

PRELIMINARY SCHEDULE F3A P-27 (2026-2027)**P-27.01 Pull-Pull-Push Humpty Bump with two half rolls, two quarter rolls**

From upright, at centre, pull through a $\frac{1}{4}$ loop into a vertical upline, perform consecutively two $\frac{1}{2}$ rolls in opposite direction, pull through a half loop into a vertical downline, perform consecutively two $\frac{1}{4}$ rolls, push through a $\frac{1}{4}$ loop, exit inverted.

P-27.02 Trombone with two half rolls, roll

From inverted, push through a $\frac{1}{8}$ loop into a 45° upline, perform consecutively two $\frac{1}{2}$ rolls in opposite direction, push through a half loop into a 45° downline, perform a roll, pull through a $\frac{1}{8}$ loop, exit upright.

P-27.03 Triangle with half roll quarter roll, quarter roll, half roll

From upright, at centre, pull through a $\frac{1}{8}$ loop into a 45° upline, perform a $\frac{1}{2}$ roll, push through a $\frac{3}{8}$ loop, perform consecutively two $\frac{1}{4}$ rolls, pull through a $\frac{3}{8}$ loop into a 45° downline, perform a $\frac{1}{2}$ roll, push through $\frac{1}{8}$ loop, exit inverted.

P-27.04 Reverse Shark Fin with roll

From inverted, push through a $\frac{1}{8}$ loop into a 45° upline, perform a roll, pull through a $\frac{3}{8}$ loop into a vertical downline, pull through a $\frac{1}{4}$ loop, exit upright.

P-27.05 Roll Combination with two quarter rolls, snap roll, two quarter rolls

From upright, perform consecutively two $\frac{1}{4}$ rolls, followed by a snap roll in opposite direction, followed by two consecutive $\frac{1}{4}$ rolls in opposite direction to the snap roll, exit upright.

P-27.06 Half Square Loop with roll

From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, perform a roll, pull through a $\frac{1}{4}$ loop, exit inverted

P-27.07 Square Loop on corner from Top with half roll, half roll

From inverted, pull through a $\frac{1}{8}$ loop into a 45° downline, perform a $\frac{1}{2}$ roll, push through a $\frac{1}{4}$ loop into a 45° downline, push through a $\frac{1}{4}$ loop into a 45° upline, perform a $\frac{1}{2}$ roll, pull through a $\frac{1}{4}$ loop into a 45° upline, pull through a $\frac{1}{8}$ loop, exit inverted.

P-27.08 Half Cuban Eight from Top with two half rolls

From inverted, pull through a $\frac{5}{8}$ loop into a 45° upline, perform consecutively two $\frac{1}{2}$ rolls in opposite direction, push through a $\frac{1}{8}$ loop, exit upright.

P-27.09 Spin with two turns, two turns in opposite direction

From upright, perform a two turn spin, perform immediately another two turn spin in the opposite direction, perform a vertical downline, pull through a $\frac{1}{4}$ loop, exit upright.

P-27.10 Top Hat with two quarter rolls, half roll. Option: Top Hat with $\frac{3}{4}$ roll, $\frac{1}{4}$ roll

From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, perform consecutively two $\frac{1}{4}$ rolls, pull through a $\frac{1}{4}$ loop, pull through a $\frac{1}{4}$ loop into a vertical downline, perform a $\frac{1}{2}$ roll, push through $\frac{1}{4}$ loop, exit inverted.

Option: From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{3}{4}$ roll, pull through a $\frac{1}{4}$ loop into a cross box line, pull through a $\frac{1}{4}$ loop into a vertical downline, perform a $\frac{1}{4}$ roll, push through $\frac{1}{4}$ loop, exit inverted.

P-27.11 Roll Combination with two one eighth rolls, two quarter rolls, two one eighth rolls

From inverted, perform consecutively two $\frac{1}{8}$ rolls and one $\frac{1}{4}$ roll followed consecutively by one $\frac{1}{4}$ roll and two $\frac{1}{8}$ rolls in opposite direction to the first three part rolls, exit inverted.

P-27.12 Push-Pull-Pull Humpty Bump with two quarter rolls, half roll

From inverted, push through a $\frac{1}{4}$ loop into a vertical upline, perform consecutively two $\frac{1}{4}$ rolls, pull through a half loop into a vertical downline, perform a $\frac{1}{2}$ roll, pull through a $\frac{1}{4}$ loop, exit upright.

P-27.13 Figure M with three quarter roll, quarter roll, quarter roll, three quarter roll

From upright, before centre, pull through a $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{3}{4}$ roll, perform a stall turn into a vertical downline, perform a $\frac{1}{4}$ roll, push through a half loop into a vertical upline, perform a $\frac{1}{4}$ roll, perform a stall turn into a vertical downline, perform a $\frac{3}{4}$ roll, pull through a quarter loop, exit upright.

P-27.14 Half square Loop on Corner with half roll, half roll

From upright, pull through a $\frac{1}{8}$ loop into a 45° upline, perform a $\frac{1}{2}$ roll, push through a $\frac{1}{4}$ loop into a 45° upline, perform a $\frac{1}{2}$ roll, pull through a $\frac{1}{8}$ loop, exit inverted.

P-27.15 Square from Top with quarter roll, knife-edge flight, quarter roll

From inverted, fly past centre, pull through a $\frac{1}{4}$ loop into a vertical downline, pull through a $\frac{3}{8}$ loop into a 45° upline, perform a $\frac{1}{4}$ roll into knife edge-flight, perform a $\frac{1}{4}$ roll, pull through a $\frac{3}{8}$ loop into a vertical downline, pull through a $\frac{1}{4}$ loop, exit upright.

P-27.16 Reverse Figure ET with half roll, roll

From upright, pull through $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{1}{2}$ roll, push through a $\frac{5}{8}$ loop into a 45° downline, perform a roll, pull through a $\frac{3}{8}$ loop, exit upright.

P-27.17 Loop with two half rolls integrated

From upright, perform a loop while integrating a $\frac{1}{2}$ roll in the first 90° and another $\frac{1}{2}$ roll in the third 90°, exit upright..