



2016 Sportsman IMAC

Enter Upright - Baseline Altitude

1. **Incomplete 8** - **Pull** 5/8 inside loop to 45 downline, 2 of 4 point roll centered on line, **Pull** 5/8 inside loop, immediate 2 point roll out of loop, exit inverted.
2. **Split S** - 1 full roll on entry followed by immediate 1/2 inside loop, exit upright.
3. **Hammerhead** - **Pull** to vertical upline, 2 of 8 point roll centered on upline, Stall turn, 3/4 roll centered on downline to upright exit.
4. **Immelman** - **Pull** 1/2 inside loop with immediate 1/2 roll out of loop to upright exit.
5. **Spin / Down Humptybump** - 1-1/4 turn upright spin, draw a downline, **Pull** 1/2 inside loop at bottom to vertical upline, 1/4 roll centered on upline, exit upright.
6. **Half Square Loop** - **Push** to vertical downline, 2 of 4 point roll centered on downline, exit upright.
7. **Loop** - **Pull** full inside loop with roll at top
8. **Lay-down Humptybump** - **Pull** to 45 upline, 1/2 roll centered on line, **Push** 1/2 outside loop to 45 downline, 1 **Positive** Snap centered on downline, exit upright.
9. **Half Square Loop** - **Pull** to upline, 2 of 4 point roll centered on upline, **Push** to exit upright.
10. **Figure 6** - **Push** to vertical downline, 1/2 roll centered on downline, **Pull** 3/4 inside loop to horizontal, immediate 1/2 roll to upright exit.

End Of Sequence



2016 Sportsman IMAC Left to Right

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1. Incomplete 8 - **Pull** 5/8 inside loop to 45 downline, 2 of 4 point roll centered on line, **Pull** 5/8 inside loop, immediate 2 point roll out of loop, exit inverted.
2. Split S - 1 full roll on entry followed by immediate 1/2 inside loop, exit upright.
3. Hammerhead - **Pull** to vertical upline, 2 of 8 point roll centered on upline (*Left Canopy, Right Bottom*), Stall turn, 3/4 roll centered (*Left, Right*) on downline to upright exit.
4. Immelman - **Pull** 1/2 inside loop with immediate 1/2 roll out of loop to upright exit.
5. Spin / Down Humptybump - 1-1/4 turn upright spin (*Left Out, Right In*), draw a downline, **Pull** 1/2 inside loop at bottom to vertical upline, 1/4 roll centered on upline (*Left if Out, Right if in*), exit upright.
6. Half Square Loop - **Push** to vertical downline, 2 of 4 point roll centered on downline, exit upright.
7. Loop - **Pull** full inside loop with roll at top
8. Lay-down Humptybump Bump - **Pull** to 45 upline, 1/2 roll centered on line, **Push** 1/2 outside loop to 45 downline, 1 **Positive** Snap centered on downline, exit upright.
9. Half Square Loop - **Pull** to upline, 2 of 4 point roll centered on upline, **Push** to exit upright.
10. Figure 6 - **Push** to vertical downline, 1/2 roll centered on downline, **Pull** 3/4 inside loop to horizontal, immediate 1/2 roll to upright exit.

End Of Sequence



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2. Split S - 1 full roll on entry followed by immediate 1/2 inside loop, exit upright.
3. Hammerhead - **Pull** to vertical upline, 2 of 8 point roll centered on upline (*Right Canopy, Left Bottom*), Stall turn, 3/4 roll centered (*Right, Left*) on downline to upright exit.
4. Immelman - **Pull** 1/2 inside loop with immediate 1/2 roll out of loop to upright exit.
5. Spin / Down Humptybump - 1-1/4 turn upright spin (*Right Out, Left In*), draw a downline, **Pull** 1/2 inside loop at bottom to vertical upline, 1/4 roll centered on upline (*Right if Out, Left if in*), exit upright.
6. Half Square Loop - **Push** to vertical downline, 2 of 4 point roll centered on downline, exit upright.
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8. Lay-down Humptybump Bump - **Pull** to 45 upline, 1/2 roll centered on line, **Push** 1/2 outside loop to 45 downline, 1 **Positive** Snap centered on downline, exit upright.
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10. Figure 6 - **Push** to vertical downline, 1/2 roll centered on downline, **Pull** 3/4 inside loop to horizontal, immediate 1/2 roll to upright exit.

End Of Sequence