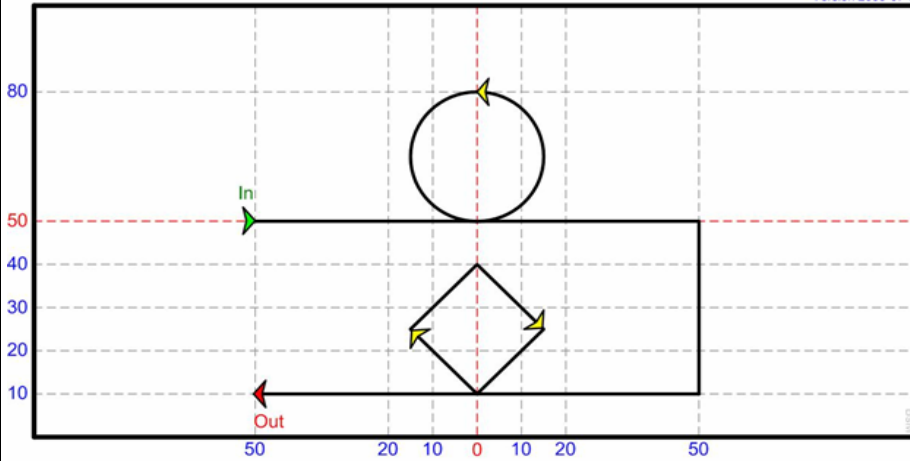


DI 03 - Circle Over Diamond

Version 2005-07-07



DI 03 - Circle Over Diamond

Version 2005-07-07

Critical Components:

- CC1: Placement of components
- CC2: Size of components

Explanation:

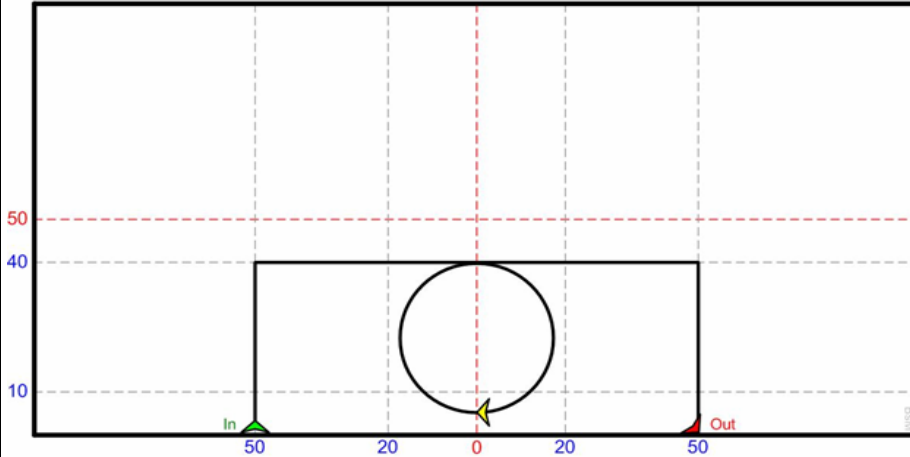
The circle is directly above the diamond. The diameter of the circle is the same as the width and height of the diamond.

Other components:

- Parallel lines
- Angles
- Speed control

DI 04 - Launch, Circle, and Land

Version 2005-07-07



DI 04 - Launch, Circle, and Land

Version 2005-07-07

Critical Components:

- CC1: Straight vertical lines
- CC2: Position within the precision grid

Explanation:

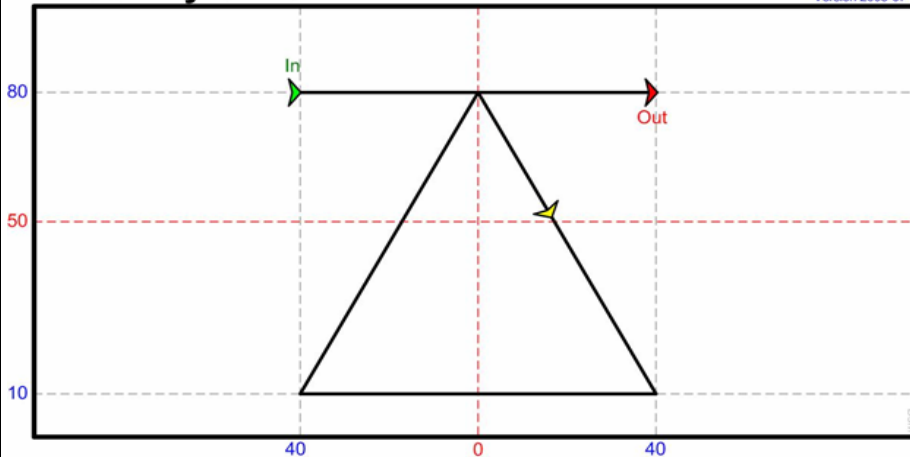
No particular landing technique is specified. However, the closer the landing maneuver is to the ground when it begins the better.

Other components:

- Right angles
- Speed control
- Circle

DI 08 - Pyramid

Version 2005-07-07



DI 08 - Pyramid

Version 2005-07-07

Critical Components:

- CC1: Position within the precision grid
- CC2: Relative size of components

Explanation:

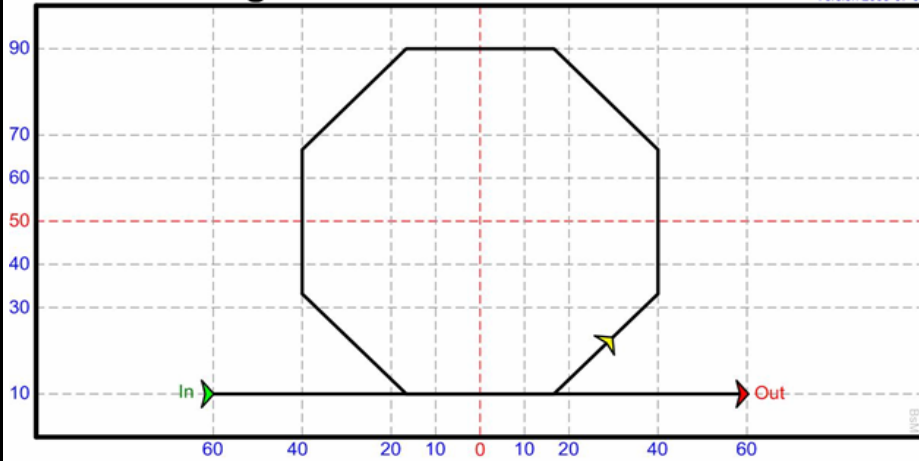
The base angles are equal.

Other components:

- Equal size of IN and OUT horizontal lines
- Straight lines
- Speed control

**DI 09 - Octagon**

Version 2005-07-07



DI 09 - Octagon  
Version 2005-07-07

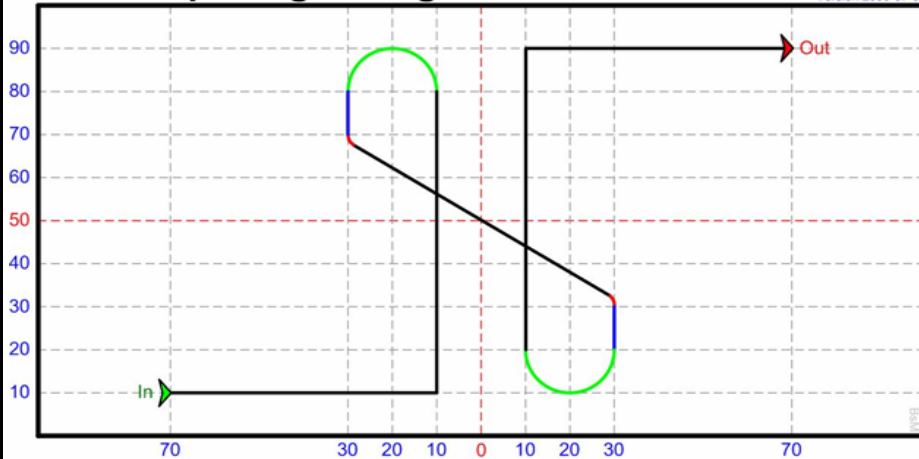
**Critical Components:**  
 CC1: Position within the precision grid  
 CC2: Relative size of components

**Explanation:**  
 All angles of the octagon are equal.

**Other components:**  
 - Speed control  
 - Equal size of IN and OUT horizontal lines  
 - Parallel lines

**DI 11 - Split Figure Eight**

Version 2005-07-07



DI 11 - Split Figure Eight  
Version 2005-07-07

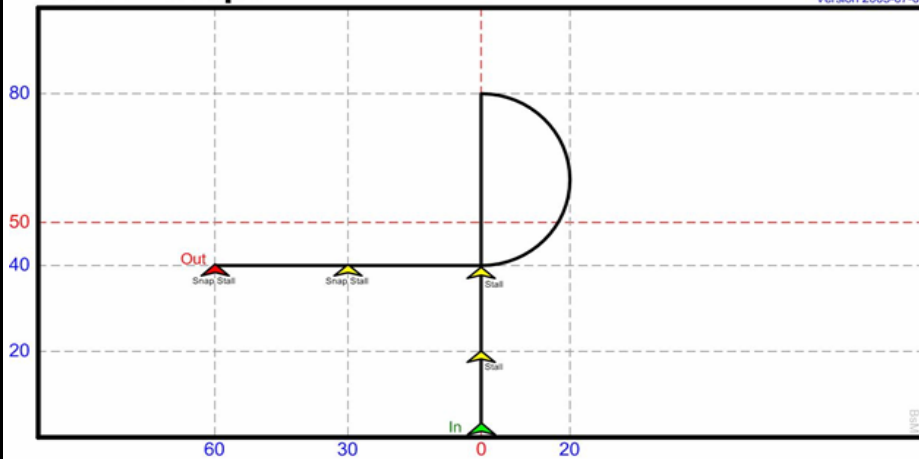
**Critical Components:**  
 CC1: Relative placement of components  
 CC2: Speed control

**Explanation:**

**Other components:**  
 - Position within the precision grid  
 - Straight lines  
 - Arcs

**DI 12 - Stops**

Version 2005-07-07



DI 12 - Stops  
Version 2005-07-07

**Critical Components:**  
 CC1: Stall  
 CC2: Speed control

**Explanation:**  
 2 push stalls are executed on the vertical line.  
 2 snap stalls are executed on the horizontal line.

**Other components:**  
 - Launch  
 - Relative placement of components  
 - Straight lines  
 - Position within the precision grid