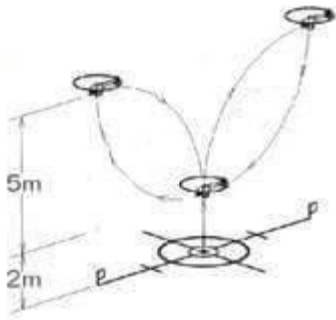
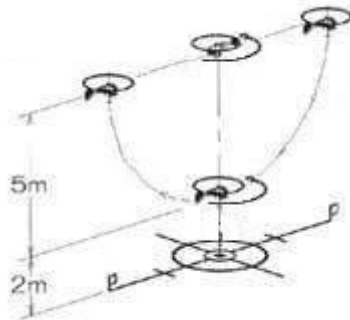


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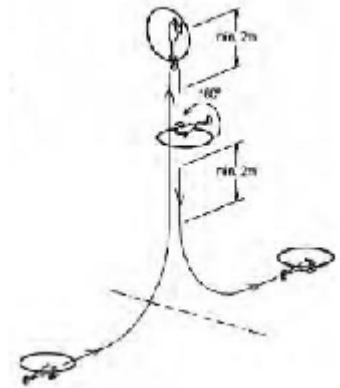
P1. Flower 2 (UU)



P2. Cup 2 (UU)



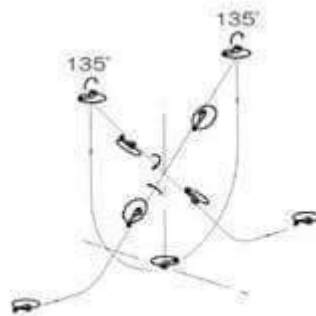
P3. Candle w. Descending flip (DD)



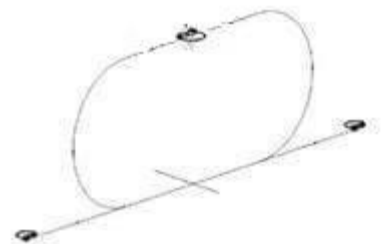
P4. Pullback w. one half loop (UU)



P5. UX (DD)



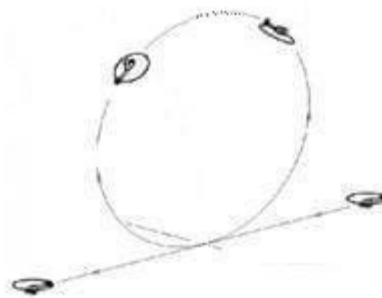
P6. Oval (UU)



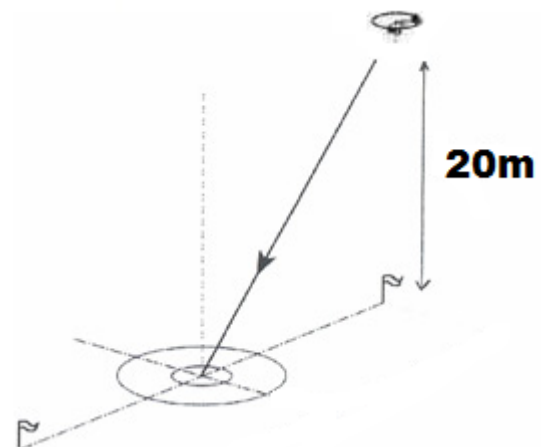
P7. Opposite full rolls (DD)



P8. Double Loop (UU)



P9. Autorotation 45°



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P1. Flower 2 (UU)

MA take off vertically from the helipad and ascends to 2m and hovers for a minimum of 2 seconds, ascend backwards while performing a quarter of a 5m radius circle and stops over flag 1 (2), hovers for a minimum of 2 seconds and then performs half of a 5m radius circle and stops over flag 2 (1). MA hovers for a minimum of 2 seconds, descends backwards while performing a quarter of a 5m radius circle and stops over the helipad hovers for a minimum of 2 seconds, descends and lands in the helipad.

P2. Cup 2

MA takes off vertically from the helipad and ascends to 2m and hovers for a minimum of 2 seconds. MA then performs a 180° pirouette in any direction and hovers over the helipad for a minimum of 2 seconds. MA then ascends backwards while performing a quarter of a 5m radius circle and stops over flag 1 (2) and hover for a minimum of 2 seconds. MA then performs two opposite 180° travelling pirouettes in any direction to the opposite flag and stops over flag 2 (1) and hovers for a minimum of 2 seconds. MA then descends backwards while performing a 5m radius circle and stops over the helipad and hover for a minimum of 2 seconds. MA then performs a 180° pirouette in any direction and hovers over the helipad for a minimum of 2 seconds. MA then descends and lands in the helipad.

Note: MA crosses the center line when MA has performed the first 180° pirouette.

P3. Candle with descending flip (DD)

MA flies straight and level for a minimum of 10. MA pulls up on the center line vertically and ascends. After coming to a stop the MA descends backwards a minimum of 2m. The MA performs a pulled 180° flip. MA descends vertically and pulls into a horizontal straight and level flight for a minimum of 10m.

P4. Pullback with one half loop (UU)

MA flies straight and level for a minimum of 10. MA pulls up vertically and ascends. After coming to a stop, MA immediately performs a half backward loop and stops. MA descends vertically and pulls into a horizontal straight and level flight for a minimum of 10m.

Note: Bottom of the half loop must be centered

P5. UX (DD)

MA flies straight and level for a minimum of 10m and pulls up into a 45° ascent. MA performs a centered half roll. Once the MA has come to a stop, MA performs a 135° pulled flip. MA then performs a centered 'U' and stops. MA then performs a 135° pulled flip and performs a 45° descent with a centered half roll. MA pulls into horizontal straight and level flight for a minimum of 10m

Note: The bottom of the 'U' and the rolls must be centered.

P6. Oval UU)

MA flies straight and level for a minimum of 10. MA pulls up into a half loop. MA flies inverted, crossing the center line. MA performs a half loop and pulls into a horizontal straight and level flight for a minimum of 10m.

P7. Opposite full rolls (DD)

MA flies straight and level for a minimum of 10. MA performs a full roll in any direction and then immediately performs another full roll in the opposite direction to the first one. MA flies straight and level for a minimum of 10.

Note: MA crosses the center line between the rolls

P8. Double loop (UU)

MA flies straight and level for a minimum of 10. MA performs two consecutive centered loops. MA then pulls into a horizontal straight and level flight for a minimum of 10m.

P9 Autorotation 45° DU)

MA flies at a minimum altitude of 20 m. MA performs a straight 45° autorotation descending to the center of the helipad. MA lands smoothly in the center of the helipad.

Note: MA must be in a autorotation state before the caller announces "now".