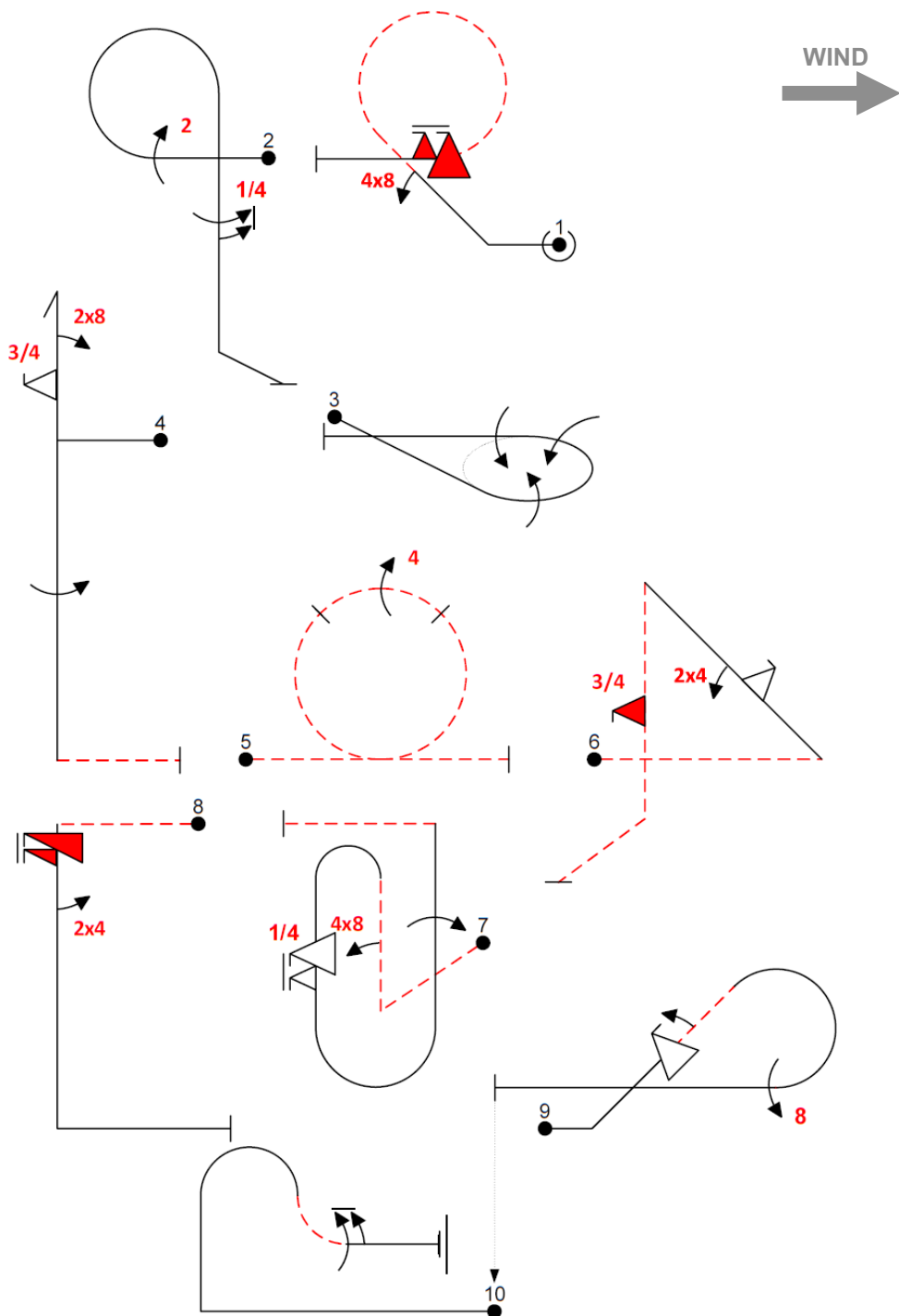


## 2023 ADVANCED SEQUENCE

- Fig. 1 Q Loop.** Pull to 45 upline, 4 of 8 point roll on upline, push 7/8 outside loop, 1 and 1/2 negative snap on exit, exit upright.
- Fig. 2 P Loop.** 2 of 2 point roll on entry, pull 3/4 inside loop to vertical downline, 1 and 1/4 roll on downline, pull to exit upright cross-box.
- Fig. 3 270 Degree Rolling Turn.** 270 degree rolling turn with 3 rolls to the inside, exit upright.
- Fig. 4 Hammerhead.** Pull to vertical upline, 3/4 positive snap opposite 2 of 8 point roll on upline, stall turn, 1 full roll on downline, push to exit inverted.
- Fig. 5 Loop.** Push outside loop with 4 of 4 point roll at top of loop, exit inverted.
- Fig. 6 Sharkstooth.** Push 135° to 45 upline, 1/2 positive snap opposite 2 of 4 point roll on upline, push to vertical downline, 3/4 negative snap on downline, push to exit inverted.
- Fig. 7 Double Humpty Bump.** Push to vertical upline, 4 of 8 point roll on upline, pull 1/2 inside loop to vertical downline, 1 1/4 positive snap on downline, pull 1/2 inside loop to vertical upline, 1 full roll on upline, pull to exit inverted.
- Fig. 8 Spin.** 1 and 1/2 turn inverted spin, opposite 2 of 4 point roll on downline, pull to exit upright.
- Fig. 9 Reverse 1/2 Cuban.** Pull to 45 upline, 1 positive snap same direction 1/2 roll on upline, pull 5/8 inside loop, 8 of 8 point roll on exit, exit upright.
- Fig. 10 Reversing Combo Loop.** Pull to vertical upline, pull 1/2 inside loop, push 1/4 outside loop, 1 1/2 rolls on exit, exit upright.



## 2023 ADVANCED SEQUENCE

- Fig. 1 Q Loop.** Pull to 45 upline, 4 of 8 point roll on upline, push 7/8 outside loop, 1 and 1/2 negative snap on exit, exit upright.
- Fig. 2 P Loop.** 2 of 2 point roll on entry, pull 3/4 inside loop to vertical downline, 1 and 1/4 roll on downline, pull to exit upright cross-box.
- Fig. 3 270 Degree Rolling Turn.** 270 degree rolling turn with 3 rolls to the inside, exit upright.
- Fig. 4 Hammerhead.** Pull to vertical upline, 3/4 positive snap opposite 2 of 8 point roll on upline, stall turn, 1 full roll on downline, push to exit inverted.
- Fig. 5 Loop.** Push outside loop with 4 of 4 point roll at top of loop, exit inverted.
- Fig. 6 Sharkstooth.** Push 135° to 45 upline, 1/2 positive snap opposite 2 of 4 point roll on upline, push to vertical downline, 3/4 negative snap on downline, push to exit inverted.
- Fig. 7 Double Humpty Bump.** Push to vertical upline, 4 of 8 point roll on upline, pull 1/2 inside loop to vertical downline, 1 1/4 positive snap on downline, pull 1/2 inside loop to vertical upline, 1 full roll on upline, pull to exit inverted.
- Fig. 8 Spin.** 1 and 1/2 turn inverted spin, opposite 2 of 4 point roll on downline, pull to exit upright.
- Fig. 9 Reverse 1/2 Cuban.** Pull to 45 upline, 1 positive snap same direction 1/2 roll on upline, pull 5/8 inside loop, 8 of 8 point roll on exit, exit upright.
- Fig. 10 Reversing Combo Loop.** Pull to vertical upline, pull 1/2 inside loop, push 1/4 outside loop, 1 1/2 rolls on exit, exit upright.