inverted				
	Cold 40° (Away) - Tuck - 220°				
	Hesitation Aileron Rolls				
	Cold 40° (Away) - Tuck - 220°				
5B	Wave Pass – Off-Site/Water				
6B	Closed Break & Rudder Roll (L) Away				
7B	Dirty Inverted				
	Cold / Hot 40° - Tuck - 220°				
8	High-G 360°				
	Rudder Roll (L) Away / 270° Back				
9	High Alpha Pass				
	270° Behind the Crowd				
10	Overhead Pass & Horizontal Rolls				
	Hot 270° Reversal				
11	High-Speed Pass				
	Behind Crowd 220° Level Reversal				
12	Canopy Pass & Half Barrel Roll				
	Hot 220° Descending Reversal				
13	On Crowd – Overhead Pass				
	Behind Crowd 270° Level Reversal				
14	Top-Side Pass				
	Downwind Transition				
15	Land				

1a. Takeoff Dirty Roll & Half Barrell	- 160-180kts climb / 360° Roll with Landing Gear down away from crowd / Half-Barrel roll behind crowd once past crowd corner marker	Section 1
1b. Reposition—270° Behind crowd	- 500' min / Cloud check / Negative-G check / Positive-G check / all behind crowd	
2a. Behind crowd Sneak Overhead Pass	- 300kts / 500' min - Pull-up no earlier than 500' show line to be aerobatic no earlier than 1500' show line	
2b. Reposition—Half Barrell Roll & Hot 270° Reversal	- Descending 270° hot turn to 300' and 1500' show line	
3a. Hesitation Aileron Rolls	- 375kts / 1500' show line - 270° aileron roll / 180° aileron roll / 270° aileron roll / 360° aileron roll	270
3b. Reposition—Reverse Half Cuban	- Maintaining 1500' show line	The state of the s
4a. Square Loop	- 325kts / 500' / 1500' show line - Pull to vertical, pausing between each pull to complete the loop	ANIA
4b. Reposition—Rudder Roll Away / 270° back	Application (CV) at	Se la
5a. Wave Pass	- 300kts / 300' / 500' show line - Series of 45° rolls left & right along 500' show line	
5b. Reposition—Hot 40°, Tuck Roll, Cold 220°	- 40° turn Hot past corner marker / 270° tuck under aileron roll / 220° cold turn to line up with 1500' show line	
6a. Dirty Inverted Pass	3- 00-500' / 230kts / 1500' show line - Inverted pass (10s max) with landing gear down along 1500' show line	300 Seman
6b. Reposition—Cold 40°, Hot 220°	40° turn Cold (away) / 220° turn Hot (towards) / descending to ~1/3 to 1/2 down the runway with landing gear down	

7a. Touch n' Go	~1/3 to 1/2 down the runway with landing gear down / At 50' landing gear up and accelerate down the runway with 60° pull-up at the end	
7b. Reposition— Reverse Half Cuban	- Maintaining 1500' show line	Summer .
8a. High-G 360° & High Alpha Loop	- 325kts / 300-400' / 1500' show line - 270° tuck under aileron roll followed by 360° turn away from crowd / on completion of turn and pull up to the vertical climbing to 3500' / loop	
8b. Reposition—Rudder Roll Away / 270° back	Arigoratus Della	
9a. High Alpha Pass	- 500' / 120-130kts / 1000' show line - Non-Aerobatic slow-speed pass along the 1000' show line	SKOMENE
9b. Reposition—270° Behind Crowd	- No lower than 500' / 270° level turn behind the crowd	
10a. Overhead Sneak Pass & Vertical Rolls	- 500' min / 400kts-M0.95 - Pull-up & 360° aileron roll no earlier than 500' show line	
10b. Reposition—Hot spiral descent	- 10,000' down to 300' / A series of descending 360° turns in front of crowd well beyond the 1500' show line	
11a. High Speed Pass	- M0.80-M0.95 / 300' / 500' show line - A high speed non-aerobatic pass along the 500' show line	
11b. Reposition—Reverse Half-Cuban	- A 40° turn hot once past the crowd corner maker and reverse half Cuban ~2nm away in far back right corner	

12a. Canopy Pass and Half Barrel Roll	- 300kts / 300' / corner maker to corner marker - A "Banana pass" from corner marker to corner marker	
12b. Reposition—Hot 270° Reversal	- A 270° descending turn towards the crowd approximately 4nm in front down to 500' level	
13a. On Crowd Overhead Pass	- 500' min show on-crowd pass at show centre	
13b. Reposition—Cold 270° Reversal	- A 270° turn behind the crowd to set up along 1500′ line	
14a. Top-Side Pass	- 400kts / 300' / 1500' show line - A 110° Angle of Bank pass along the 1500' show line	
14b. Reposition—Downwind Transition to Land	- A climbing closed break pattern with a rudder roll to 1000- 1500' normal circuit altitude ~3000' laterally from runway	

For the Limited / Flat show—all primary (#a.) passes are the same, except for the inclusion of one purely inverted pass along the 1500' show line (400kts, 400'). All reposition passes (#b.) are replaced with either cold 40° / hot 40° check turns followed by a 360° tuck roll and 220° turn to set up for the next pass.