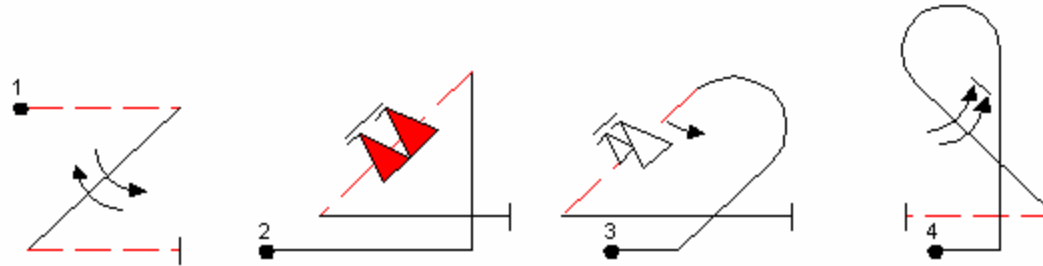


2006 Unlimited Unknown Sequence Construction Rules

1> On 45-degree downlines that require a 135-degree push or pull to figure exit, combination roll elements cannot be in excess of 720 degrees (2- rolls). Examples:

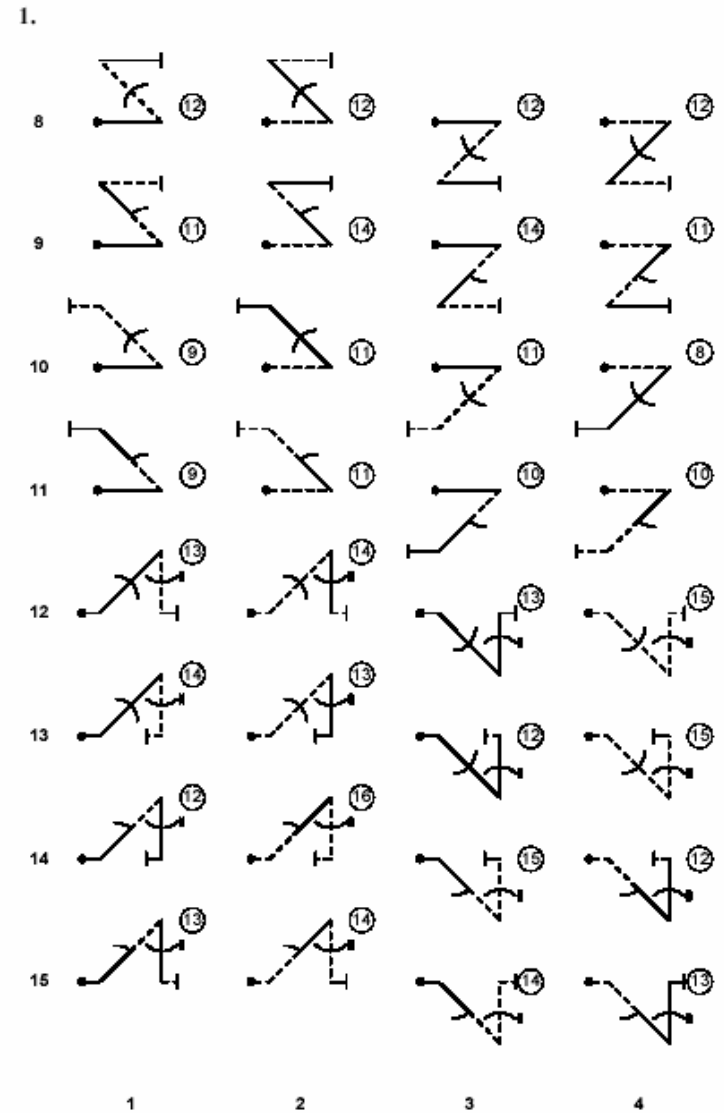
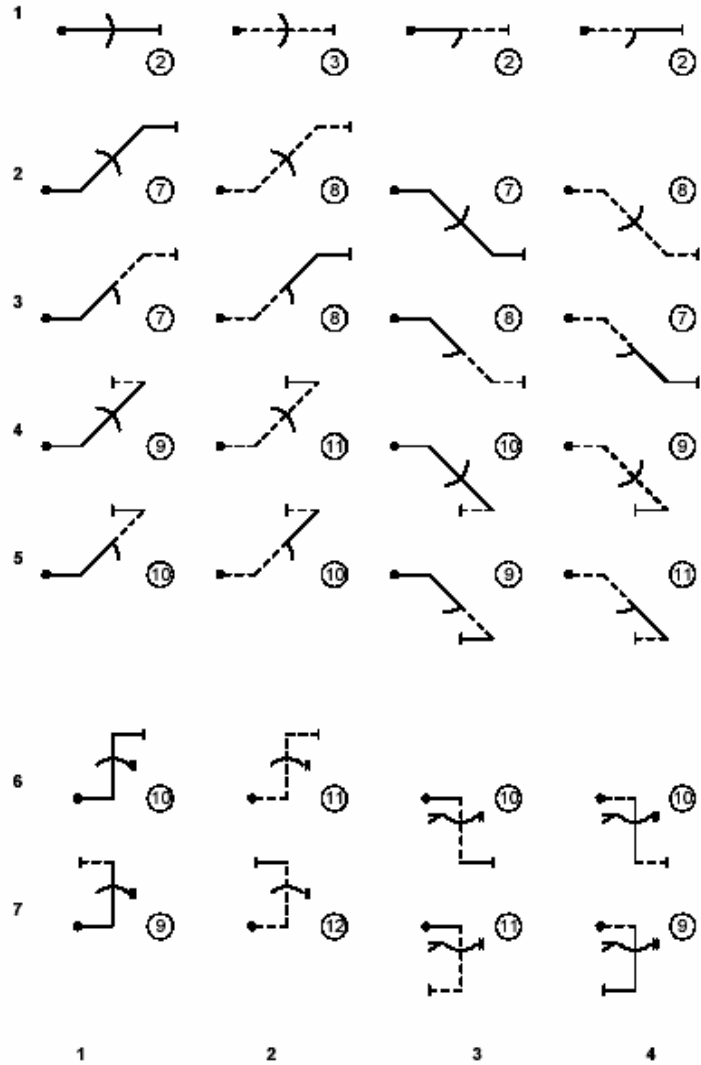


2> Combination roll elements on downlines of 45-degree and vertical cannot be in excess of 900 degrees (2-1/2 rolls).

3> Combination roll elements on up line of 45-degree and vertical cannot be in excess of 1080 degrees (3 rolls).

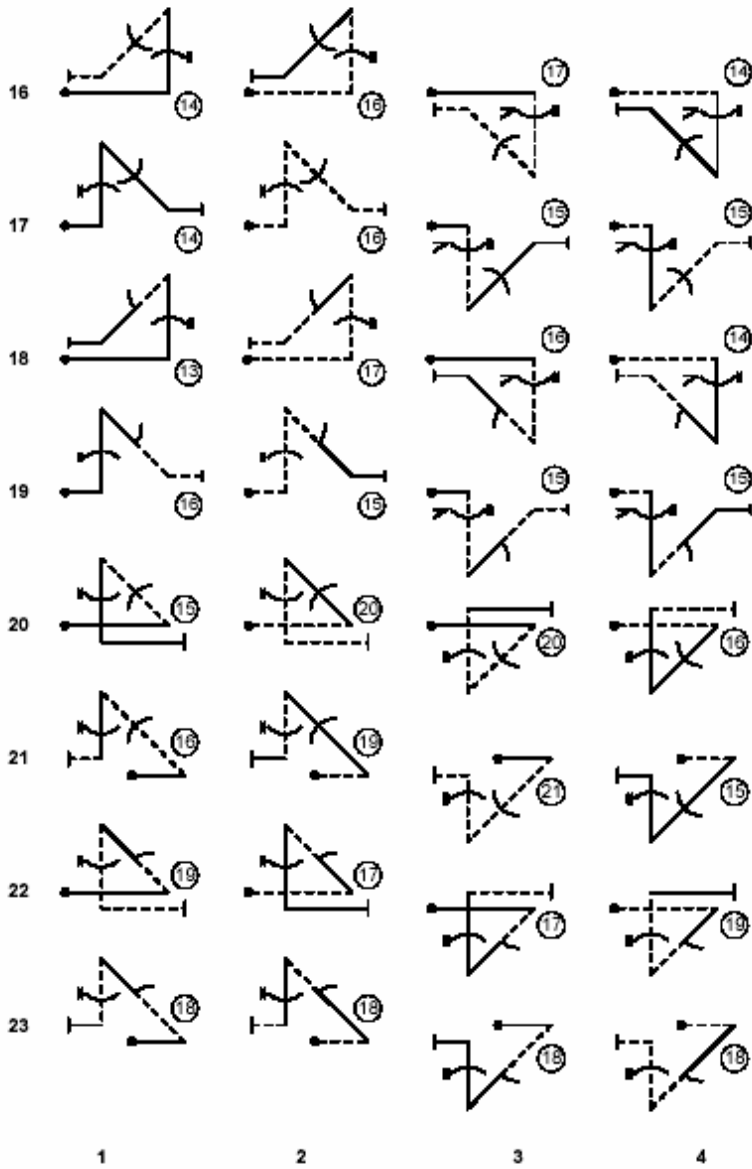
Follow roll limitations from page one.

1. LINES AND ANGLES

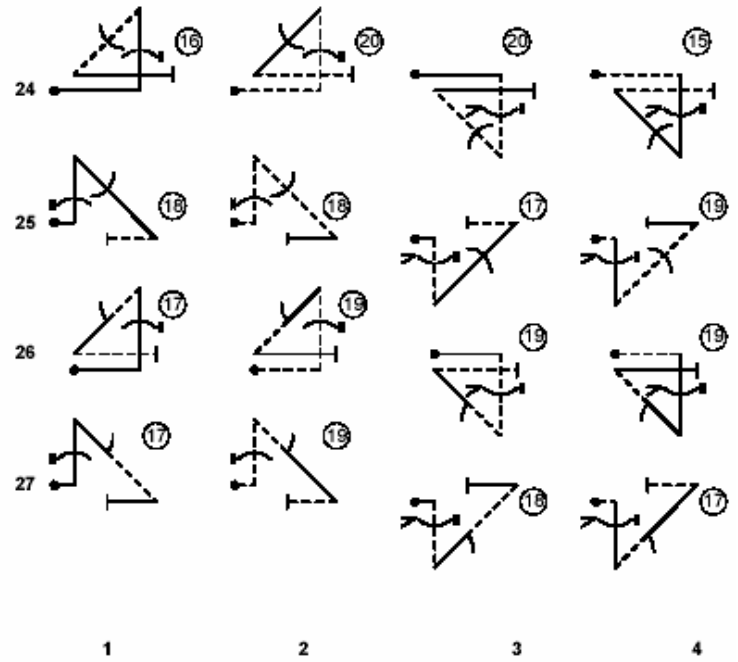


Follow roll limitations from page one.

1.

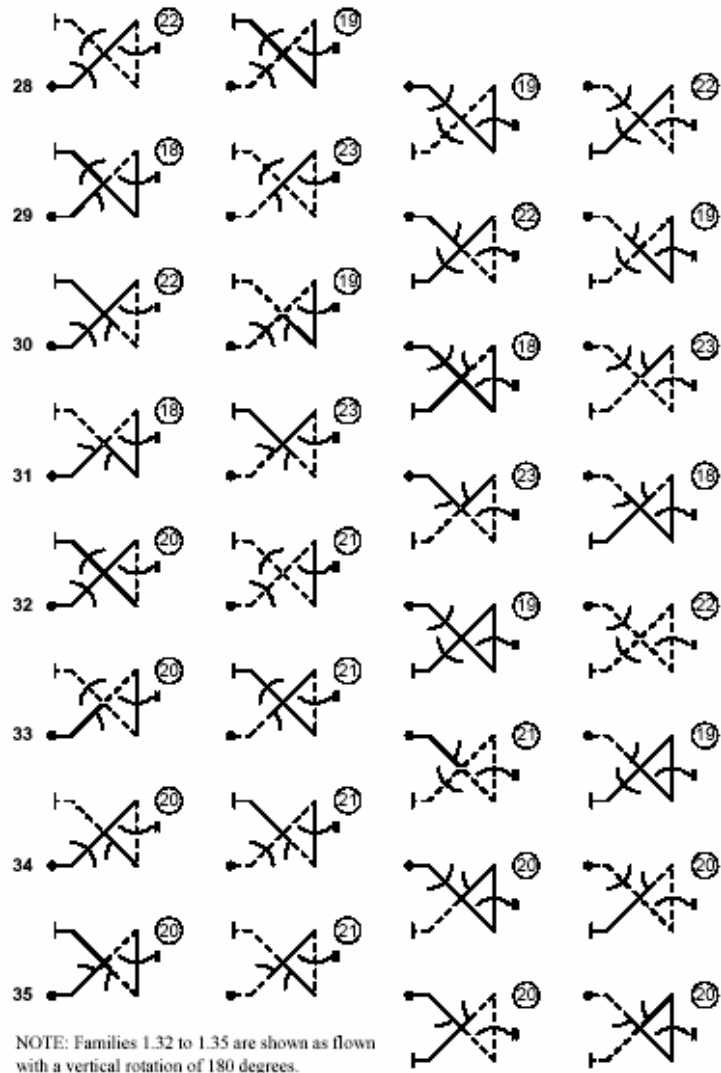


1.



Follow roll limitations from page one.

1.



NOTE: Families 1.32 to 1.35 are shown as flown with a vertical rotation of 180 degrees. Other multiples of 90 degrees of vertical rotation are permitted

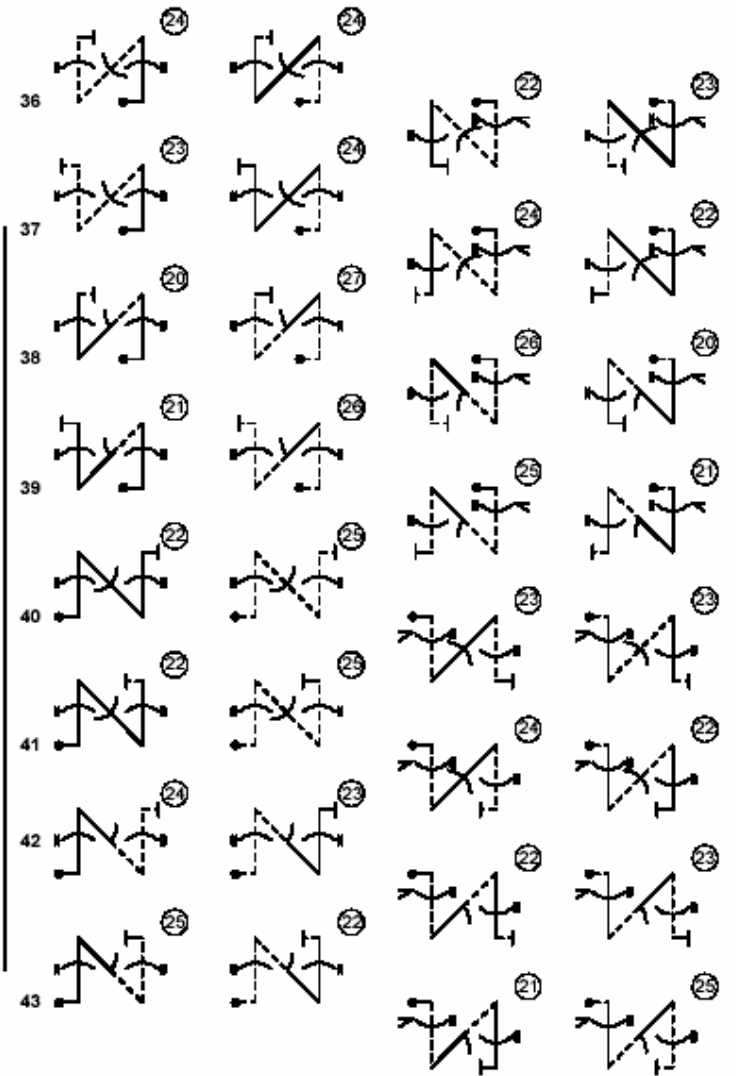
1

2

3

4

1.



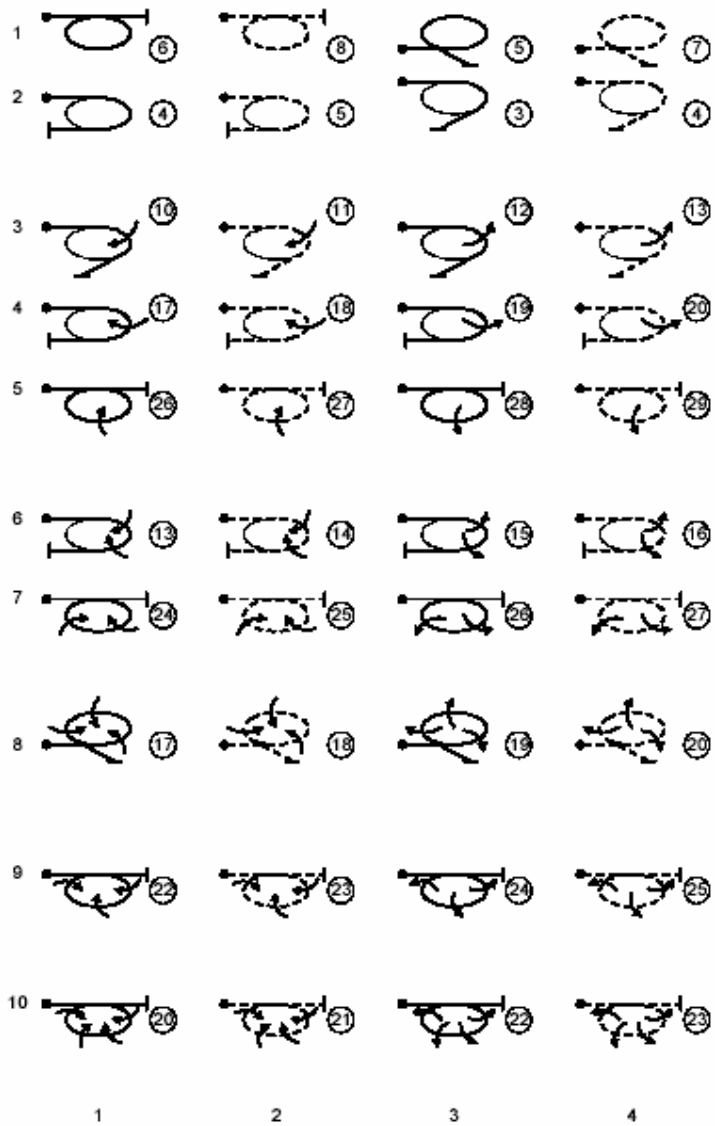
1

2

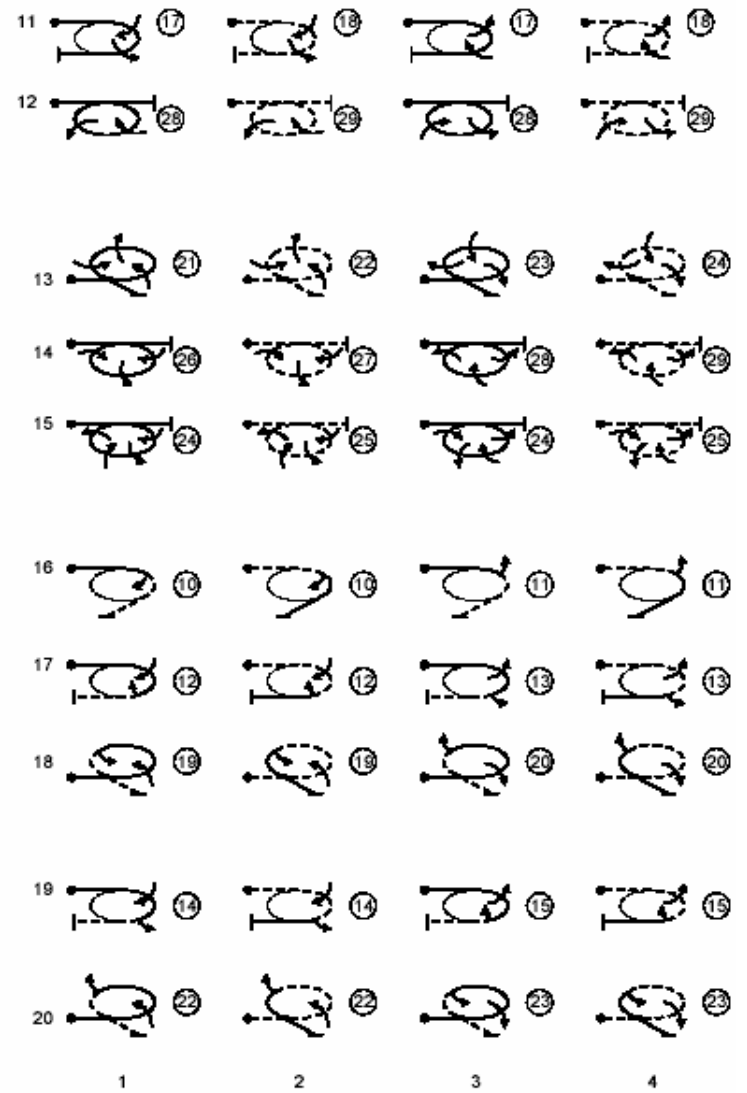
3

4

2. TURNS AND ROLLING TURNS

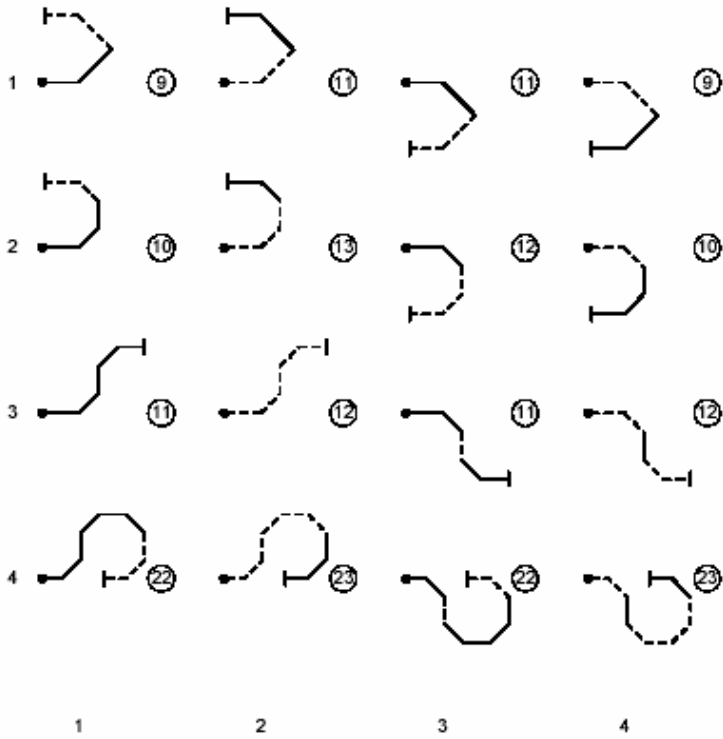


2.

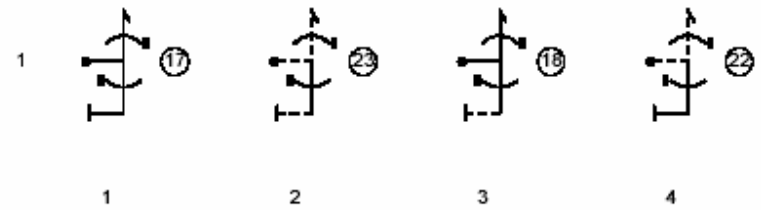


Follow roll limitations from page one.

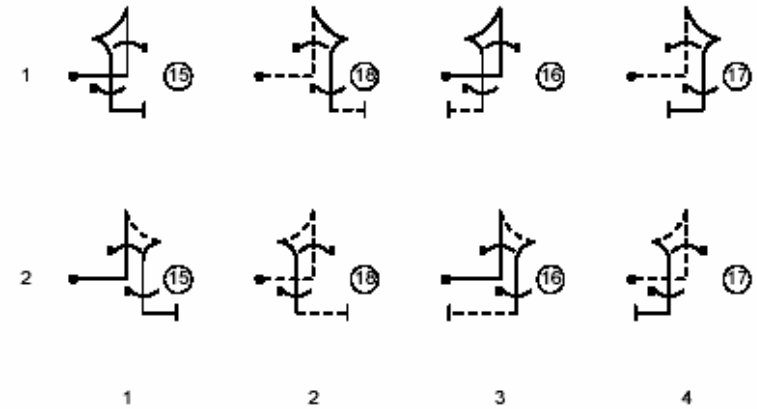
3. COMBINATIONS OF LINES



5. STALL TURNS

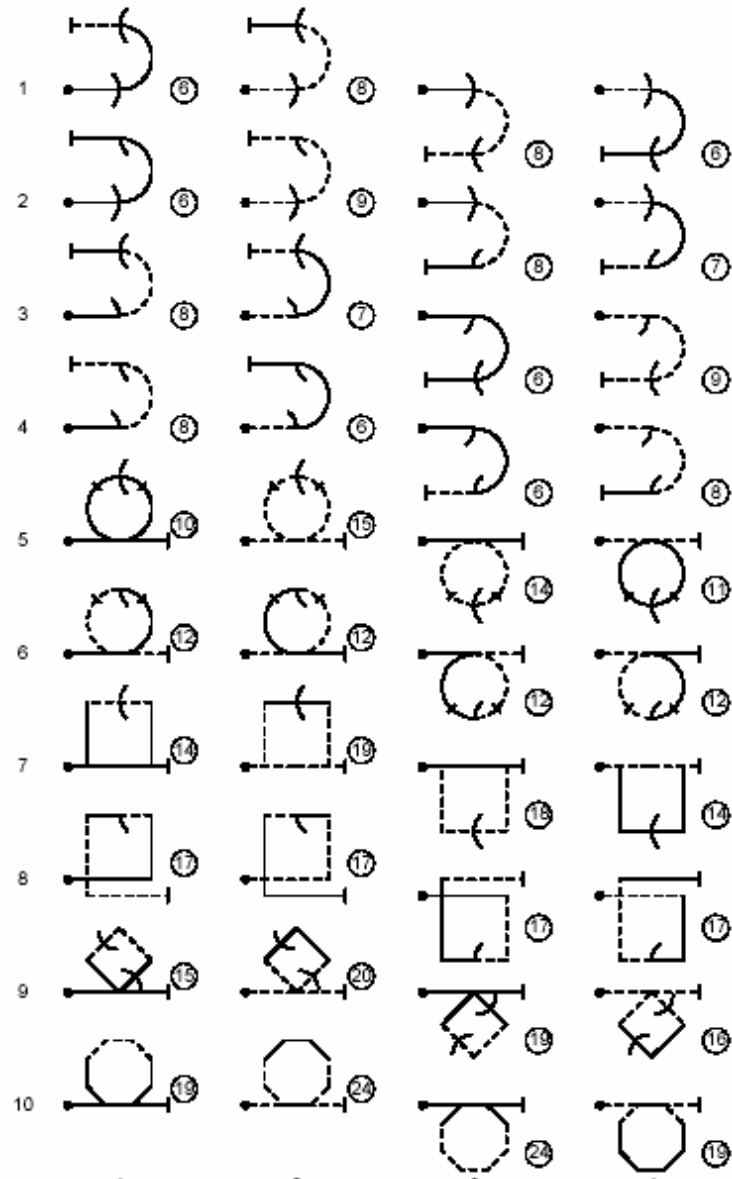


6. TAILSLIDES

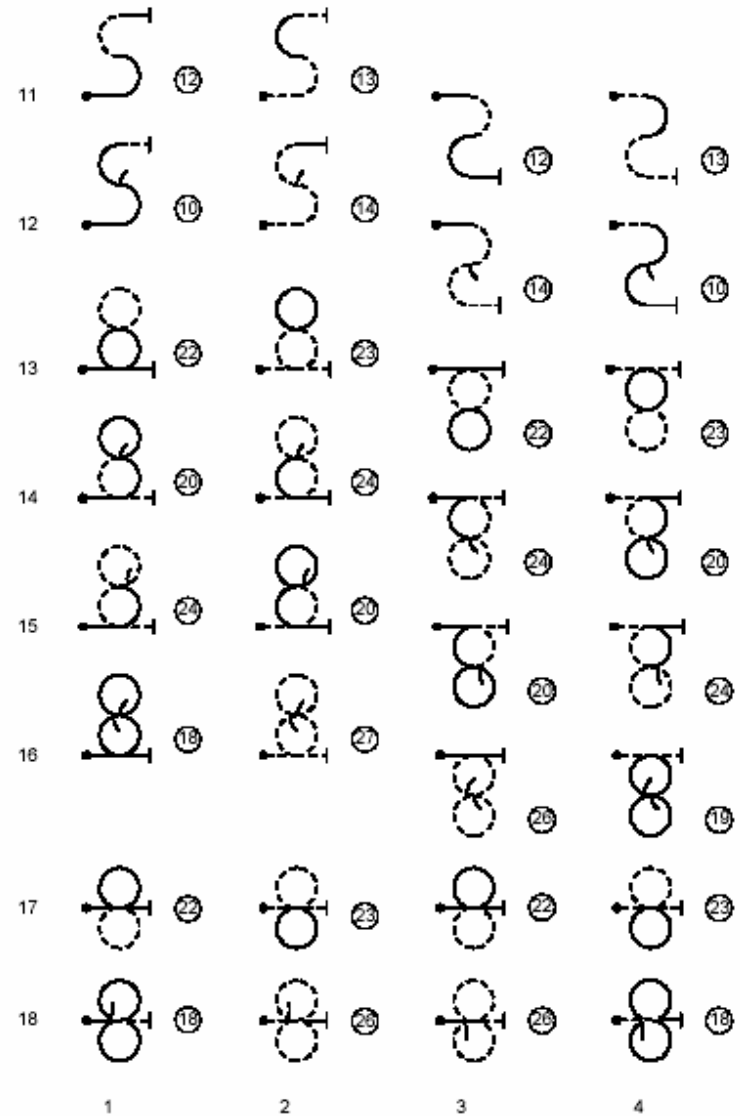



Follow roll limitations from page one.

7. LOOPS AND EIGHTS



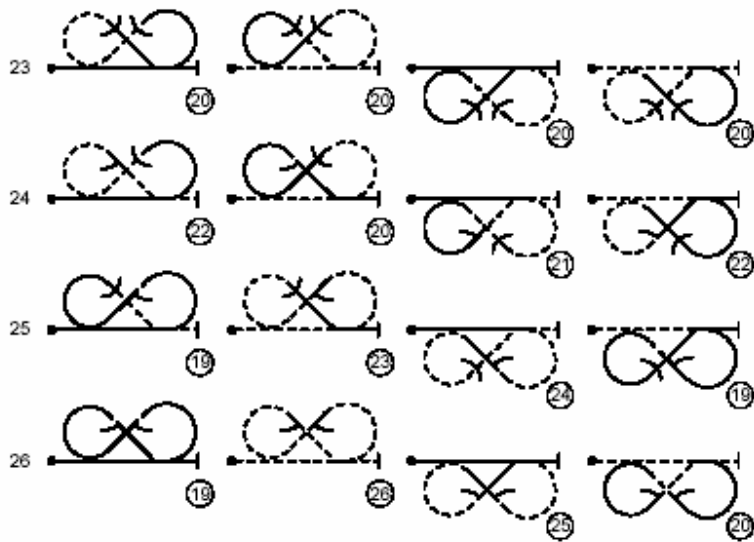
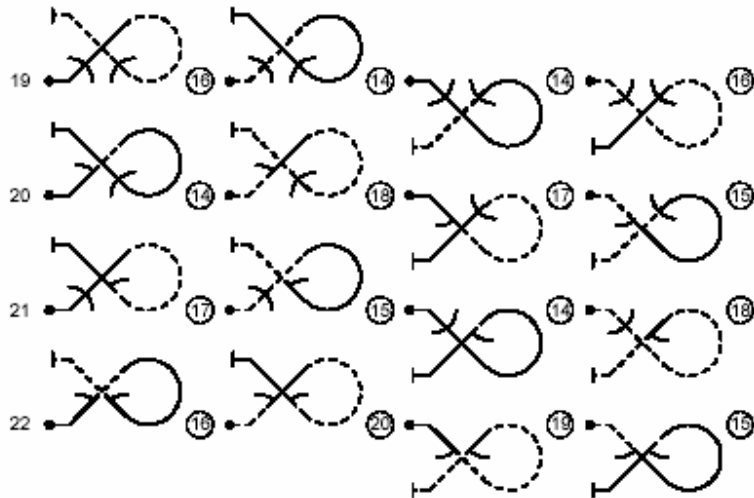
7.



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

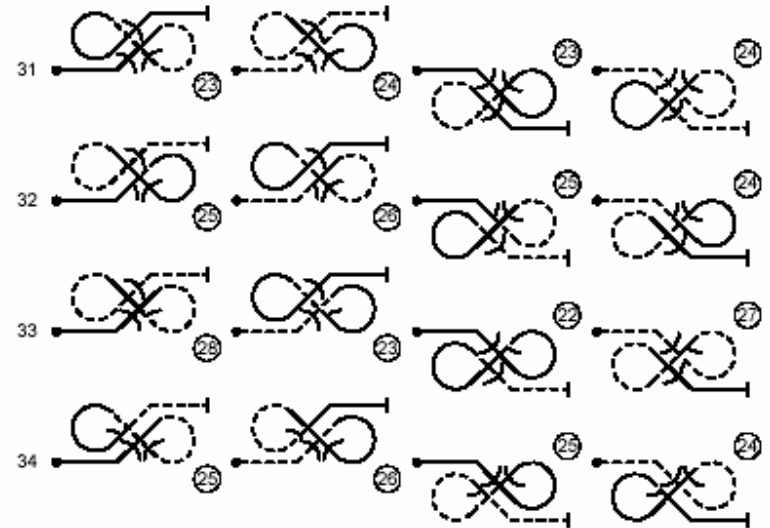
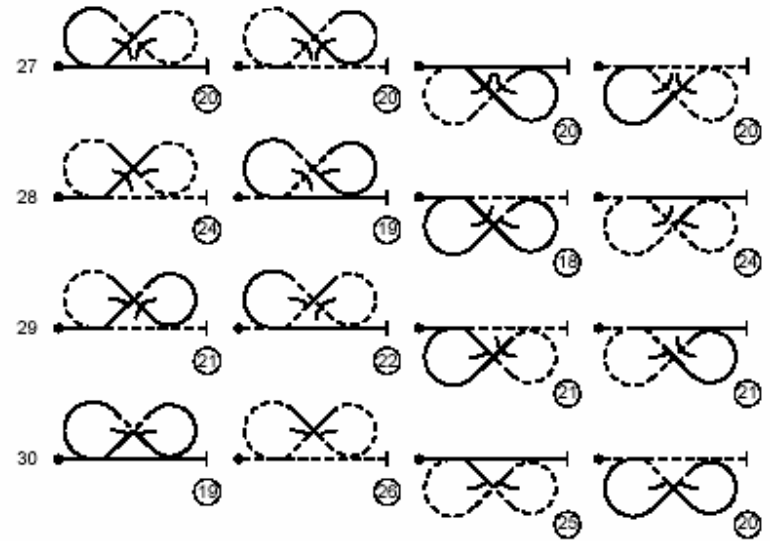
Follow roll limitations from page one.

7.



1 2 3 4

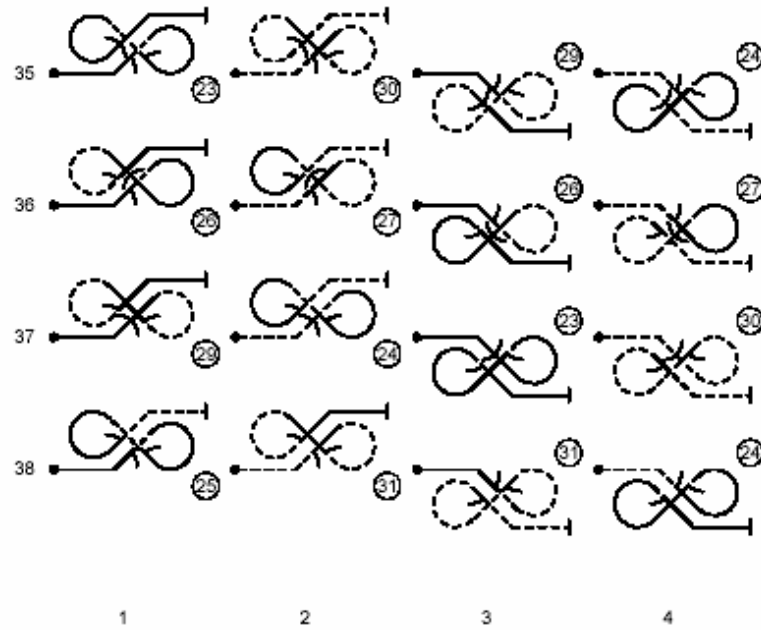
7.



1 2 3 4

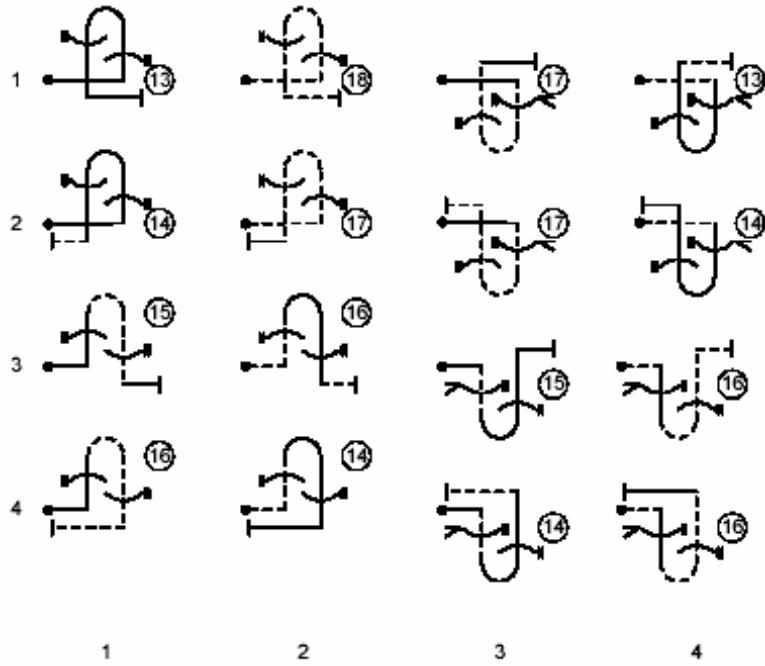
Follow roll limitations from page one.

7.

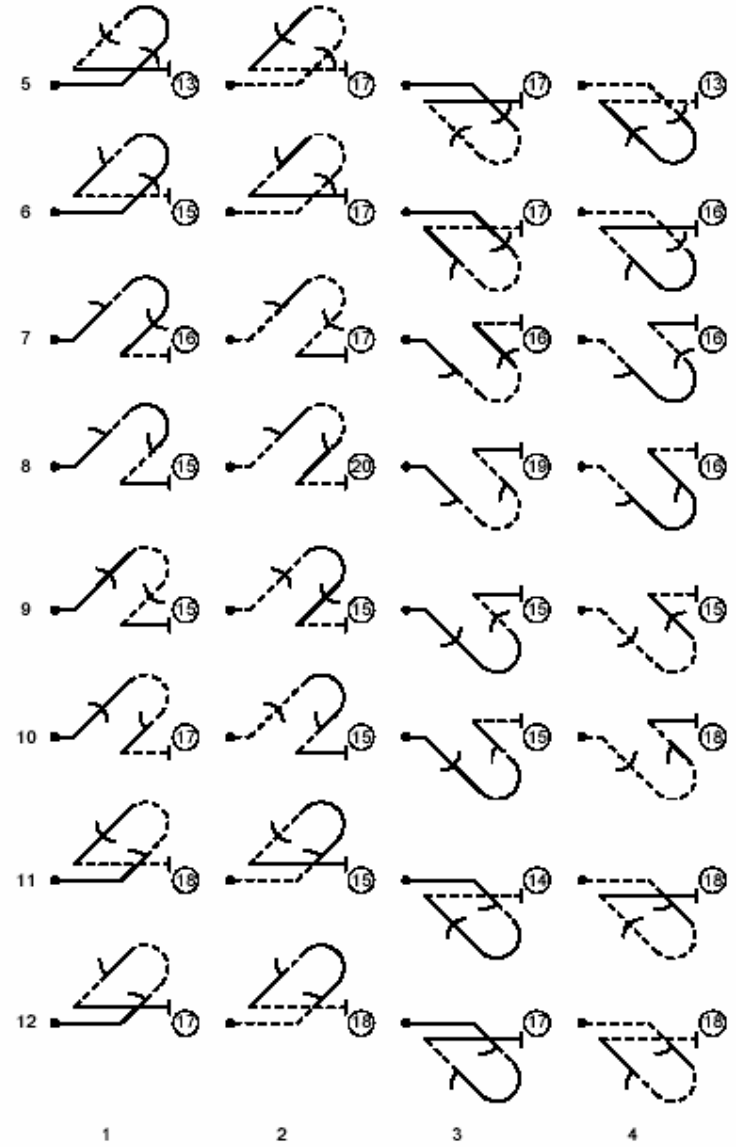


Follow roll limitations from page one.

8. COMBINATIONS OF LINES, ANGLES AND LOOPS

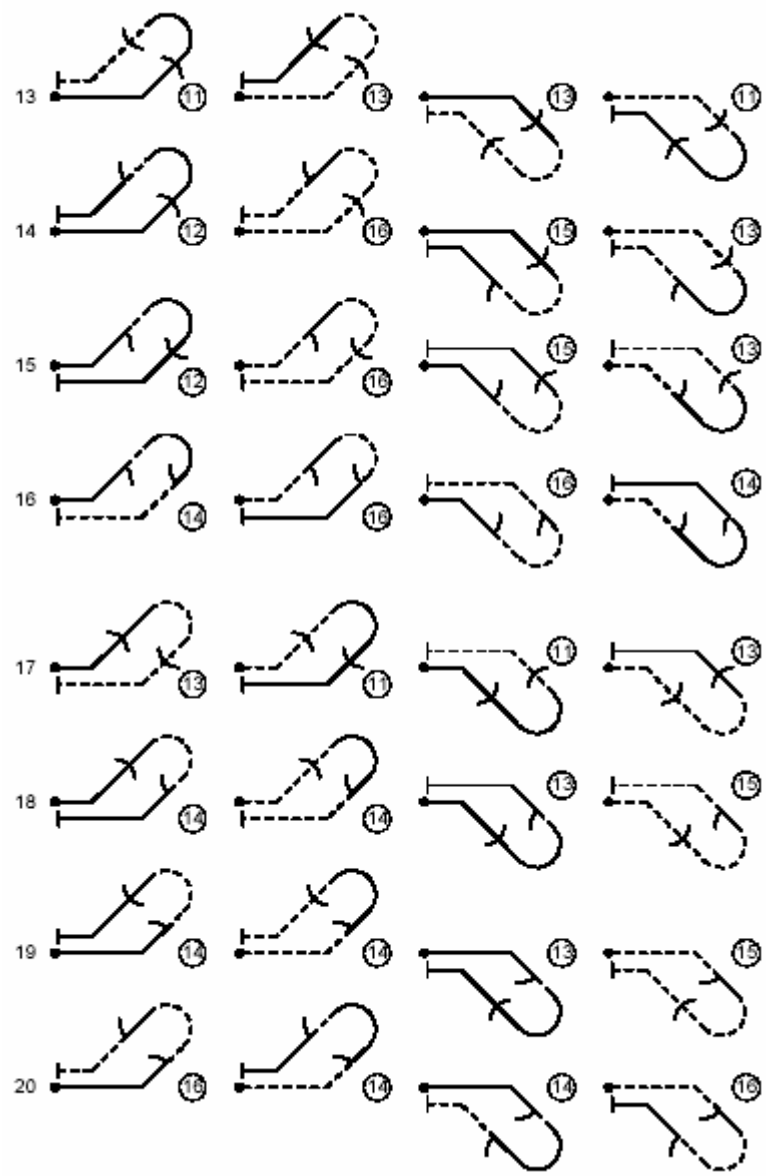


8.

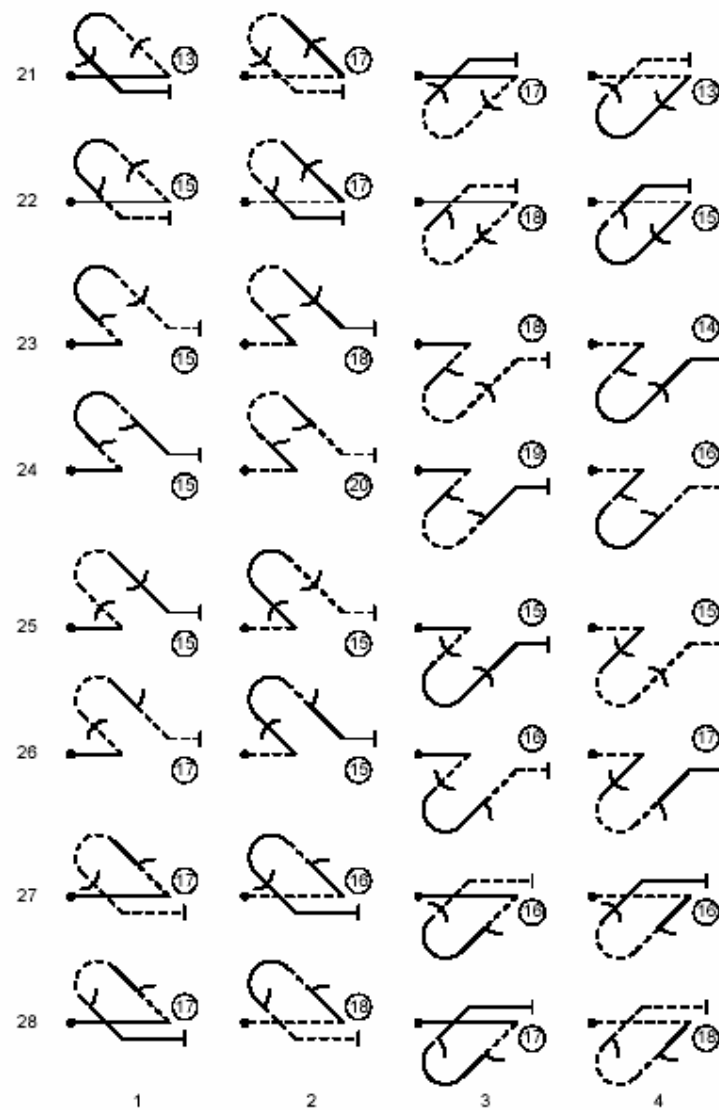


Follow roll limitations from page one.

8.

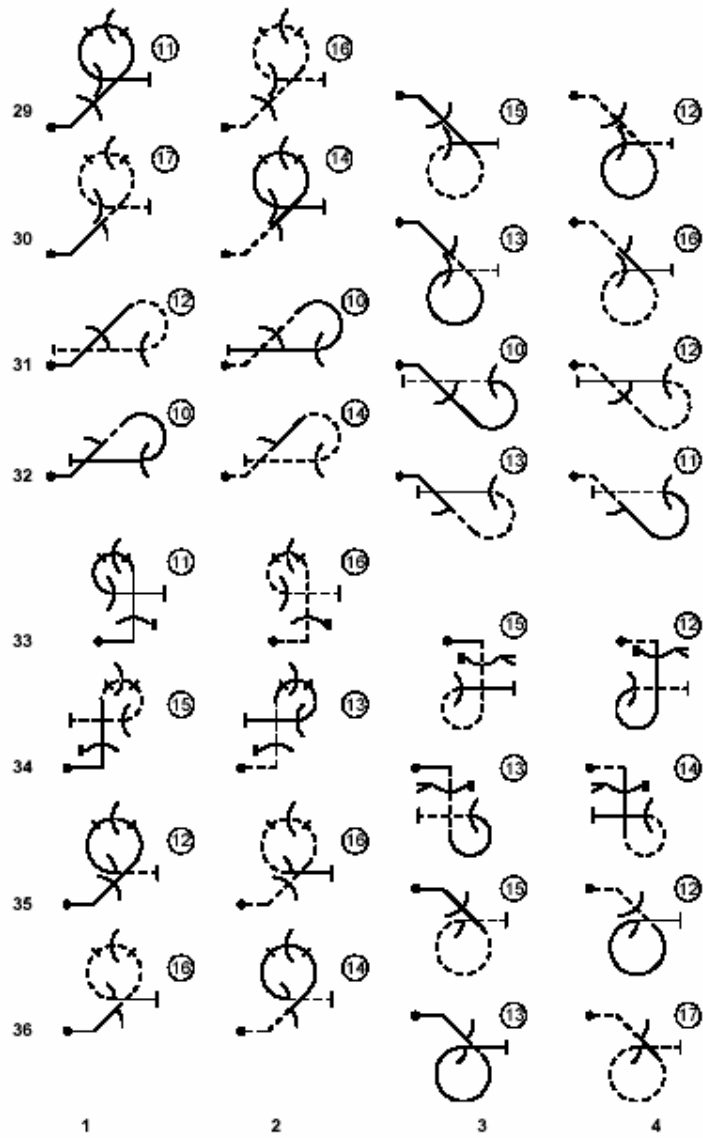


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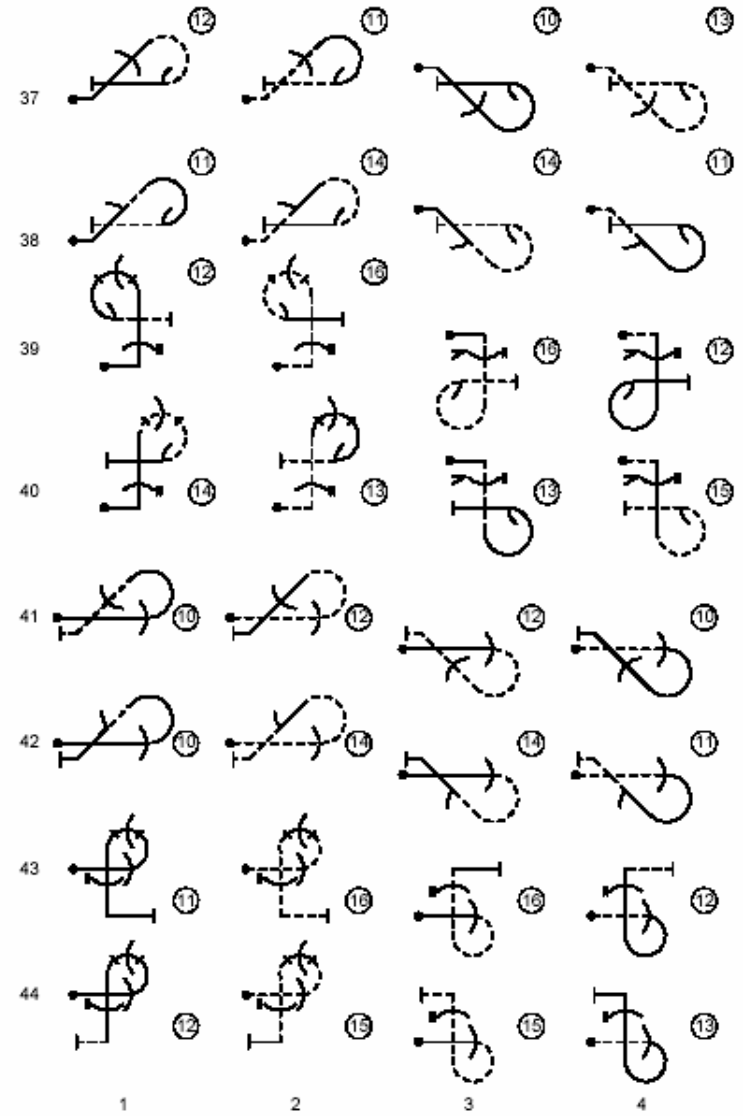


Follow roll limitations from page one.

8.

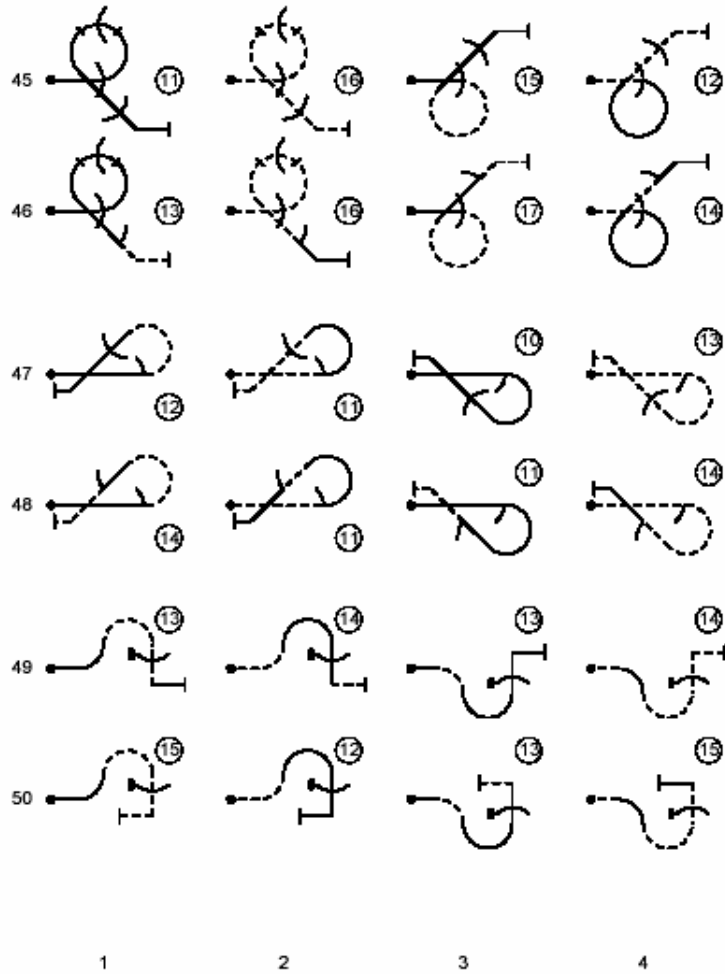


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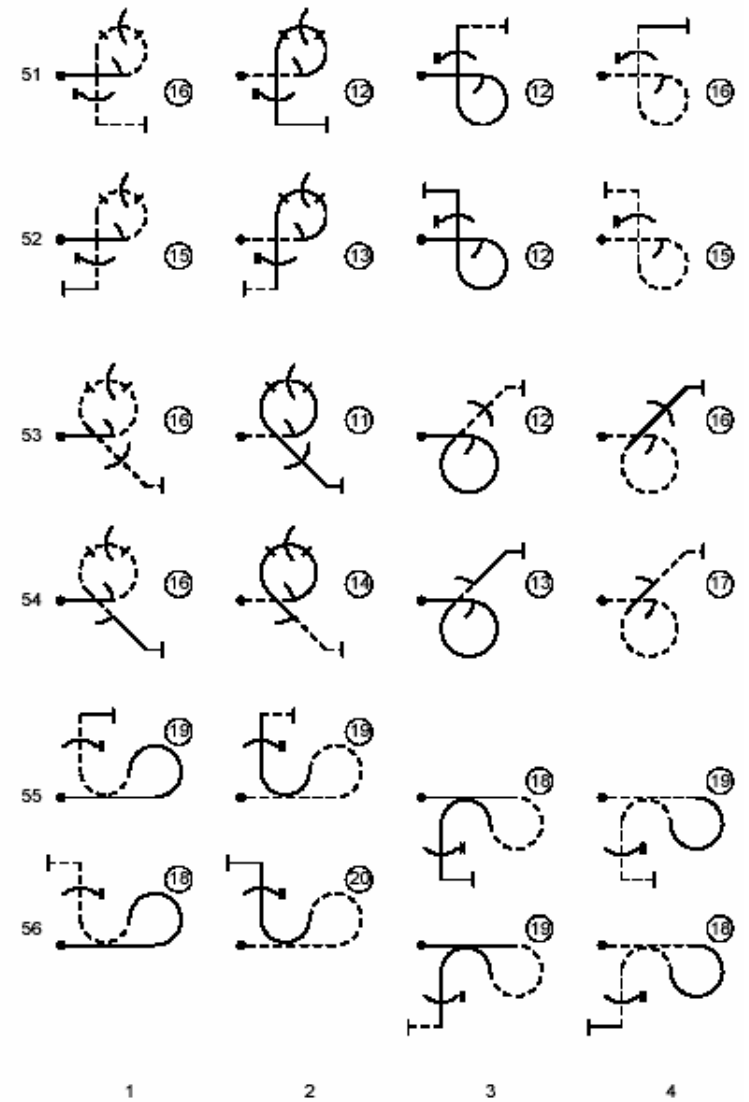


Follow roll limitations from page one.

8.



8.



Follow roll limitations from page one.

8.

57 12
58 14
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64 17

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72 24

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Follow roll limitations from page one; the exception is the rolls that have been “X” out for footprint and safety.

9. ROLLS AND SPINS

FAMILY 9.1 (SLOW ROLLS)






9.1		¼	½	¾	1	1¼	1½	1¾	2
1		6	8	10	12	14	15	17	18
2		4	6	8	10	11	12	14	15
3		2	4	6	8	9	10	11	12
4		2	4	6	8	9	10	11	12
5		2	4	6	8	9	10	11	12
		1	2	3	4	5	6	7	8

FAMILY 9.2 (2-POINT ROLLS)

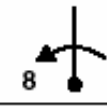
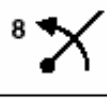
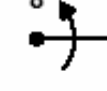
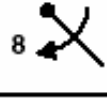
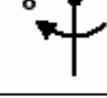
9.2					1		1½		2
1	2				13		17		21
2	2				11		14		18
3	2				9		12		15
4	2				9		12		X
5	2				9		12		X
		1	2	3	4	5	6	7	8

Follow roll limitations from page one; the exception is the rolls that have been “X” out for footprint and safety.

FAMILY 9.4 (4-POINT ROLLS)

9.4			½	¾	1	1¼	1½	1¾	2
1			9	12	15	18	20	X	X
2			7	10	13	15	17	X	X
3			5	8	11	13	15	17	19
4			5	8	11	13	15	X	X
5			5	8	11	13	X	X	X
		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	X	X	X	X
2			5	9	13	17	X	X	X	X
3			3	7	11	15	X	X	X	X
4			3	7	11	15	X	X	X	X
5			3	7	11	15	X	X	X	X
		1	2	3	4	5	6	7	8	

FAMILY 9.9 (POSITIVE FLICK ROLLS)

9.9			½	¾	1	1¼	1½	1¾	2
1			15	15	15	17	19	21	23
2			13	13	13	15	16	18	20
3			11	11	11	13	14	16	17
4			11	11	11	13	14	16	17
5			11	11	11	13	14	16	17
6			17	17	17	20	22	24	26
7			15	15	15	17	19	21	23
8			13	13	13	15	16	18	20
9			13	13	13	15	16	18	20
10			13	13	13	15	16	18	20
		1	2	3	4	5	6	7	8

FAMILY 9.10 (NEGATIVE FLICK ROLLS)

9.10			½	¾	1	1¼	1½	1¾	2
1			17	17	17	20	22	24	26
2			15	15	15	17	19	21	23
3			13	13	13	15	16	18	20
4			13	13	13	15	16	18	20
5			13	13	13	15	16	18	20
6			19	19	19	22	24	27	29
7			17	17	17	19	21	24	26
8			15	15	15	17	19	21	23
9			15	15	15	17	19	21	23
10			15	15	15	17	19	21	23
		1	2	3	4	5	6	7	8

FAMILY 9.11 (POSITIVE SPINS)

			1	1 1/4	1 1/2	1 3/4	2	
1		Upright Entry Line		5	4	3	3	3
			4	5	6	7	8	

FAMILY 9.12 (NEGATIVE SPINS)

			1	1 1/4	1 1/2	1 3/4	2	
1		Inverted Entry Line		7	6	5	5	5
			4	5	6	7	8	