

2016 Basic Call Sheet

1. **One Roll**
2. **Humpty Bump**
 - a. Pull 1/4 loop to vertical up line
 - b. Pull 1/2 inside loop to vertical down line
 - c. 1/2 Roll centered
 - d. Pull 1/4 loop to exit wings level
3. **Reverse Half Cuban**
 - a. Pull 1/8 loop to 45 up line
 - b. 1/2 Roll centered
 - c. Pull 5/8 loop to upright
 - d. Exit Wings Level
4. **Inside Loop**
 - a. Pull full loop
 - b. Exit wings level
5. **Shark's Tooth**
 - a. Pull 1/4 loop to vertical up line
 - b. Pull 3/8 loop to 45 down line
 - c. 1/2 Roll centered
 - d. Pull 1/8 loop to upright
 - e. Exit wings level
6. **Hammer Head Stall Turn**
 - a. Pull to vertical up line
 - b. Stall turn (Rudder) to vertical down line
 - c. Pull to exit wings level
7. **360 Turn**
 - a. Roll to bank
 - b. Pull to turn
 - c. Roll to exit wings level
8. **Diagonal Humpty Bump**
 - a. Pull 1/8 loop to 45 upline
 - b. Pull 1/2 loop to 45 down line
 - c. 1/2 Roll centered
 - d. Pull 1/8 loop to horizontal exit wings level
9. **Immelmann (1/2 Inside Loop with 1/2 Roll exit)**
 - a. Pull 1/2 inside loop
 - b. 1/2 Roll on top
 - c. Exit wings level
10. **Stall Spin**
 - a. Throttle off
 - b. Stay straight
 - c. WAIT FOR IT
 - d. Wing/Nose drop
 - e. Rudder, Elevator, Aileron Spin same direction
 - f. Hold for 1 1/2 Spins
 - g. Pull for horizontal wings level exit opposite direction from entry