

# 2006 Basic Known

## Note:

- 1. This description takes into consideration that long lines between figures is just a good place to earn deductions. Keep these lines as short as you can to avoid downgrades.**
- 2. There is no center box for scoring purposes. But it is convenient to speak of left, center and right when describing position.**

1. On a horizontal line, perform a full roll. Placements of the following figures indicate the roll should be centered in front of the pilot.

2. Humpty Bump. Because there is no center figure following, it is not necessary to drive the line out before pulling vertical. The pull top will bring you back towards the center, but keep the down line off center. Pull vertical, draw a line and pull over the top back to a vertical down line. Perform a half roll in the center of the down line. Pull to exit level. You should exit before you reach center.

3. Half Reverse Cuban 8. Note that the exit to this figure will be far to one side of the box and that the next figure is a center figure, so it is not necessary to start the half Cuban beyond center. Pull to 45 degrees at about center, perform the half roll on the 45 degree line. Pull a 5/8 inside loop back to level. Exit positive.

4. Loop. Although loops are wide figures, by definition, they start and end at the same point. Loops also score better when they are centered. This is why the half reverse Cuban should not be flown too far out - the line between the exit of the half reverse Cuban and the start of the loop is a good place to lose points, so keep it short. Pull to perform the loop, remembering to place the exit at the same point as the entrance.

5. Hammerhead. There is no center figure following the hammerhead, so it is not necessary to exit with lots of room. Pull vertical not too deep into the end of the box. Perform the pivot and drive back down on a vertical line. Pull to level and exit positive.

6. Shark's Tooth. If you fly this figure at center, the following figures will be thrown far out of place. However, the exit to the shark's tooth is at the far end of your maneuver. So pull the 45 degree line just past center. Draw the line with a half roll centered before pulling to the vertical down line. Pull to exit positive.

7. Figure 9. This figure should be drawn similarly to the loop. Drive past center, pull to vertical. When you have enough height, pull a 3/4 loop which should end before you get to the point where you pulled to vertical. Once you reach level flight, the figure is done.

8. Halve Cuban 8. This figure has a long line at its start. There is also no center figure which follows. (You could fly the following figure at center, but it would throw the spin to the end of the box, where it is harder to perform and harder to judge.) For this reason, it is not necessary to draw a long line before pulling a 5/8 inside loop. Exit the loop in a negative 45 degree line. Perform a half loop at the center of the 45 degree line. Pull to exit level.

9. Immelman. The following figure is a spin that you might want to fly at center. The half roll at the top of the Immelman will help reduce your energy (slow you down) so you can hit the spin at center. Pull the half loop, perform the half roll at top. With practice, you will see how much energy you have left before starting the spin, and adjust the distance out that you perform the half loop to maximize the spin.

10. 1 1/2 Spin. This is a spin where you will exit after 1½ rotations. Make sure you have a vertical down line before pulling level to exit.