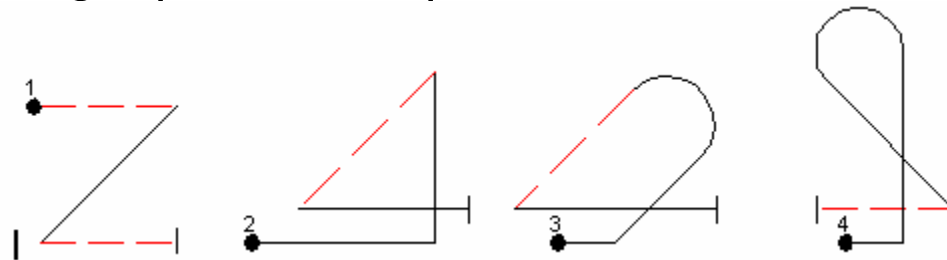


2006 Intermediate Unknown Sequence Construction Rules

1> No 135-degree push or pull from 45-degree downline that ends with horizontal flight path. Examples:



2> Combination rolls or single roll elements on all lines cannot be in excess of 540 degrees, excluding spins.

3> Single roll (360 degrees) max within looping maneuvers.

Total roll limitation or combination roll elements means the total sum of all rolls on that line; linked, unlinked and combination.

Intermediate Unknown Special Roll Limitations within Families

Family One special rules:

1. See above rules.

Family Seven special rules:

1. See above rules.

Family Eight special rules:

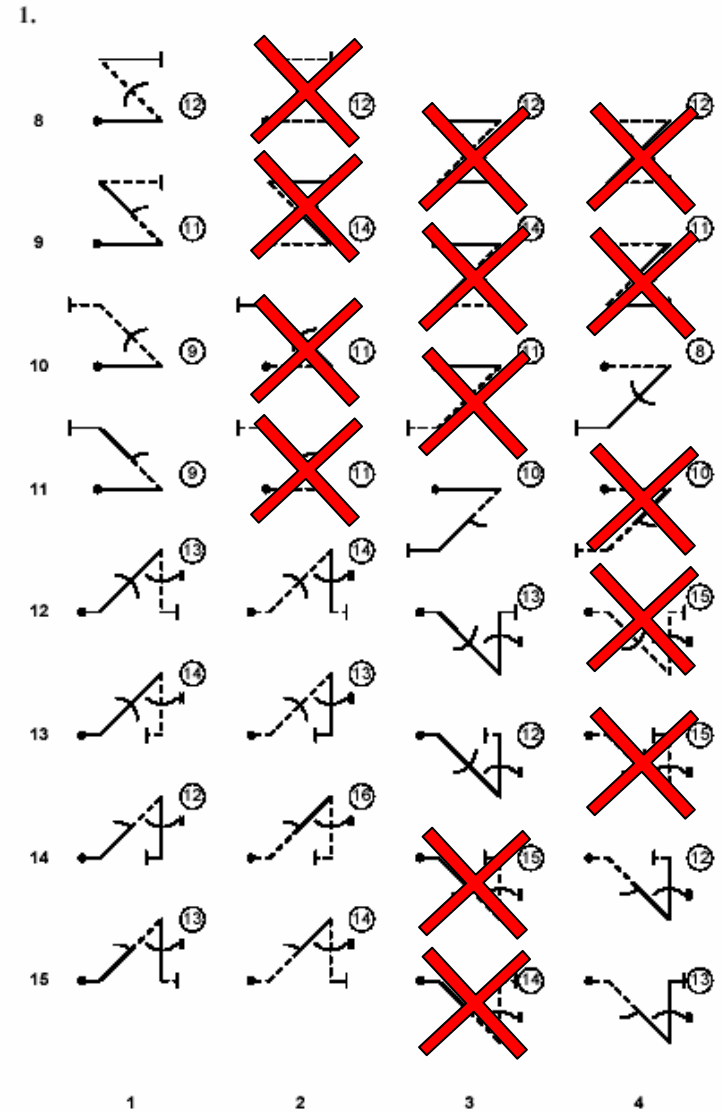
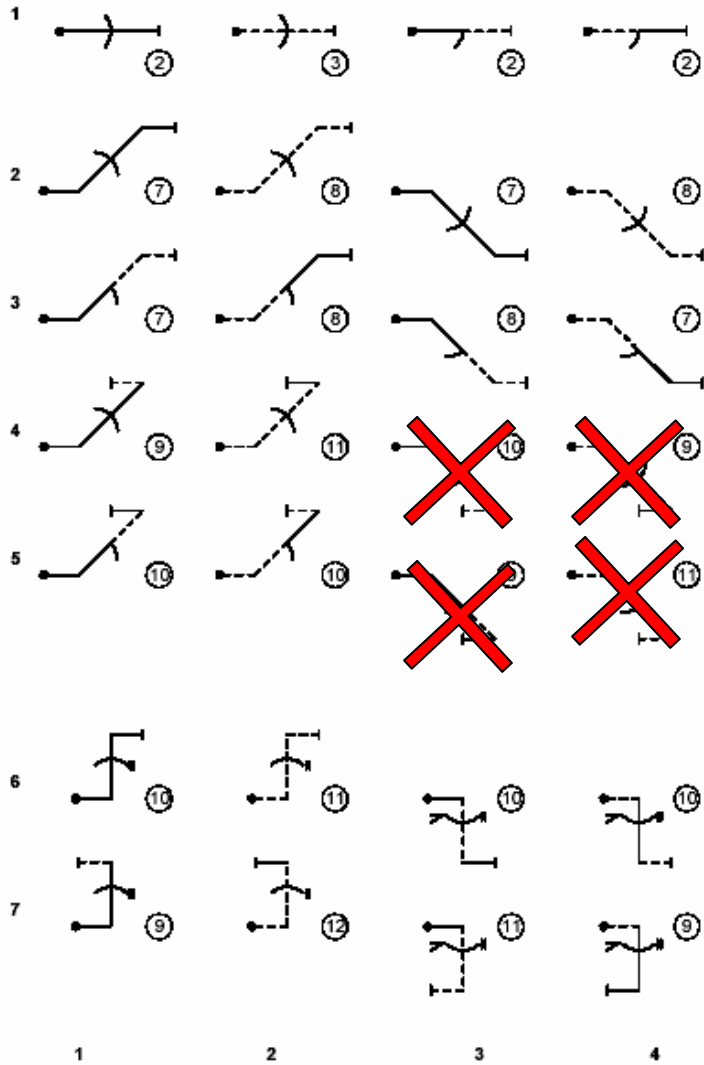
1. See above rules.

Family Nine special rules:

1. 9.9.8.4 can only be used at the top of $\frac{1}{2}$ or full inside loop. 9.10.8.4 can only be used at the top of $\frac{1}{2}$ or full outside loop.

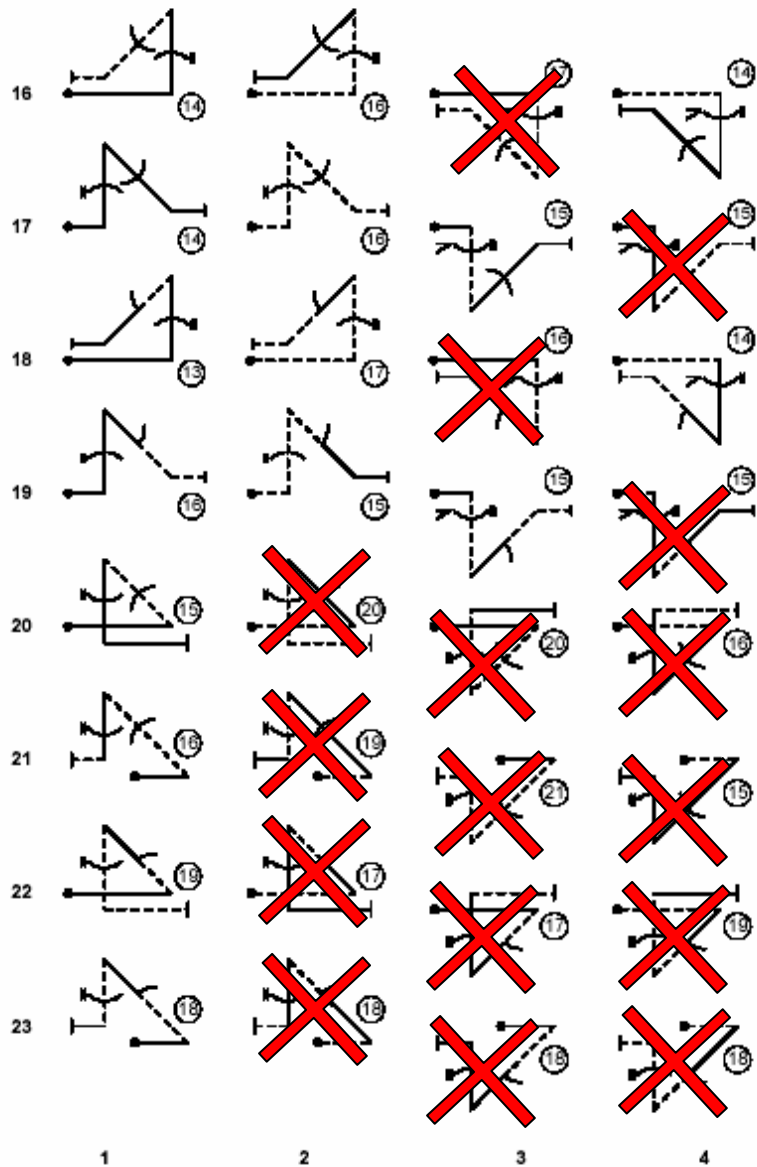
1. Combination rolls or single roll elements on all lines cannot be in excess of 540 degrees, excluding spins.

1. LINES AND ANGLES

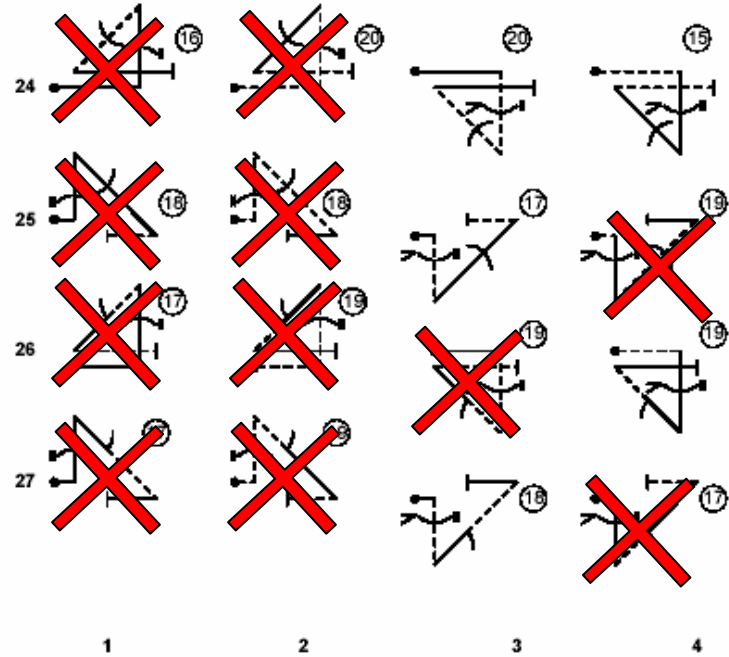


Combination rolls or single roll elements on all lines cannot be in excess of 540 degrees, excluding spins.

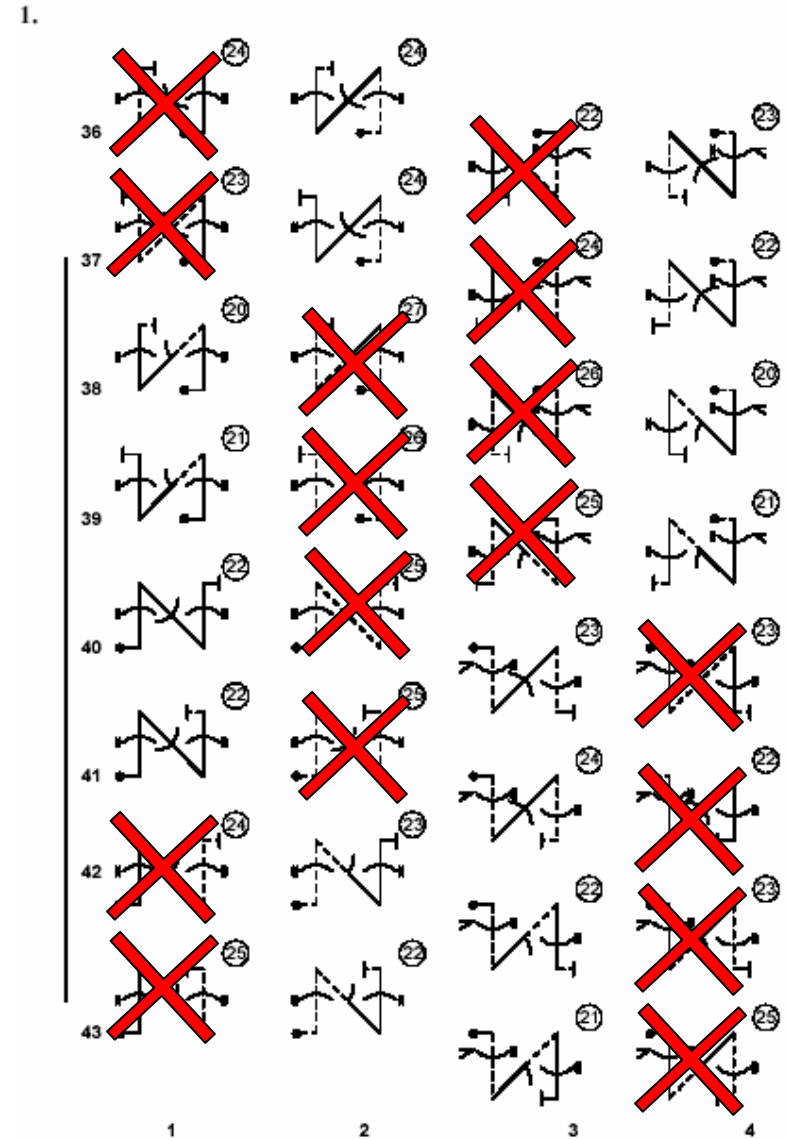
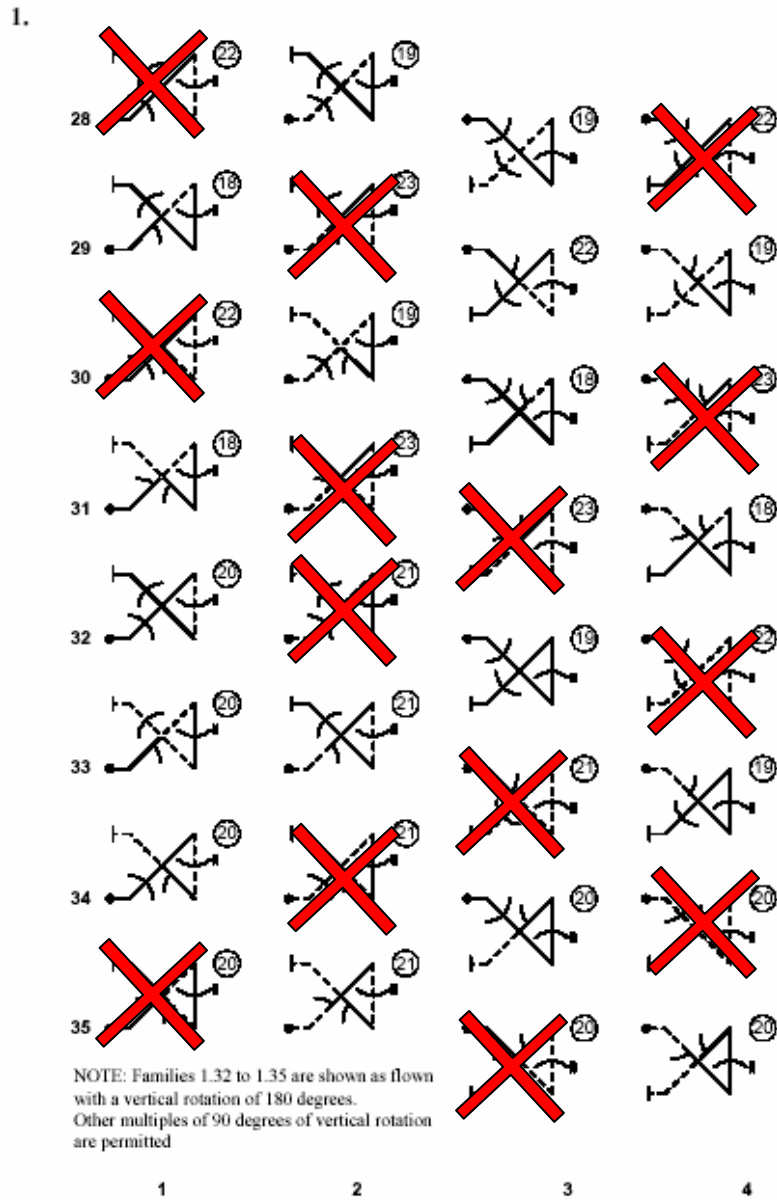
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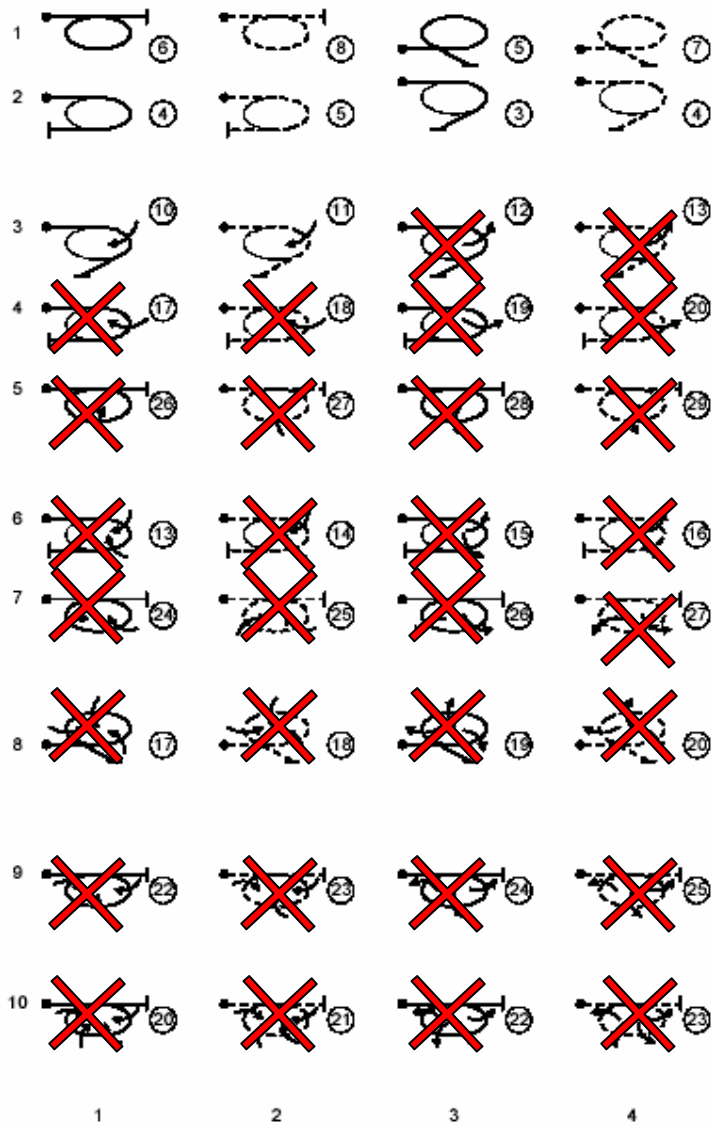
I.



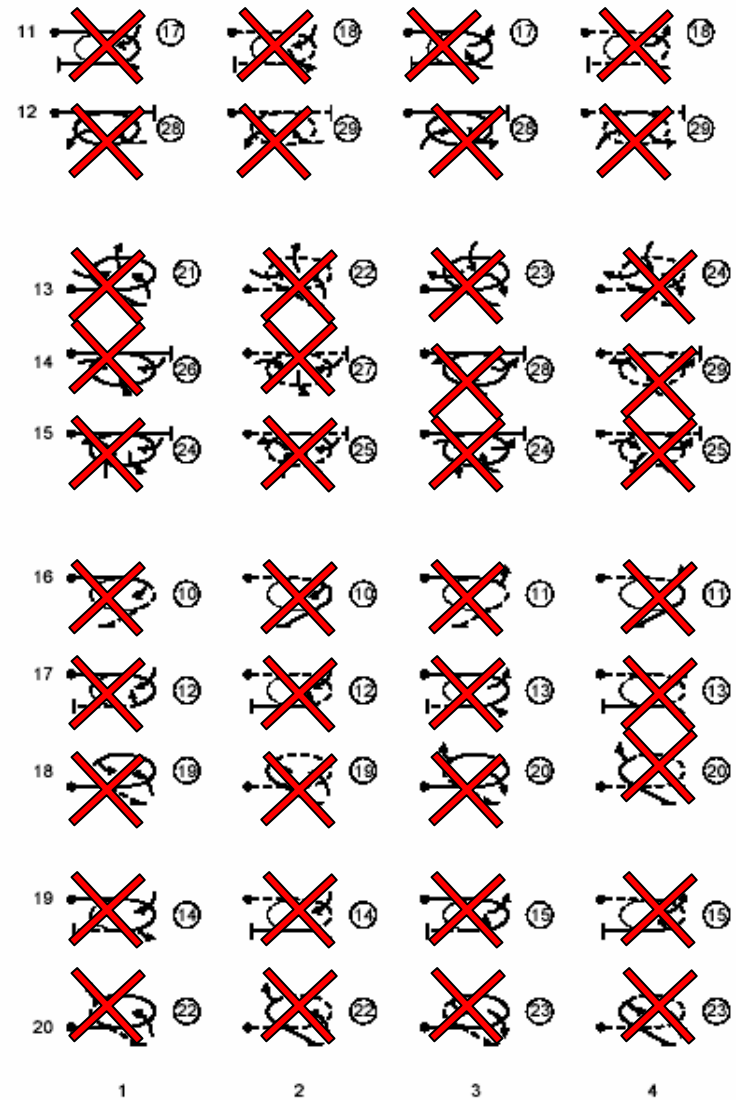
Combination rolls or single roll elements on all lines cannot be in excess of 540 degrees, excluding spins.



2. TURNS AND ROLLING TURNS

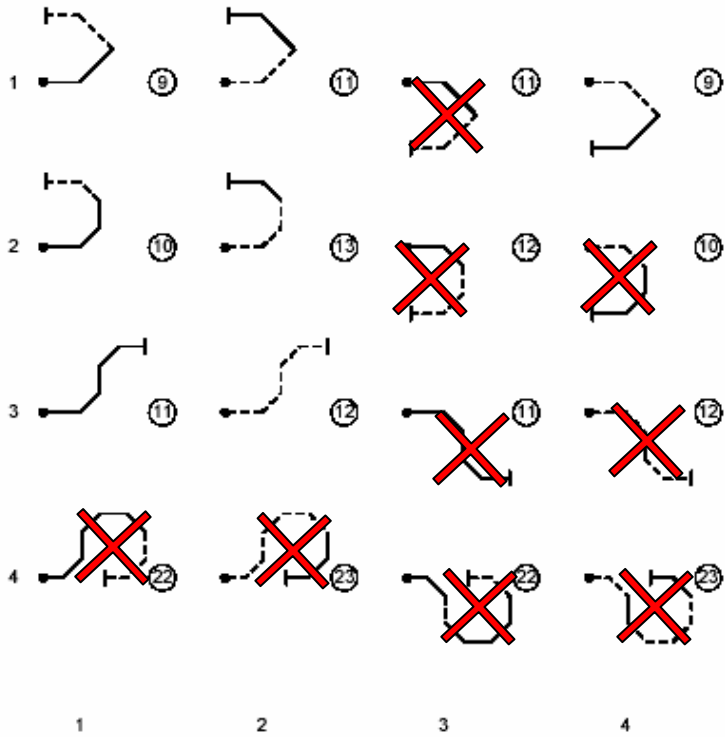


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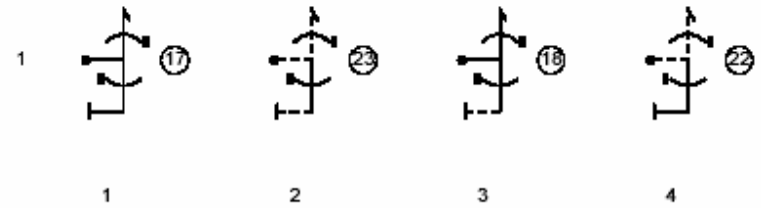


Combination rolls or single roll elements on all lines cannot be in excess of 540 degrees.

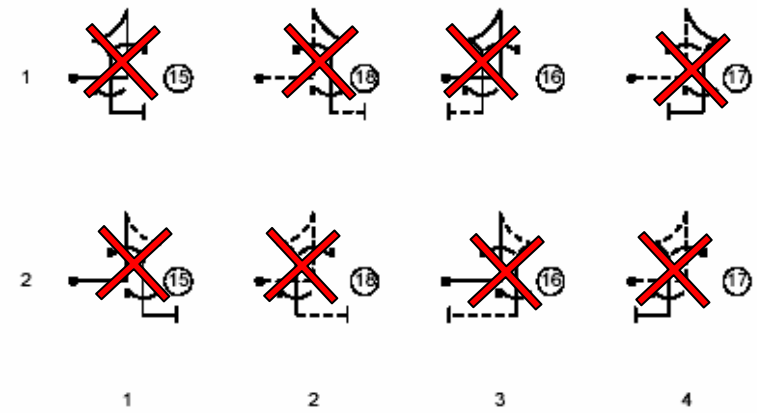
3. COMBINATIONS OF LINES



5. STALL TURNS

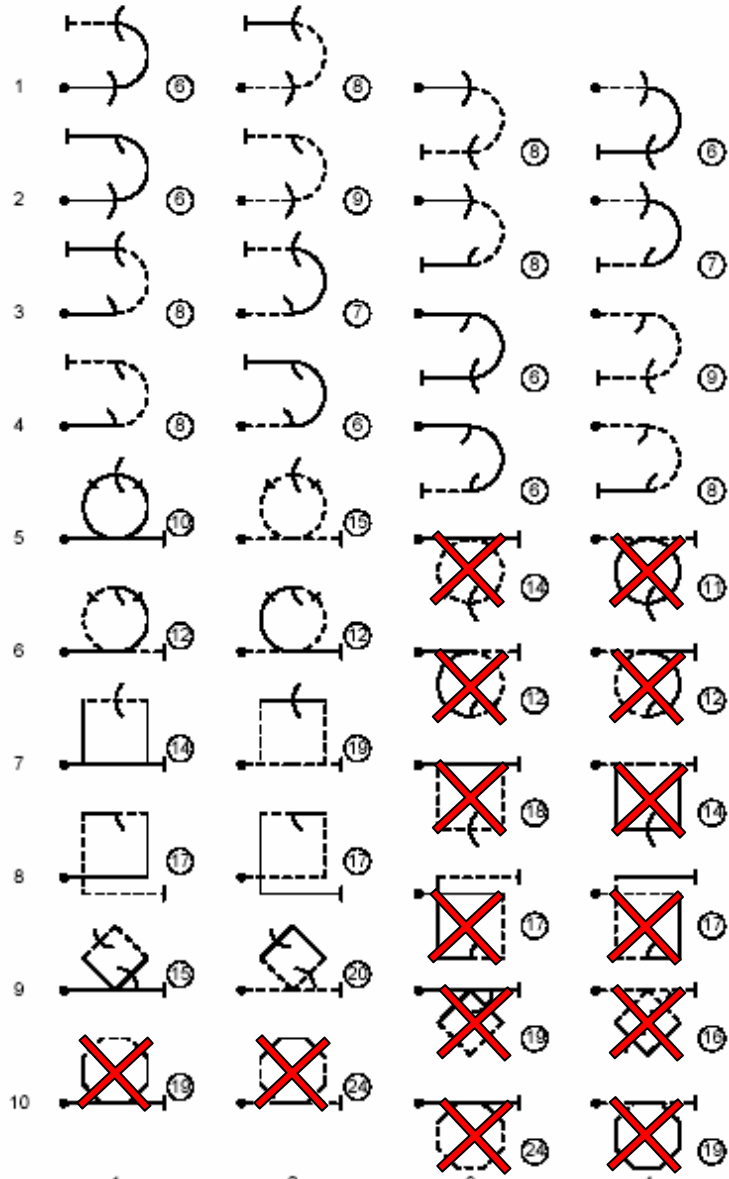


6. TAILSLIDES

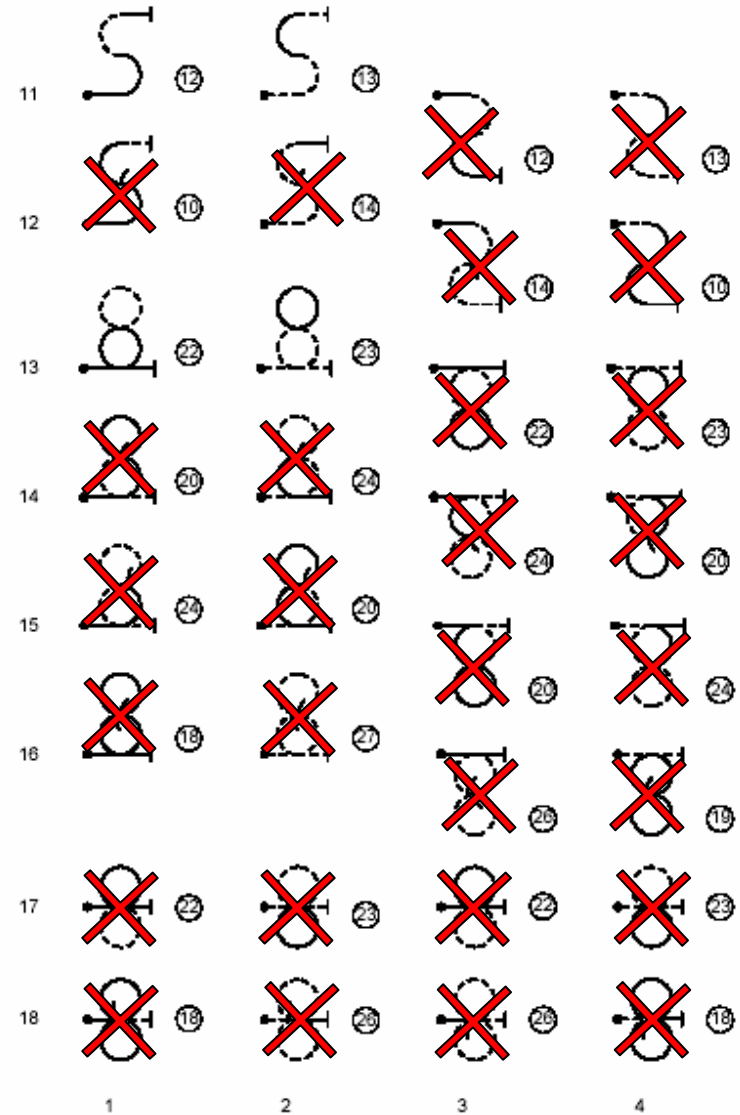



Combination rolls or single roll elements on all lines cannot be in excess of 540 degrees.

7. LOOPS AND EIGHTS

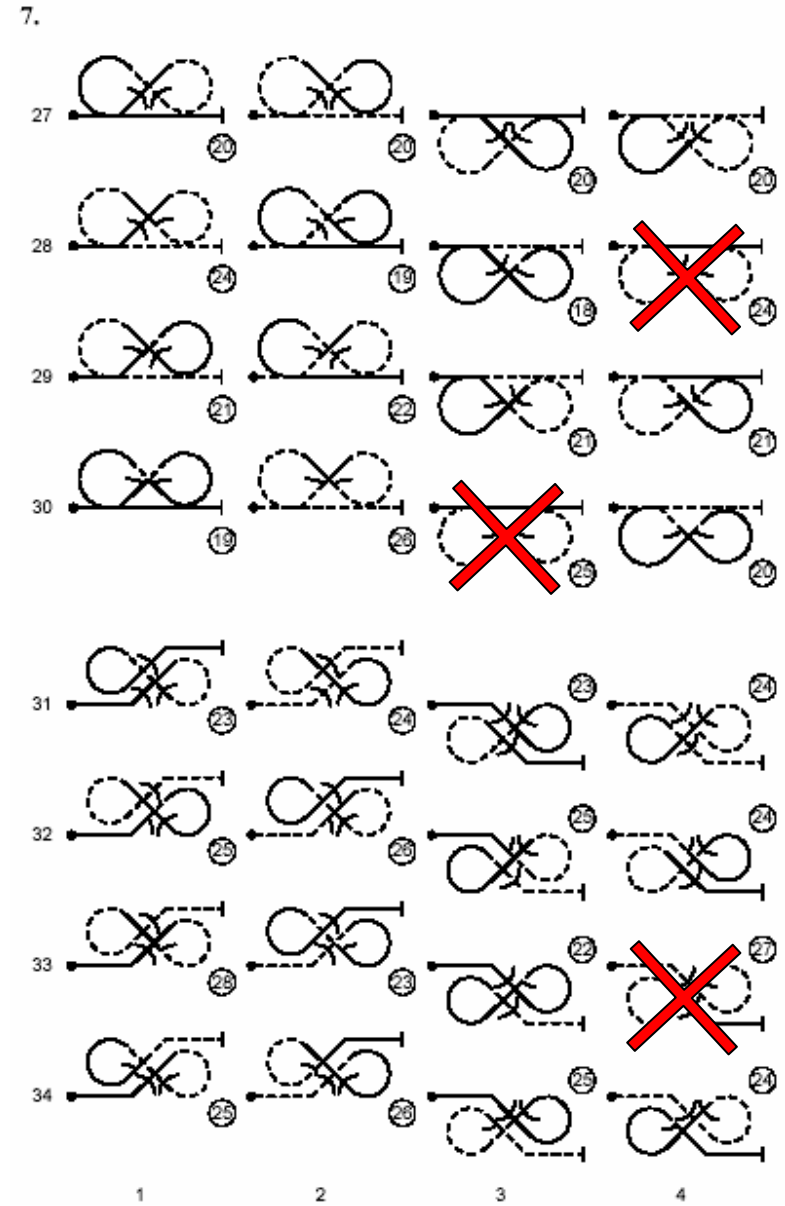
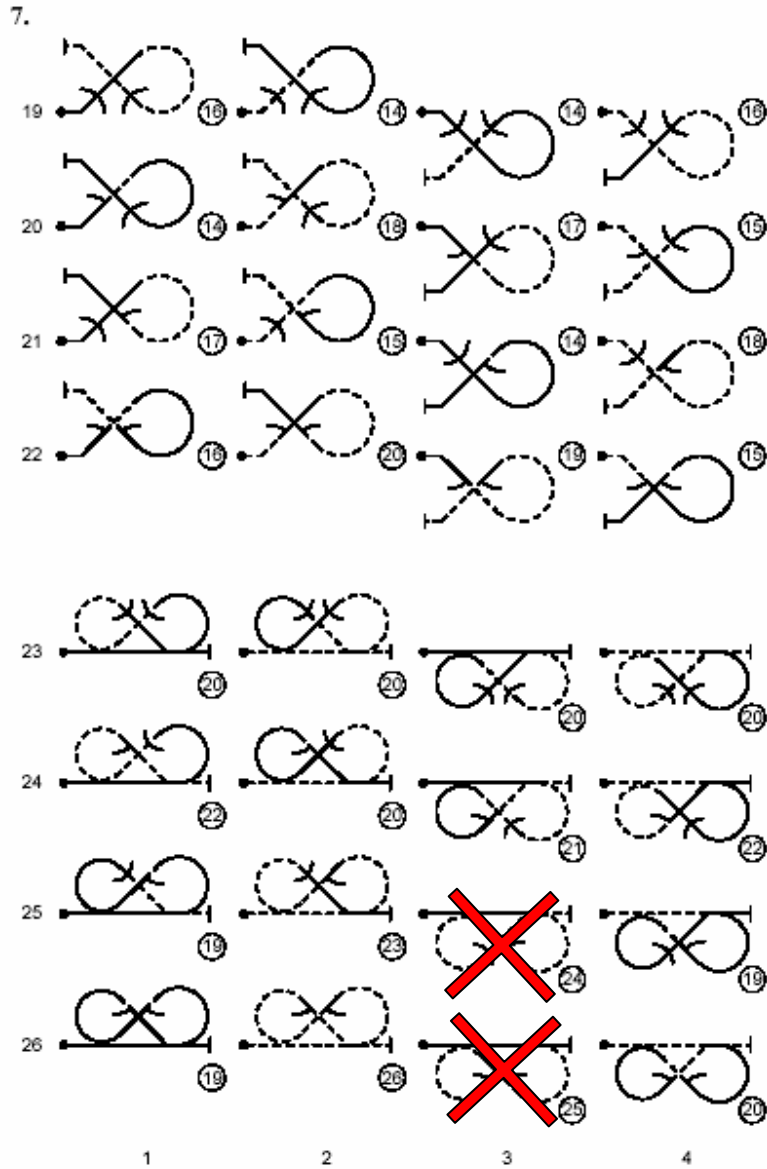


7.



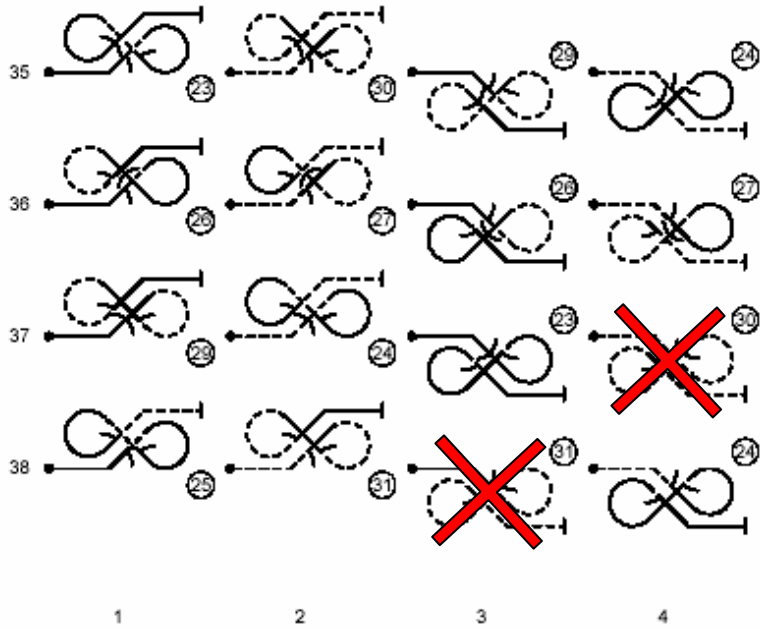
NOTE: At the sign , only half-rolls permitted.

Combination rolls or single roll elements on all lines cannot be in excess of 540 degrees.



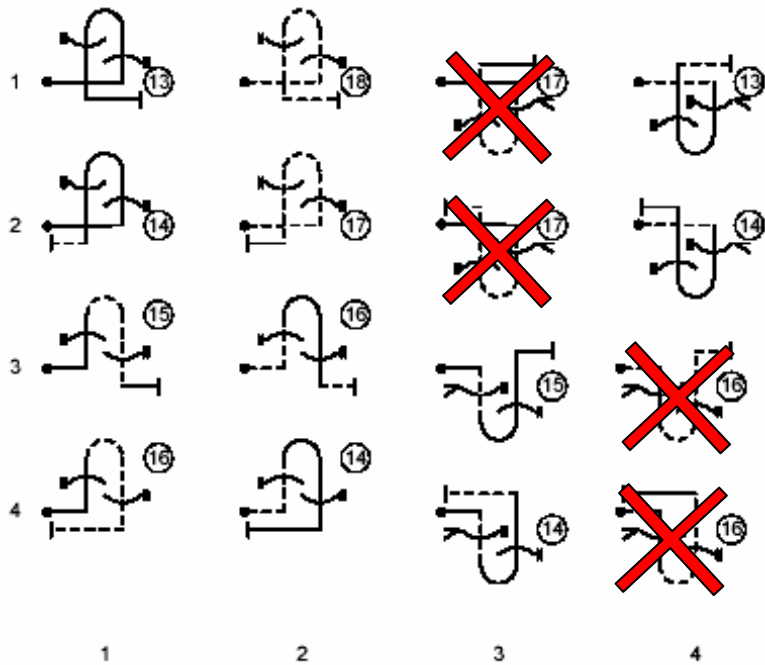
Combination rolls or single roll elements on all lines cannot be in excess of 540 degrees.

7.

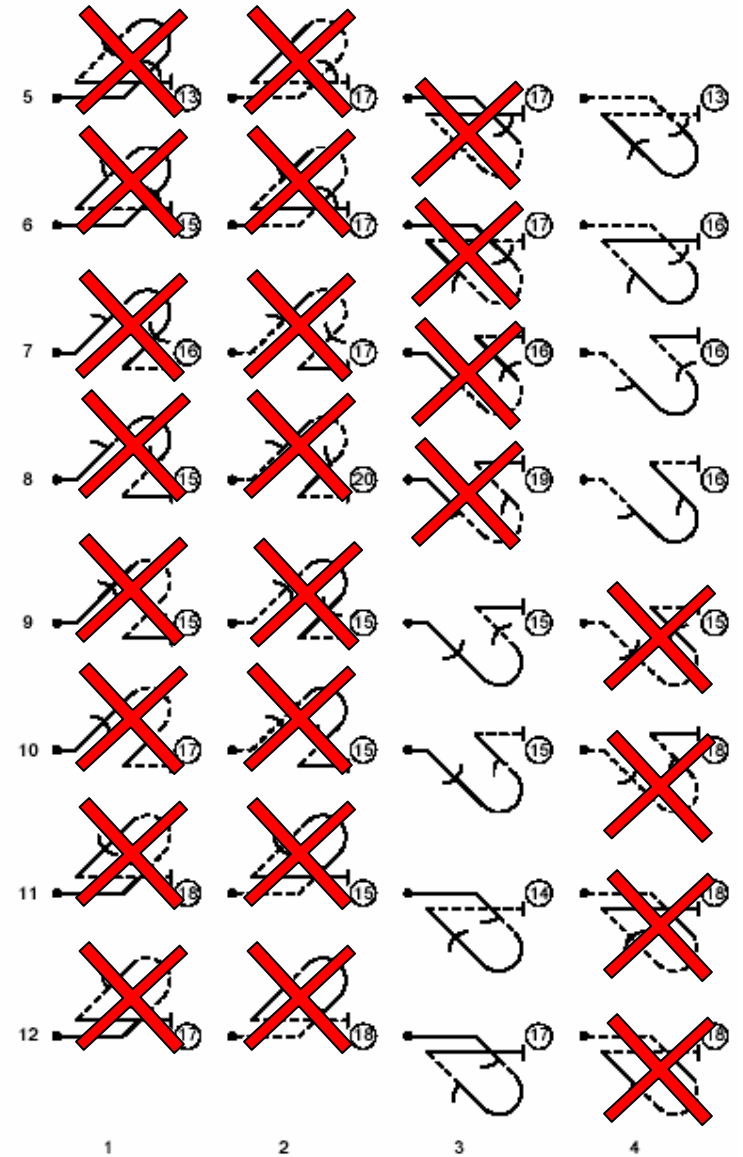


Combination rolls or single roll elements on all lines cannot be in excess of 540 degrees, excluding spins

8. COMBINATIONS OF LINES, ANGLES AND LOOPS

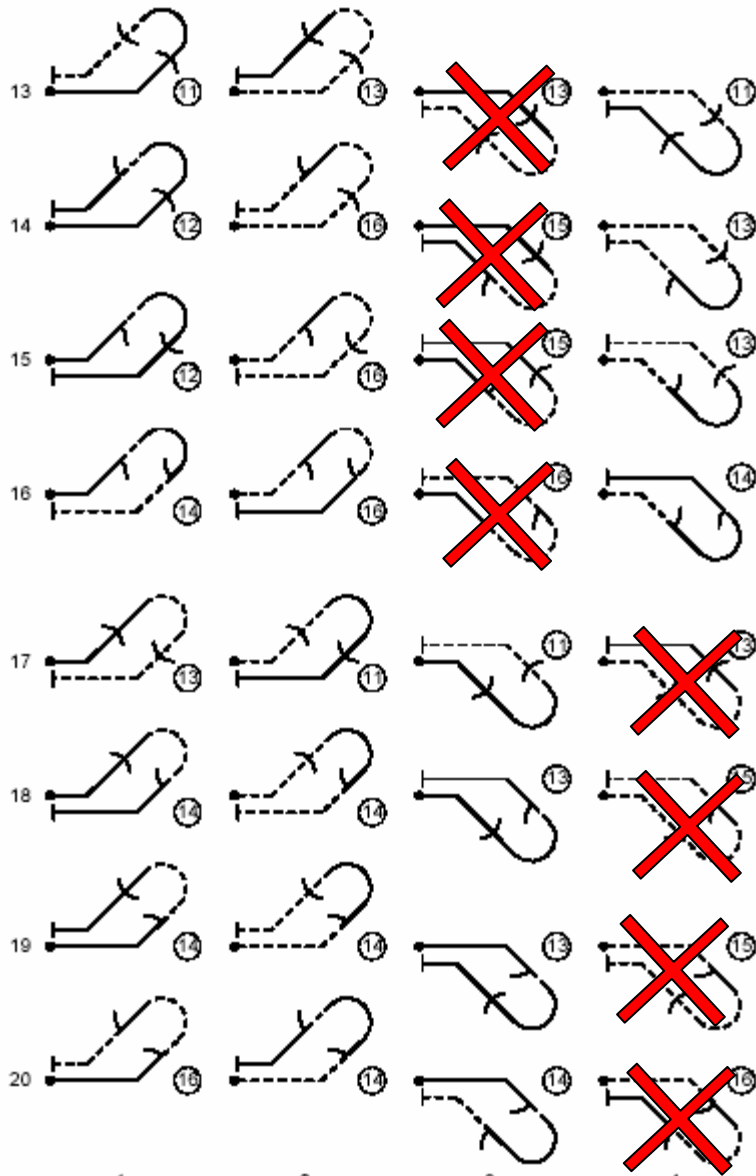


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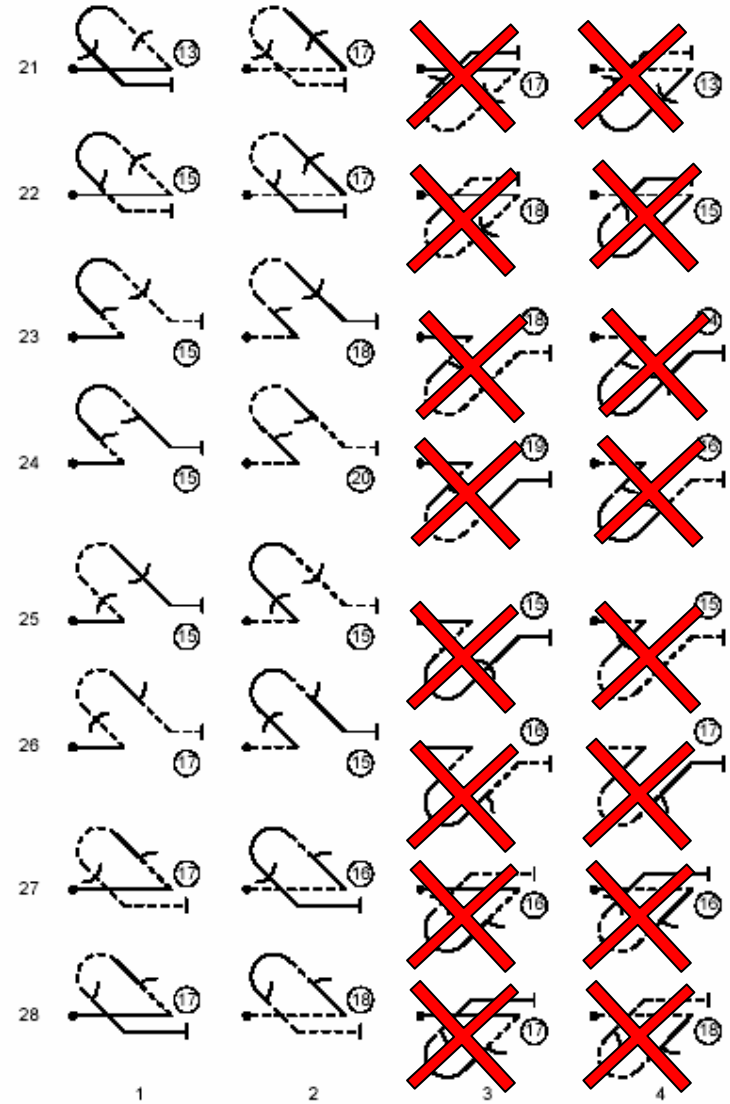


Combination rolls or single roll elements on all lines cannot be in excess of 540 degrees.

8.

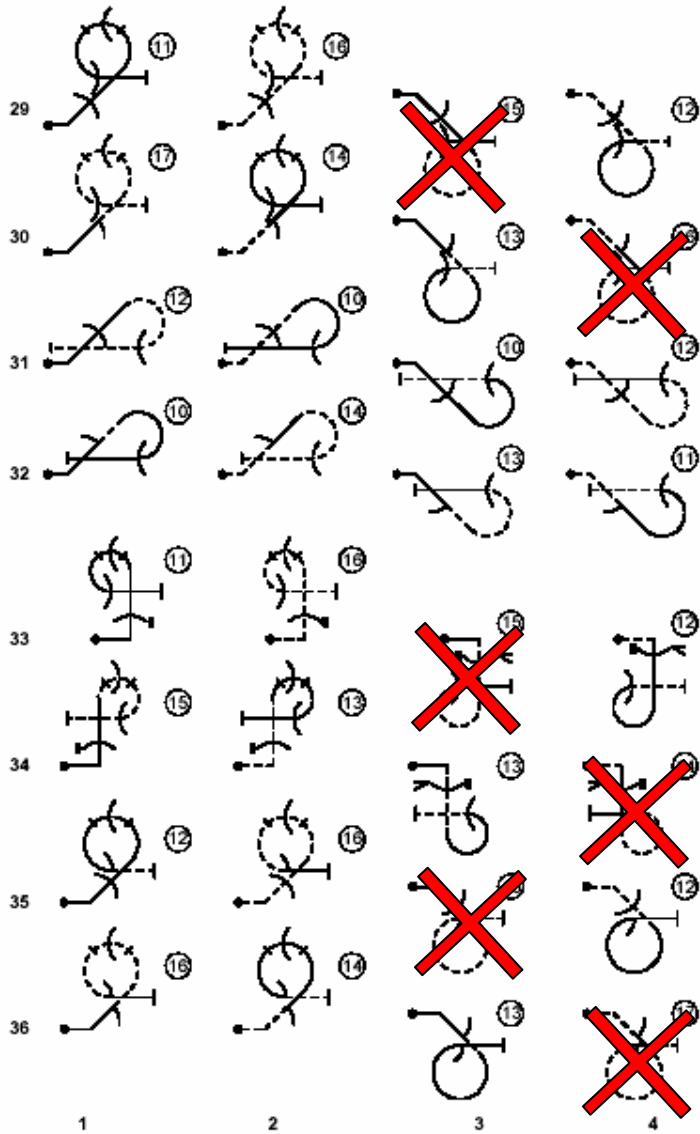


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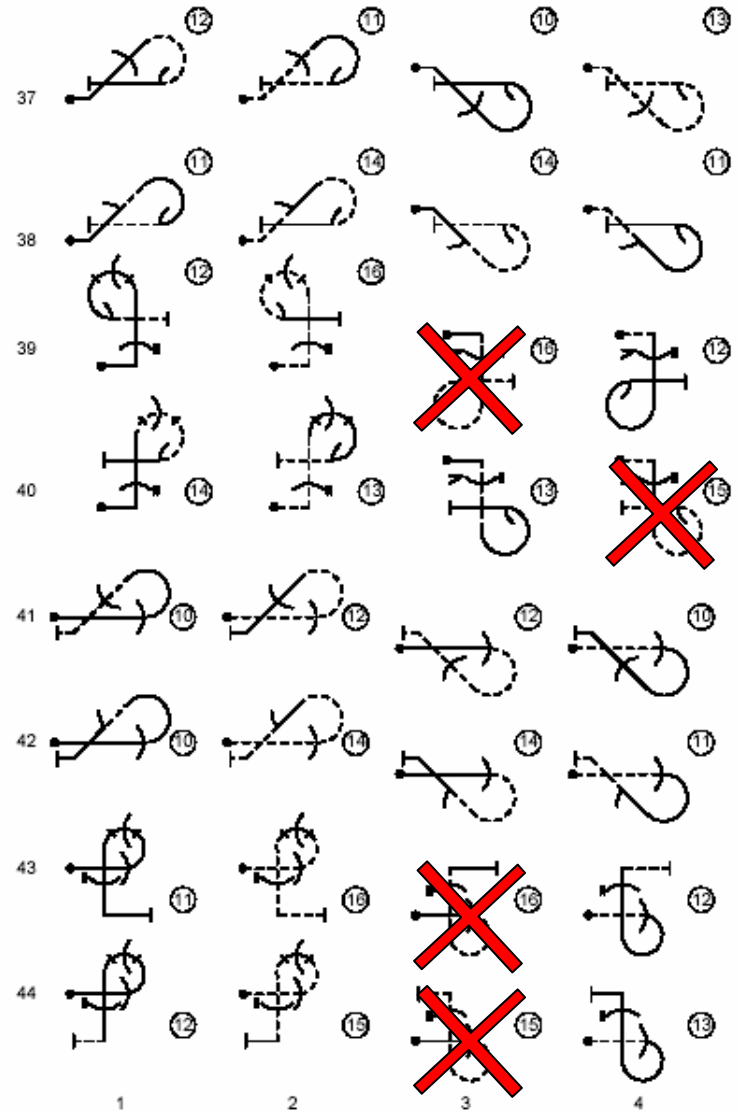


Combination rolls or single roll elements on all lines cannot be in excess of 540 degrees, excluding spins.

8.

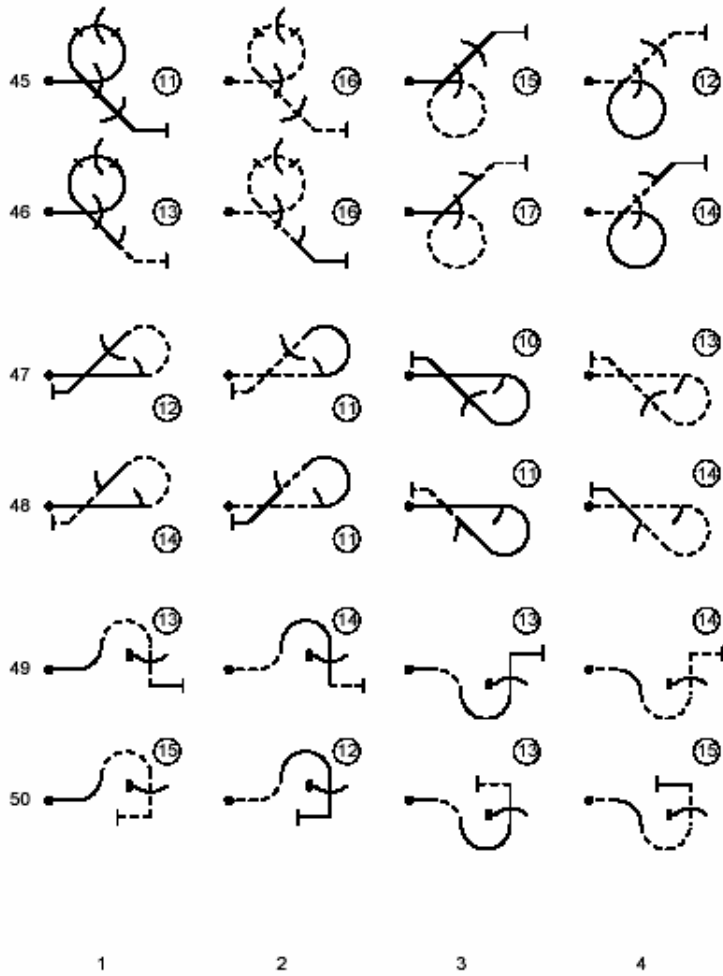


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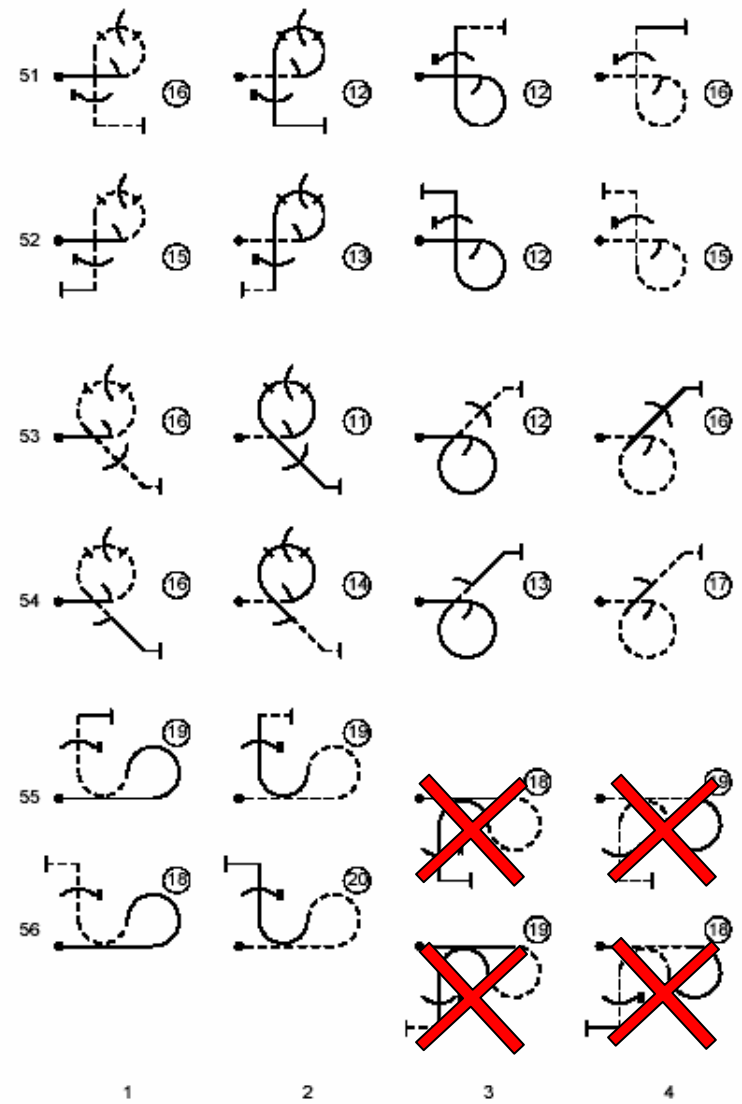


Combination rolls or single roll elements on all lines cannot be in excess of 540 degrees.

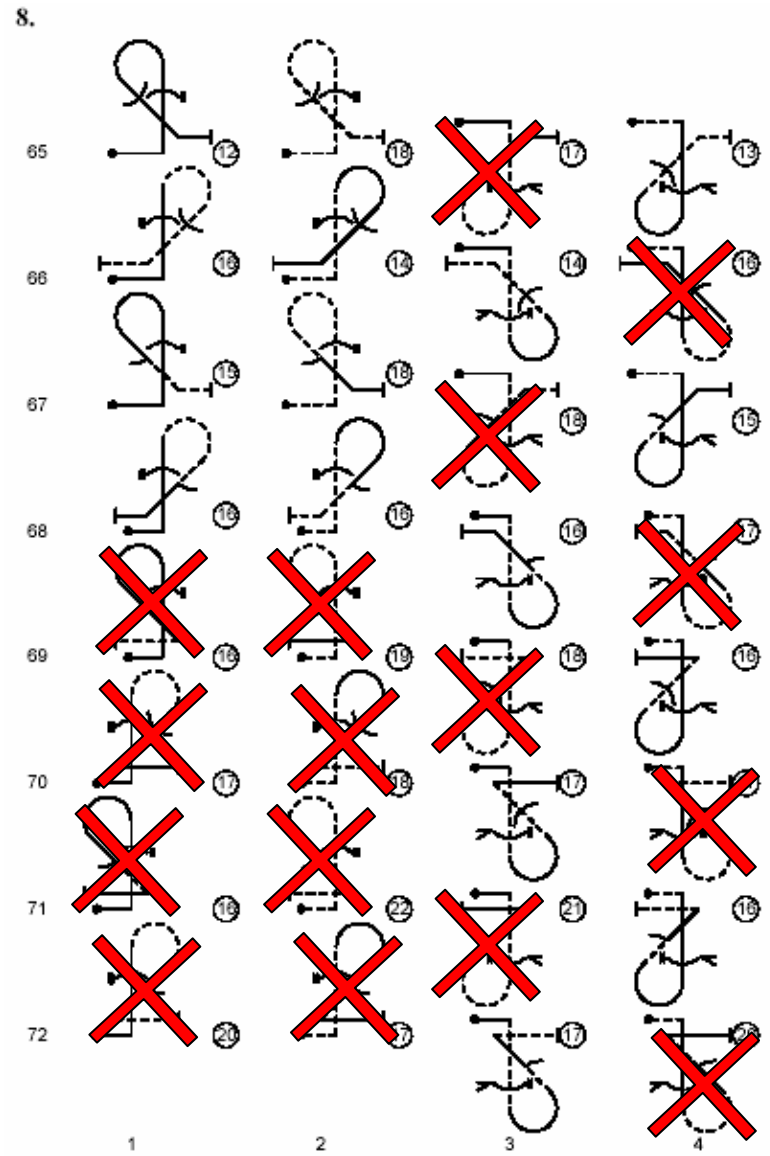
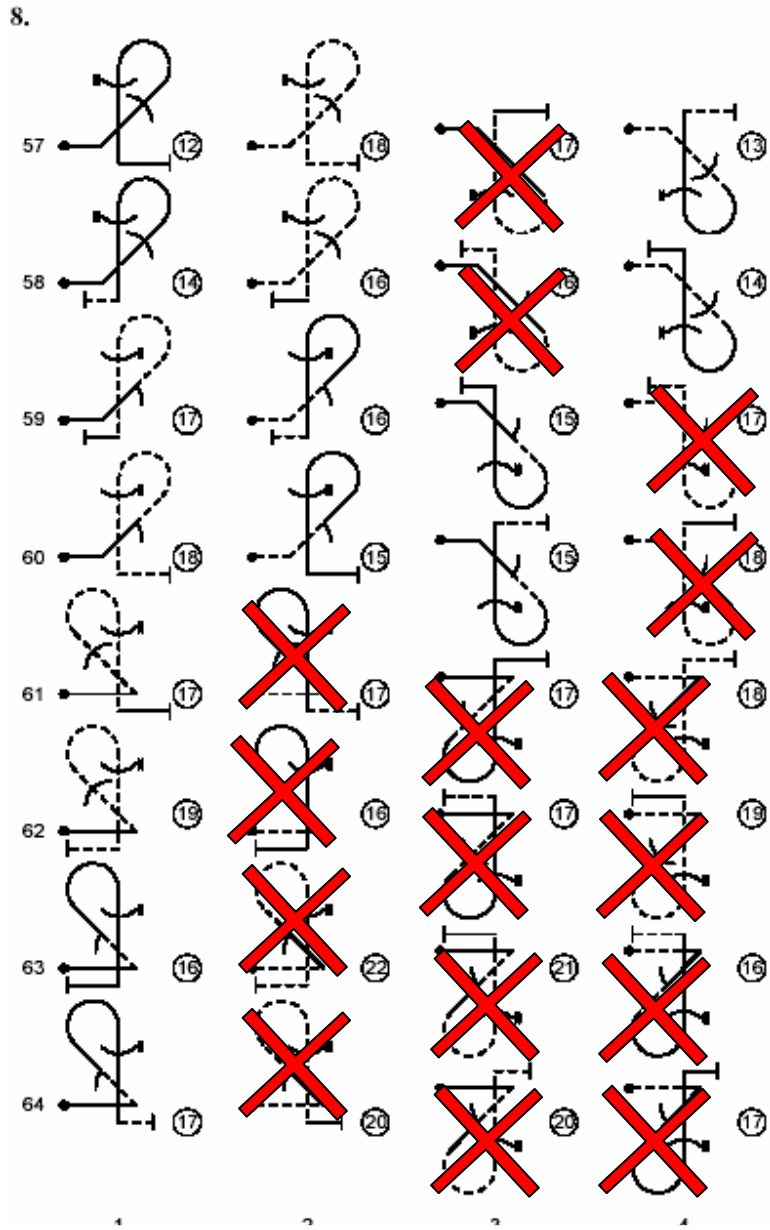
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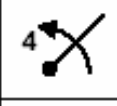
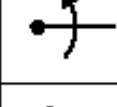
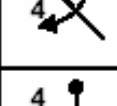
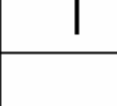
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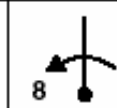
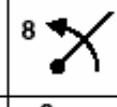
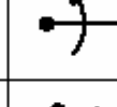


Combination rolls or single roll elements on all lines cannot be in excess of 540 degrees.



FAMILY 9.4 (4-POINT ROLLS)

9.4			½	¾	1	1¼	1½	1¾	2
1			9	12	15	18	21	24	27
2			7	10	13	16	19	22	25
3			5	8	11	14	17	20	23
4			5	8	11	14	17	20	23
5			5	8	11	14	17	20	23
		1	2	3	4	5	6	7	8

9.8 FAMILY 9.8 (8-POINT ROLLS)

9.8			¼	½	¾	1	1¼	1½	1¾	2
1			7	11	15	19	23	27	31	35
2			7	9	13	17	21	25	29	33
3			3	7	11	15	19	23	27	31
4			7	7	11	15	19	23	27	31
5			3	7	11	15	19	23	27	31
		1	2	3	4	5	6	7	8	

9.9.8.4 can only be used at the top of ½ or full inside loop. 9.10.8.4 can only be used at the top of ½ or full outside loop.







FAMILY 9.9 (POSITIVE FLICK ROLLS)

9.9		½	¾	1	1¼	1½	1¾	2	
1		X	X	X	X	X	X	X	
2		X	X	13	X	X	X	X	
3		X	X	11	X	X	X	X	
4		X	X	11	X	X	X	X	
5		X	X	11	X	X	X	X	
6		X	X	X	X	X	X	X	
7		X	X	X	X	X	X	X	
8		X	X	13	X	X	X	X	
9		X	X	X	X	X	X	X	
10		X	X	13	X	X	X	X	
		1	2	3	4	5	6	7	8







FAMILY 9.10 (NEGATIVE FLICK ROLLS)

9.10		½	¾	1	1¼	1½	1¾	2	
1		X	X	X	X	X	X	X	
2		X	X	X	X	X	X	X	
3		X	X	13	X	X	X	X	
4		X	X	13	X	X	X	X	
5		X	X	13	X	X	X	X	
6		X	X	X	X	X	X	X	
7		X	X	X	X	X	X	X	
8		X	X	15	X	X	X	X	
9		X	X	X	X	X	X	X	
10		X	X	15	X	X	X	X	
		1	2	3	4	5	6	7	8

FAMILY 9.11 (POSITIVE SPINS)

								
1		Upright Entry Line		5	4	3	3	3
			4	5	6	7	8	

FAMILY 9.12 (NEGATIVE SPINS)

								
1		Inverted Entry Line		5	4	3	3	3
			4	5	6	7	8	