



ARESTI DICTIONARY

Roll Elements - Family 9

ROTATION →	1/4	1/2	3/4	1	1-1/4	1-1/2	1-3/4	2
Continuous Roll	1/4		3/4		1/4		3/4	
2-Point	NA	NA	NA	2	NA	2	NA	2
4-Point	1/4	2/4 4	3/4 4	4	1/4 4	4	3/4 4	4
8-Point	2/8 8	4/8 8	6/8 8	8	2/8 8	8	6/8 8	8
Positive Snap	NA		3/4		1/4		3/4	
Negative Snap	NA		3/4		1/4		3/4	
Positive Spin	NA	NA	NA		1/4		3/4	
Negative Spin	NA	NA	NA		1/4		3/4	

Direction of flight is into the curve of rolls and the tick mark direction on snaps and spins

Only 2 of the above roll elements are allowed on any line.

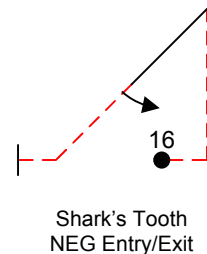
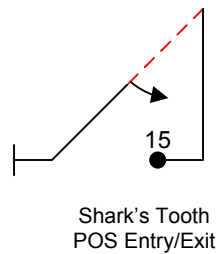
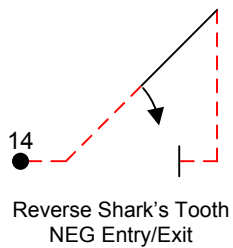
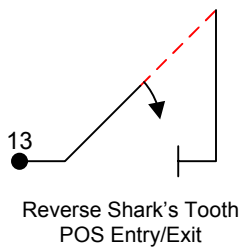
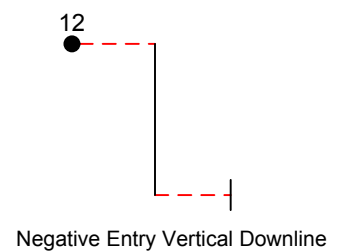
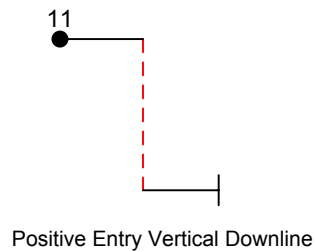
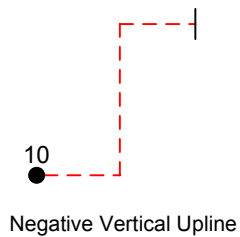
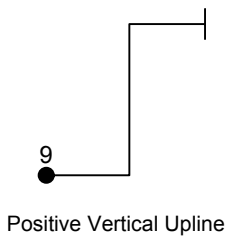
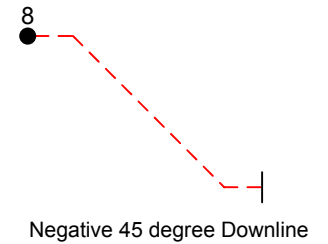
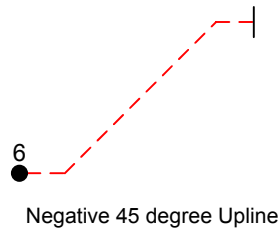
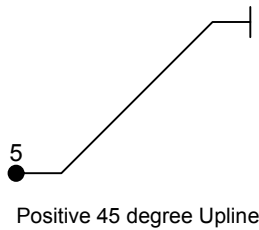
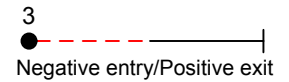
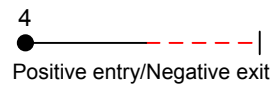
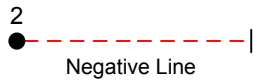
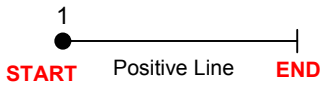
Other rules apply as well. Please refer to the FAI Catalog for additional information.

Additional rules apply for IMAC Known and Unknown construction.

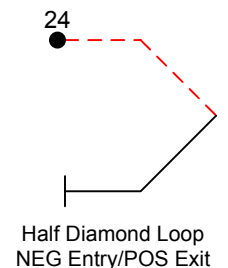
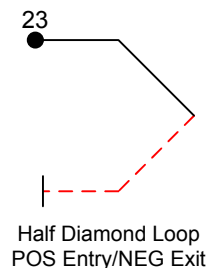
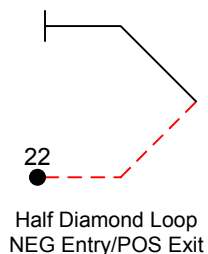
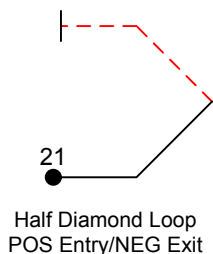
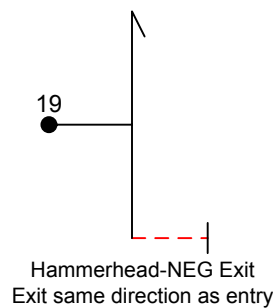
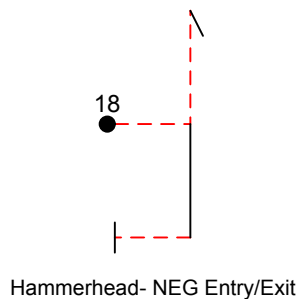
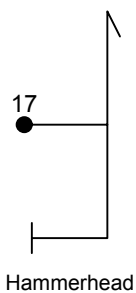


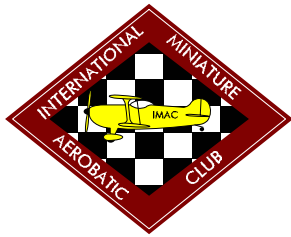
ARESTI DICTIONARY

BASIC LINES AND SHAPES



NOTE: Figs #13-#16 all REQUIRE a 1/2 roll element.

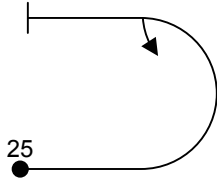




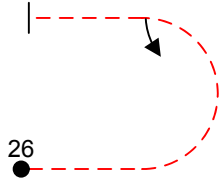
ARESTI DICTIONARY

BASIC LINES AND SHAPES

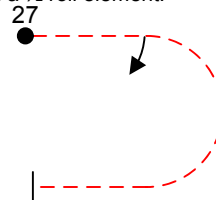
NOTE: Figs #20 -24 all REQUIRE a 1/2 roll element.



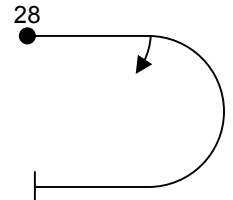
25
Half Inside Loop
"Immelman"



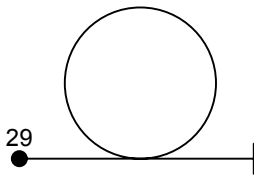
26
Half Outside Loop
"Immelman"



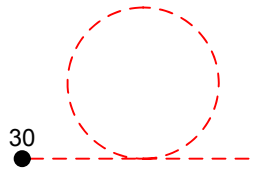
27
Half Outside Loop
"Split Ess"



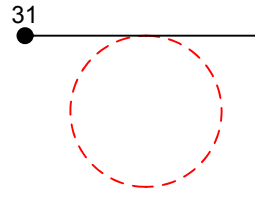
28
Half Inside Loop
"Split Ess"



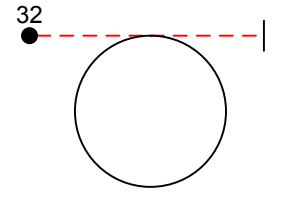
29
Inside Loop



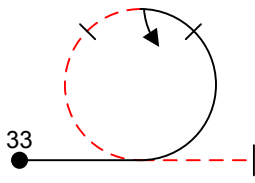
30
Outside Loop



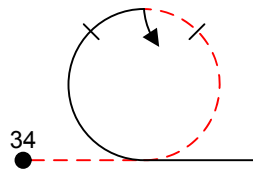
31
Outside Loop from the Top



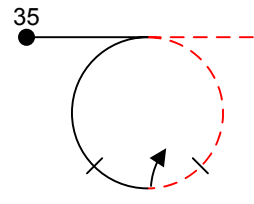
32
Inside Loop from the Top



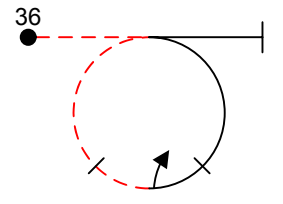
33
Inside/Outside Loop



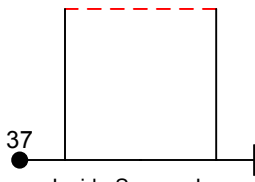
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Outside/Inside Loop



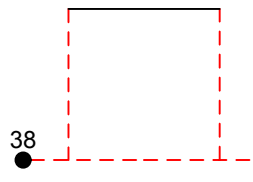
35
Outside/Inside Loop
from Top



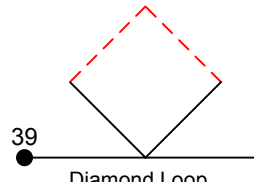
36
Inside/Outside Loop
From Top



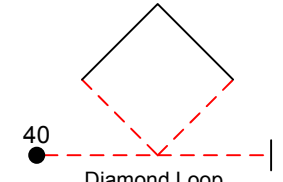
37
Inside Square Loop



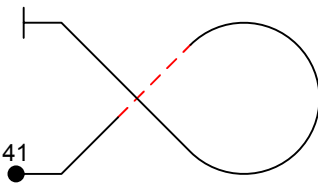
38
Outside Square Loop



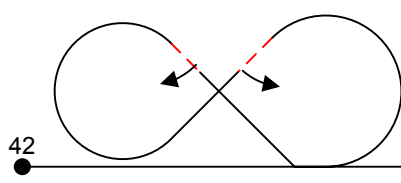
39
Diamond Loop
POS Entry/Exit



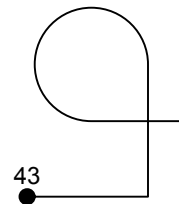
40
Diamond Loop
NEG Entry/Exit



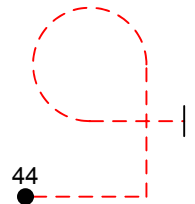
41
Goldfish



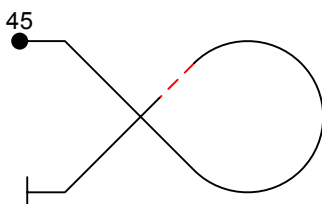
42
Cuban 8
POS Entry/Exit



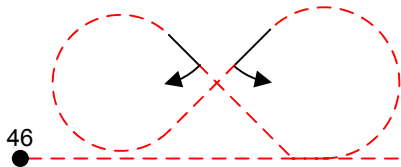
43
Figure 9
POS Entry/Exit



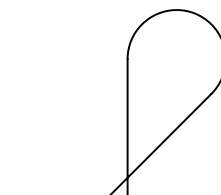
44
Figure 9
NEG Entry/Exit



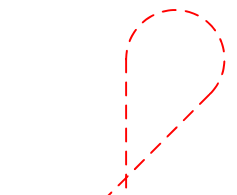
45
Goldfish
from the Top



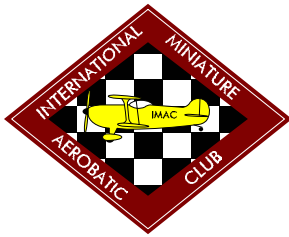
46
Cuban 8
NEG Entry/Exit



47
Teardrop
POS Entry/Exit

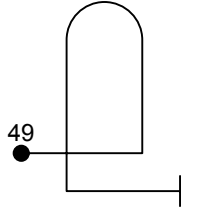


48
Teardrop
NEG Entry/Exit

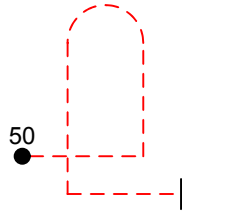


ARESTI DICTIONARY

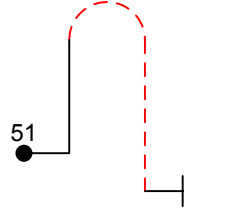
BASIC LINES AND SHAPES



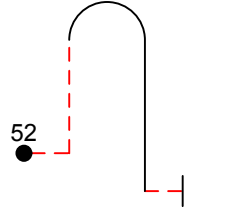
49 Humpty-Bump - Pull Top



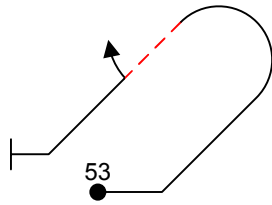
50 Humpty-Bump - Push Top
NEG Entry/Exit



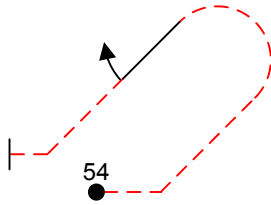
51 Humpty-Bump - Push Top
POS Entry/Exit



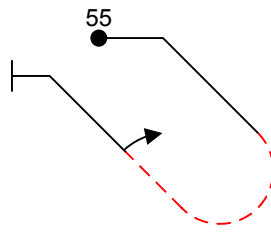
52 Humpty-Bump - Pull Top
NEG Entry/Exit



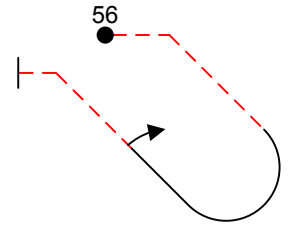
53 Laydown Humpty-Bump
Pull Top



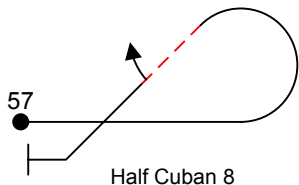
54 Laydown Humpty-Bump
Push Top



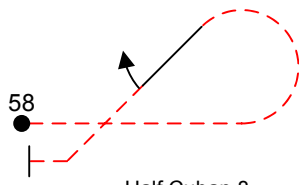
55 Laydown Humpty-Bump
Push Top From Top



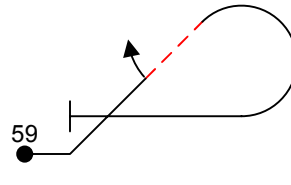
56 Laydown Humpty-Bump
Pull Top From Top



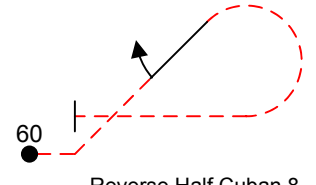
57 Half Cuban 8



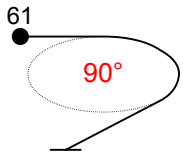
58 Half Cuban 8
NEG Entry/EXIT



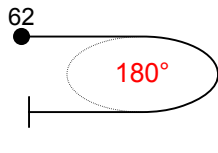
59 Reverse Half Cuban 8



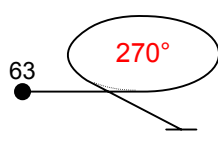
60 Reverse Half Cuban 8
NEG Entry/Exit



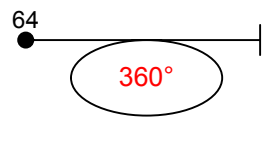
61 90-deg Aerobatic Turn



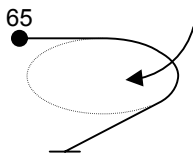
62 180-deg Aerobatic Turn



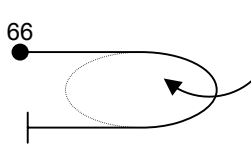
63 270-deg Aerobatic Turn



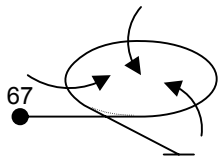
64 360-deg Aerobatic Turn



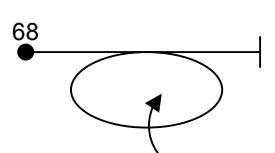
65 90-deg 1-Roll Turn - Inside



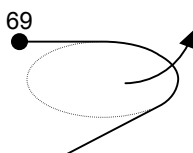
66 180-deg 1-roll Turn - Inside



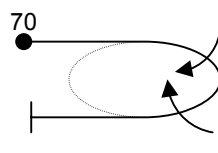
67 270-deg 3-roll Turn - Inside



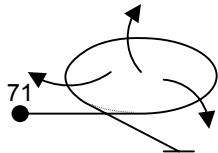
68 360-deg 1-roll Turn - Inside



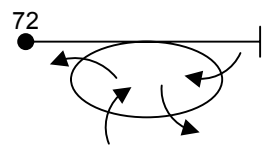
69 90-deg 1-Roll Turn - Outside



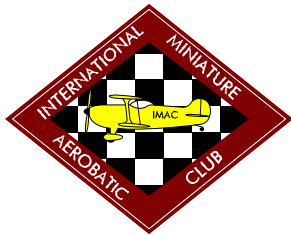
70 180-deg 2-roll Turn - Inside



71 270-deg 3-roll Turn - Outside

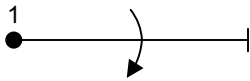


72 360-deg 4-roll Turn
In/Out/In/Out

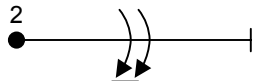


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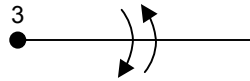
Example Figures



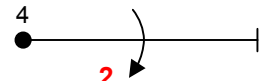
1 Roll



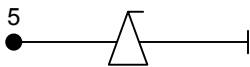
2 Continuous Rolls



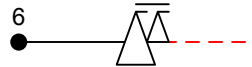
2 Rolls in Opposite Directions



2-Point Hesitation Roll



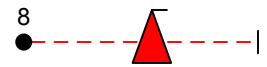
Positive Snap Roll
Enter/Exit Upright



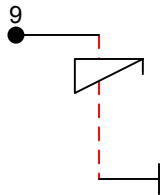
1-1/2 Positive Snap Rolls
Enter Positive/Exit Negative



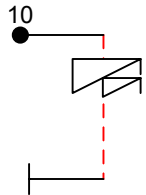
1-1/2 Negative Snap Rolls
Enter Negative/Exit Positive



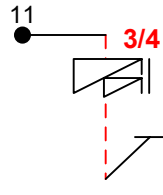
Negative Snap Roll
Enter/Exit Inverted



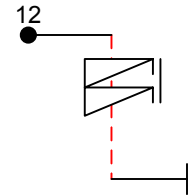
1 Turn Positive Spin



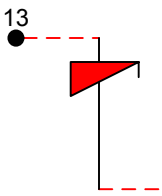
1-1/2 Turn Positive Spin



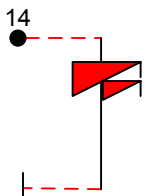
1-3/4 Turn Positive Spin
Exit Cross Box



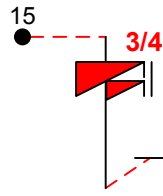
2 Turn Positive Spin



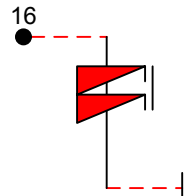
1 Turn Inverted Spin



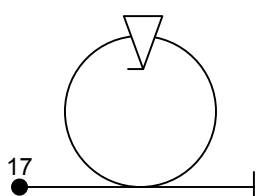
1-1/2 Turn Inverted Spin



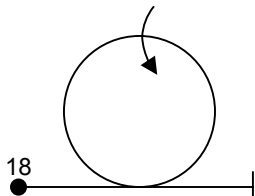
1-3/4 Turn Inverted Spin
Exit Cross Box



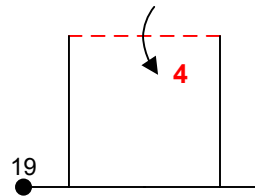
2 Turn Inverted Spin



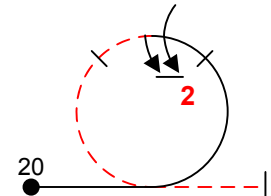
Inside Loop
Positive Snap Roll at Apex
(Avalanche)



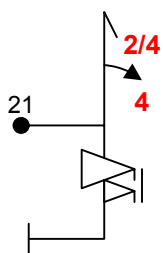
Inside Loop
Full Roll at Apex



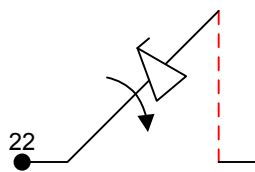
Square Loop
4-point roll across the top



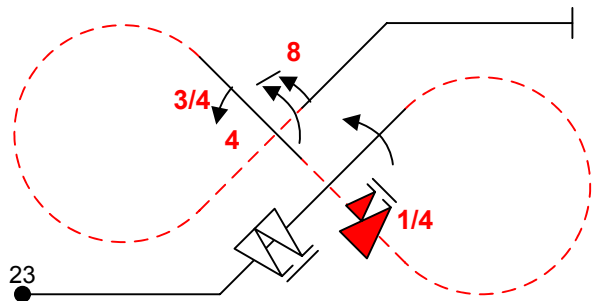
Inside / Outside Loop
3 of 2 Across the top
(1-1/2 2-point rolls)



Hammerhead
2 of 4 point roll up
1-1/2 positive snap rolls on downline



Reverse Shark's Tooth
Full roll on 45 degree upline
Opposite direction positive snap roll



You Tell Me!!!