

OFFICIAL NSRCA CALLING CARDS

2005 to 2006

AMA 402 Intermediate

1	Takeoff (U)	K=1
2	Cuban 8 with ½ Rolls (U)	K=2
3	Stall Turn without Rolls	K=2
4	Two (2) Horizontal Rolls (D)	K=2
5	Humpty Bump with Options	K=2
6	Cobra Roll with Half Rolls Up and Down (U)	K=2
7	One-Half Cuban Eight	K=1
8	Non-Rolling Triangle Loop (D)	K=2
9	Half Square Loop with ½ Roll in Vertical	K=2
10	One Outside Loop from the Top (U)	K=3
11	Split 'S'	K=1
12	Straight Inverted Flight (D)	K=1
13	Stall Turn with Full Roll Up	K=2
14	Square Loop (U)	K=2
15	One-Half Reverse Cuban Eight	K=1
16	Two Half Rolls in Opposite Directions, Pause in Center (D)	K=2
17	Landing (U)	K=1
	TOTAL	K=29

AMA 403 Advanced

1	Takeoff (U)	K=1
2	Reverse Cuban Eight (U)	K=3
3	Stall Turn	K=2
4	Slow Roll (D)	K=3
5	Half Square Loop with 2 of 4 Point Rolls in Vertical	K=2
6	Outside Square Loop from Top with ½ Rolls in 1st and 3rd Legs (U)	K=4
7	Bunt with Half Roll Out	K=2
8	Double Immelmann, Half Roll on Top, Full Roll on Bottom, Exit Inverted (D)	K=3
9	Outside Immelmann Turn, Exit Inverted	K=2
10	45 Degrees Down, One Negative Snap (U)	K=4
11	Top Hat with ¼ Rolls, Enter Inverted, Exit Upright	K=2
12	Triangle Rolling Loop, 2 of 4 Pt. Roll, Exit Inverted (D)	K=4
13	Push-Pull-Humpty Bump	K=2
14	Avalanche, Upright (U)	K=3
15	Stall Turn with ½ Rolls	K=2
16	Four Point Roll (D)	K=4
17	Half Square Loop with ½ Roll in Vertical	K=2
18	2 ½ Turn Spin, ½ Roll Out (U)	K=4
19	Landing (U)	K=1
	TOTAL	K=50

AMA 401 Sportsman

1	Takeoff (U)	K=1
	ENTER BOX	
2	Straight Flight Out (U)	K=1
3	Half Reverse Cuban Eight	K=1
4	Straight Flight Back (D)	K=1
5	Half Cuban Eight	K=1
6	Two (2) Inside Loops (U)	K=2
	EXIT BOX	
	ENTER BOX	
7	Two Point Roll (D)	K=2
8	Stall Turn	K=2
9	Cobra without Rolls (U)	K=1
10	Immelmann Turn	K=2
11	One Horizontal Roll (D)	K=1
12	Split "S"	K=1
13	Double Immelmann without Rolls (U)	K=2
	EXIT BOX	
14	Landing	K=1
	TOTAL	K=19

AMA 404 Masters

1	Takeoff	K=1
2	Stall Turn, 1 ¼ Rolls Up, ¾ Roll Down, exit invert (U)	K=4
3	Half Outside loop, 2 of 4 roll on exit	K=2
4	Rev Avalanche from top w/ 1 pos snap @ bot. (D)	K=4
5	Half Inside Loop w/ Full Roll out	K=2
6	45 degree Pyramid Loop with Half Rolls Up & Down (D)	K=3
7	Humpty Bump, Push or Pull on top, 1/4 Roll Up, 3/4 Roll Down	K=3
8	Quarter, Half, Quarter Roll same direction (D)	K=4
9	Half Inside Loop, 2 of 4 pt Roll on Exit	K=2
10	Vertical Square Eight from the Middle, Pilots Option (U)	K=4
11	Mid-entry Figure 9 - pull 3/4 loop first, 1/2 roll dn	K=3
12	Slow Roll (D)	K=3
13	Humpty Bump, Pilots option	K=2
14	Square Loop w/ 2 of 4 pt. Rolls on all sides, start on first up line (U)	K=5
15	Stall Turn w/ half Rolls Up and Down	K=2
16	Inside-Outside Diamond Eight w/ Full Rolls on center 45's (D)	K=5
17	Immelmann Turn	K=2
18	45 Degree Down, 1 positive Snap Roll (U)	K=3
19	Top Hat w/ 3/4 Roll Up, 1/4 Roll Down, exit upright	K=3
20	Reverse Knife Edge (D)	K=4
21	Half Square Loop with 1/2 Roll Up	K=2
22	Two & 1/2 Turn Spin, with 1/2 Roll out on Horizontal exit (U)	K=4
23	Landing	K=1
	TOTAL	K=68