






















































# 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								
2-Point	NA	NA	NA		NA		NA	
4-Point								
8-Point								
Positive Snap	NA							
Negative Snap	NA							
Positive Spin	NA	NA	NA					
Negative Spin	NA	NA	NA					

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.

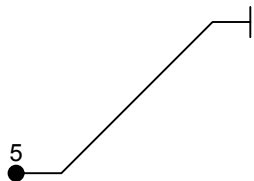
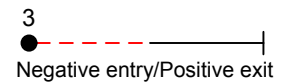
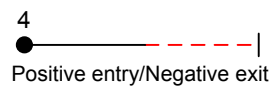
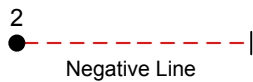
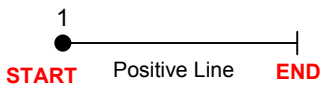
Other rules apply as well. Please refer to the FAI Catalog for additional information.

Additional rules apply for IMAC Known and Unknown construction.

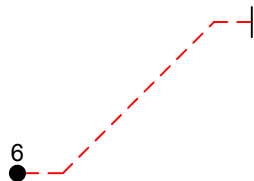


# ARESTI DICTIONARY

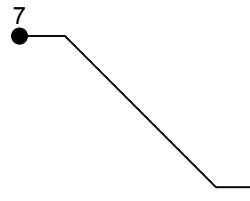
## BASIC LINES AND SHAPES



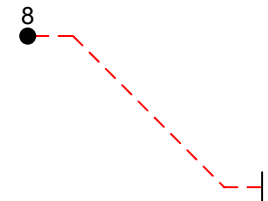
Positive 45 degree Upline



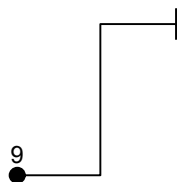
Negative 45 degree Upline



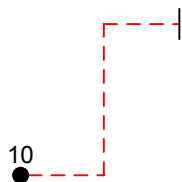
Positive 45 degree Downline



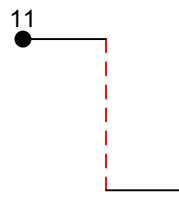
Negative 45 degree Downline



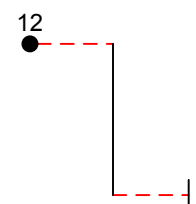
Positive Vertical Upline



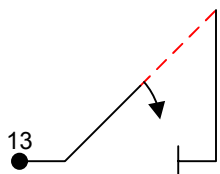
Negative Vertical Upline



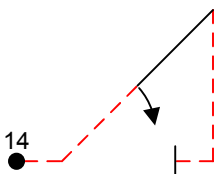
Positive Entry Vertical Downline



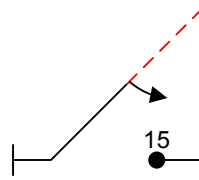
Negative Entry Vertical Downline



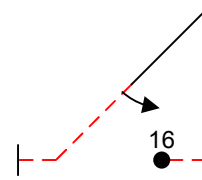
Reverse Shark's Tooth  
POS Entry/Exit



Reverse Shark's Tooth  
NEG Entry/Exit

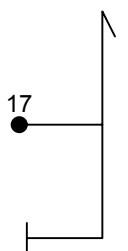


Shark's Tooth  
POS Entry/Exit

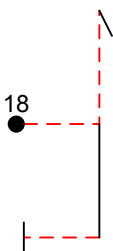


Shark's Tooth  
NEG Entry/Exit

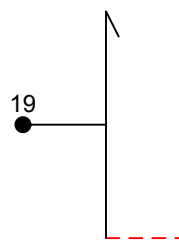
NOTE: Figs #13-#16 all REQUIRE a 1/2 roll element.



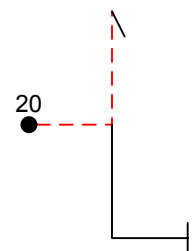
Hammerhead



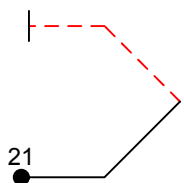
Hammerhead- NEG Entry/Exit



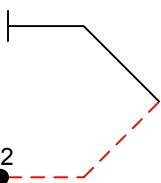
Hammerhead-NEG Exit  
Exit same direction as entry



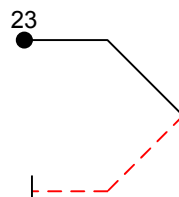
Hammerhead-NEG Entry  
Exit same direction as entry



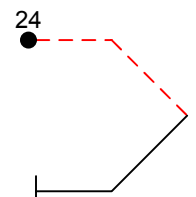
Half Diamond Loop  
POS Entry/NEG Exit



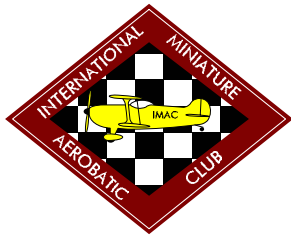
Half Diamond Loop  
NEG Entry/POS Exit



Half Diamond Loop  
POS Entry/NEG Exit



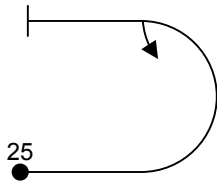
Half Diamond Loop  
NEG Entry/POS Exit



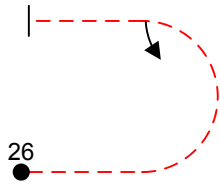
# ARESTI DICTIONARY

## BASIC LINES AND SHAPES

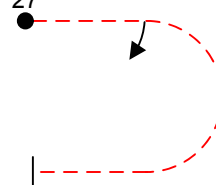
NOTE: Figs #20 -24 all REQUIRE a 1/2 roll element.



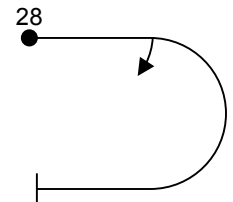
25  
Half Inside Loop  
"Immelman"



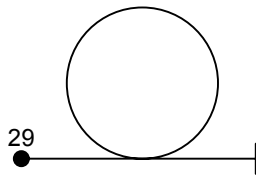
26  
Half Outside Loop  
"Immelman"



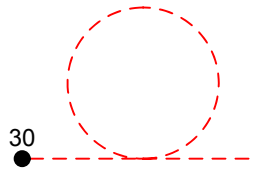
27  
Half Outside Loop  
"Split Ess"



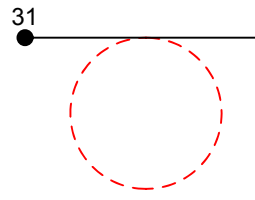
28  
Half Inside Loop  
"Split Ess"



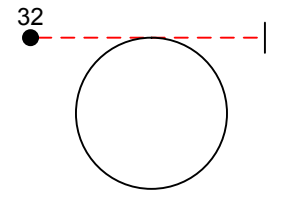
29  
Inside Loop



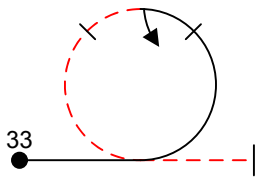
30  
Outside Loop



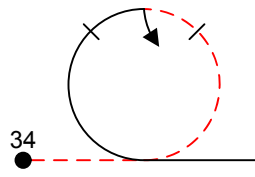
31  
Outside Loop from the Top



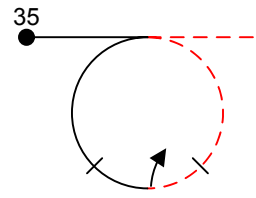
32  
Inside Loop from the Top



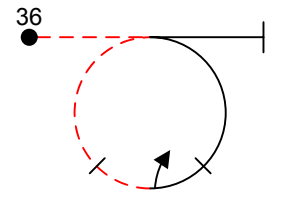
33  
Inside/Outside Loop



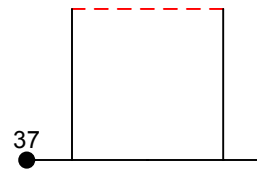
34  
Outside/Inside Loop



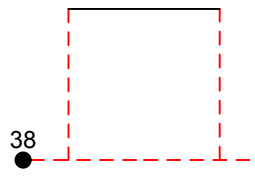
35  
Outside/Inside Loop  
from Top



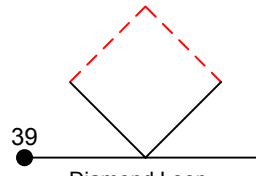
36  
Inside/Outside Loop  
From Top



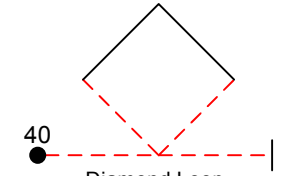
37  
Inside Square Loop



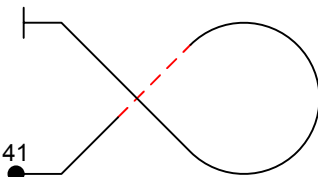
38  
Outside Square Loop



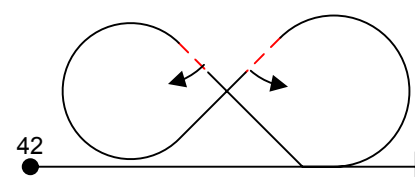
39  
Diamond Loop  
POS Entry/Exit



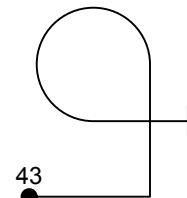
40  
Diamond Loop  
NEG Entry/Exit



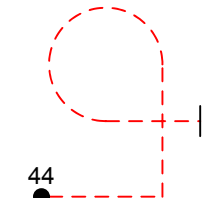
41  
Goldfish



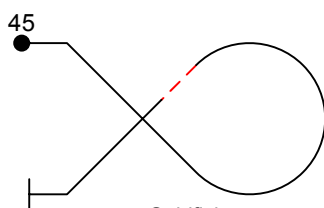
42  
Cuban 8  
POS Entry/Exit



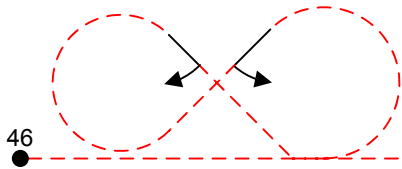
43  
Figure 9  
POS Entry/Exit



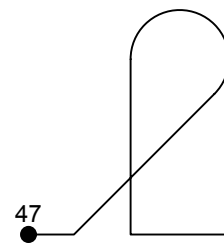
44  
Figure 9  
NEG Entry/Exit



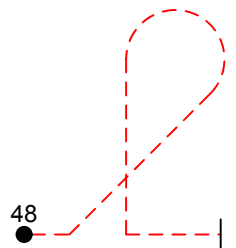
45  
Goldfish  
from the Top



46  
Cuban 8  
NEG Entry/Exit



47  
Teardrop  
POS Entry/Exit

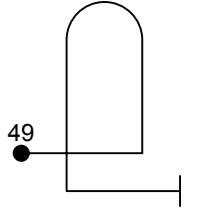


48  
Teardrop  
NEG Entry/Exit

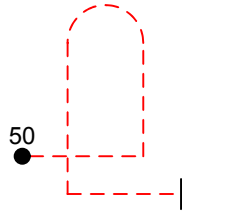


# ARESTI DICTIONARY

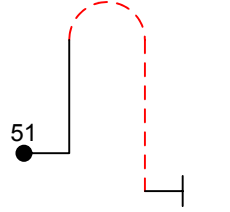
## BASIC LINES AND SHAPES



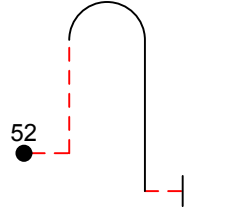
49 Humpty-Bump - Pull Top



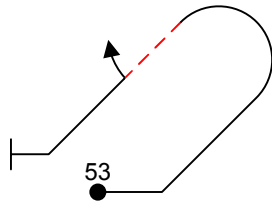
50 Humpty-Bump - Push Top  
NEG Entry/Exit



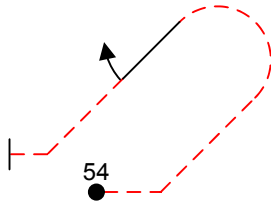
51 Humpty-Bump - Push Top  
POS Entry/Exit



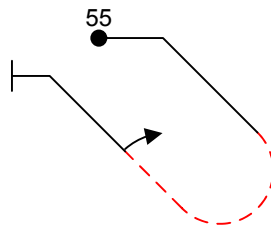
52 Humpty-Bump - Pull Top  
NEG Entry/Exit



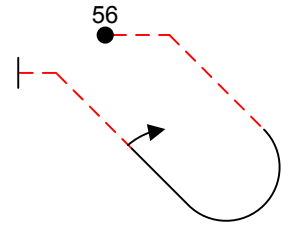
53 Laydown Humpty-Bump  
Pull Top



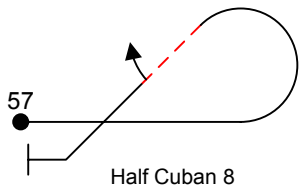
54 Laydown Humpty-Bump  
Push Top



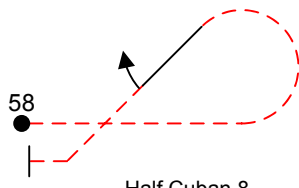
55 Laydown Humpty-Bump  
Push Top From Top



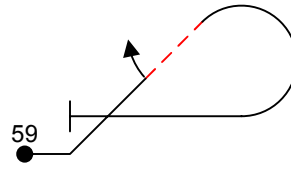
56 Laydown Humpty-Bump  
Pull Top From Top



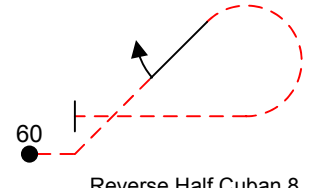
57 Half Cuban 8



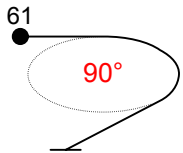
58 Half Cuban 8  
NEG Entry/EXIT



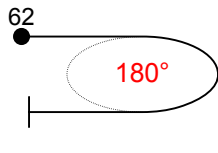
59 Reverse Half Cuban 8



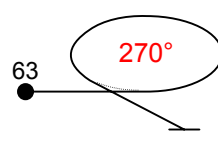
60 Reverse Half Cuban 8  
NEG Entry/Exit



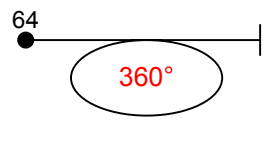
61 90-deg Aerobatic Turn



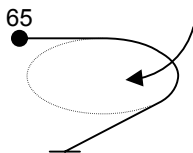
62 180-deg Aerobatic Turn



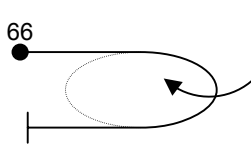
63 270-deg Aerobatic Turn



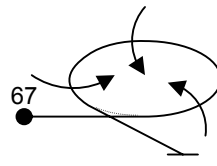
64 360-deg Aerobatic Turn



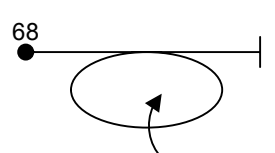
65 90-deg 1-Roll Turn - Inside



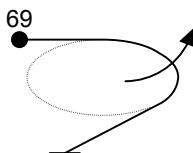
66 180-deg 1-roll Turn - Inside



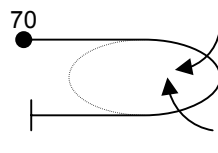
67 270-deg 3-roll Turn - Inside



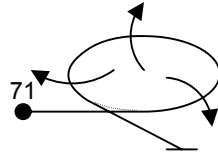
68 360-deg 1-roll Turn - Inside



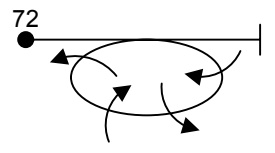
69 90-deg 1-Roll Turn - Outside



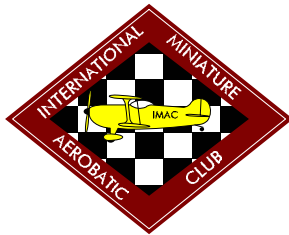
70 180-deg 2-roll Turn - Inside



71 270-deg 3-roll Turn - Outside

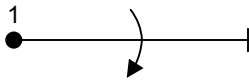


72 360-deg 4-roll Turn  
In/Out/In/Out

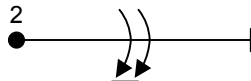


# ARESTI DICTIONARY

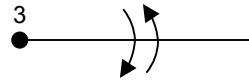
## Example Figures



1 Roll



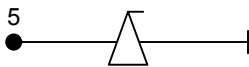
2 Continuous Rolls



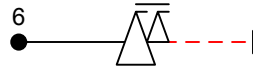
2 Rolls in Opposite Directions



2-Point Hesitation Roll



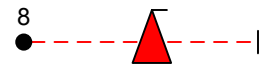
Positive Snap Roll  
Enter/Exit Upright



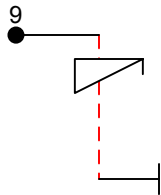
1-1/2 Positive Snap Rolls  
Enter Positive/Exit Negative



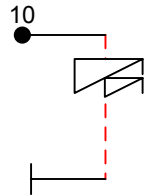
1-1/2 Negative Snap Rolls  
Enter Negative/Exit Positive



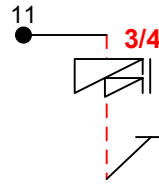
Negative Snap Roll  
Enter/Exit Inverted



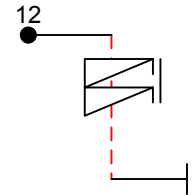
1 Turn Positive Spin



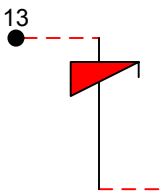
1-1/2 Turn Positive Spin



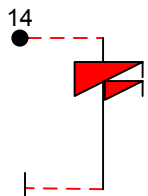
1-3/4 Turn Positive Spin  
Exit Cross Box



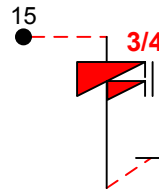
2 Turn Positive Spin



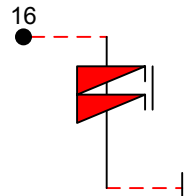
1 Turn Inverted Spin



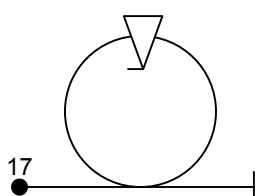
1-1/2 Turn Inverted Spin



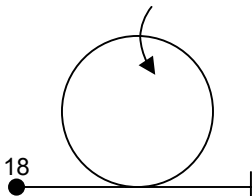
1-3/4 Turn Inverted Spin  
Exit Cross Box



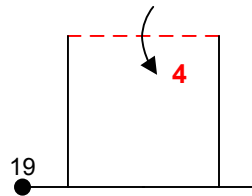
2 Turn Inverted Spin



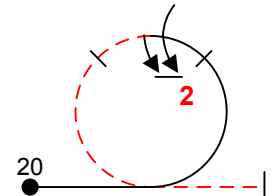
Inside Loop  
Positive Snap Roll at Apex  
(Avalanche)



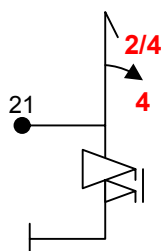
Inside Loop  
Full Roll at Apex



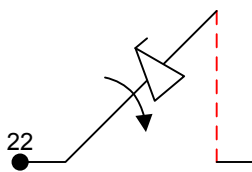
Square Loop  
4-point roll across the top



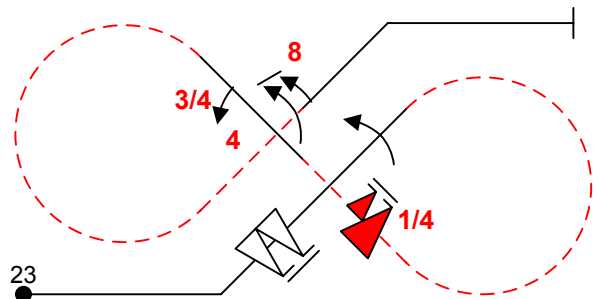
Inside / Outside Loop  
3 of 2 Across the top  
(1-1/2 2-point rolls)



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!!!