






















































# Aresti Dictionary

## Family 9

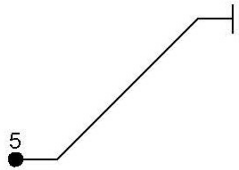
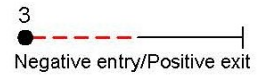
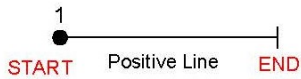
ROTATION →	1/4	1/2	3/4	1	1-1/4	1-1/2	1-3/4	2
Continuous Roll	 1/4		 3/4		 1/4		 3/4	
2-Point	NA	NA	NA	 2	NA	 3x2	NA	 4x2
4-Point	 1x4	 2x4	 3x4	 4	 5x4	 6x4	 7x4	 8x4
8-Point	 2x8	 4x8	 6x8	 8	 10x8	 12x8	 14x8	 16x8
Positive Snap	NA		 3/4		 1/4		 3/4	
Negative Snap	NA		 3/4		 1/4		 3/4	
Positive Spin	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.

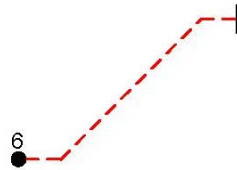


# Aresti Dictionary

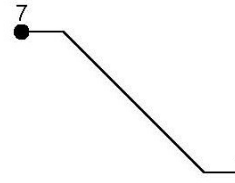
## Lines and Basic Shapes



Positive 45 degree Upline



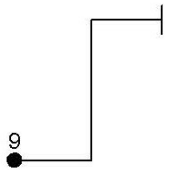
Negative 45 degree Upline



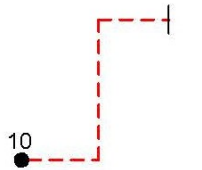
Positive 45 degree Downline



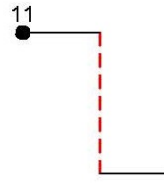
Negative 45 degree Downline



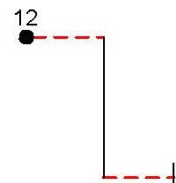
Positive Vertical Upline



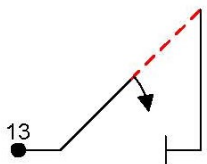
Negative Vertical Upline



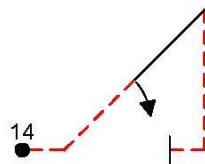
Positive Entry Vertical Downline



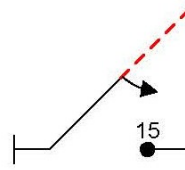
Negative Entry Vertical Downline



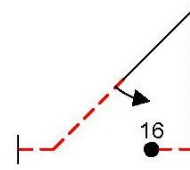
Reverse Shark's Tooth  
POS Entry/Exit



Reverse Shark's Tooth  
NEG Entry/Exit

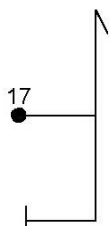


Shark's Tooth  
POS Entry/Exit

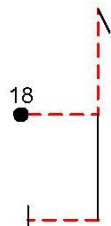


Shark's Tooth  
NEG Entry/Exit

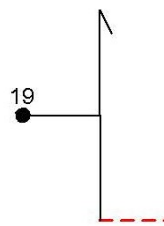
NOTE: Figs #13-#16 all REQUIRE a 1/2 roll element.



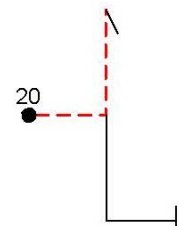
Hammerhead



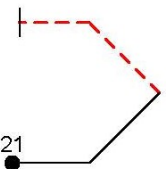
Hammerhead- NEG Entry/Exit



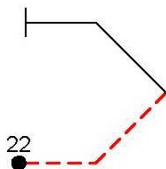
Hammerhead-NEG Exit  
Exit same direction as entry



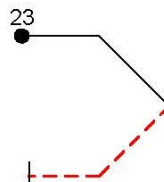
Hammerhead-NEG Entry  
Exit same direction as entry



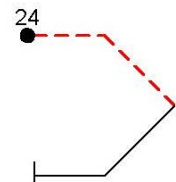
Half Diamond Loop  
POS Entry/NEG Exit



Half Diamond Loop  
NEG Entry/POS Exit



Half Diamond Loop  
POS Entry/NEG Exit

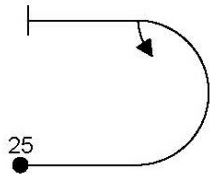


Half Diamond Loop  
NEG Entry/POS Exit

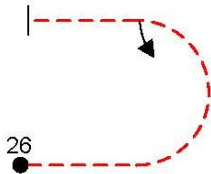
# Aresti Dictionary

## Lines and Basic Shapes

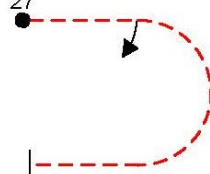
NOTE: Figs #20 - 24 all REQUIRE a 1/2 roll element.



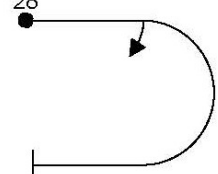
25  
Half Inside Loop  
"Immelman"



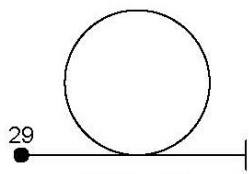
26  
Half Outside Loop  
"Immelman"



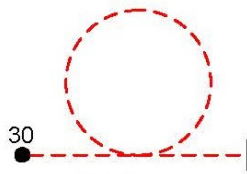
27  
Half Outside Loop  
"Split Ess"



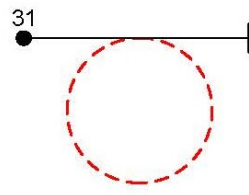
28  
Half Inside Loop  
"Split Ess"



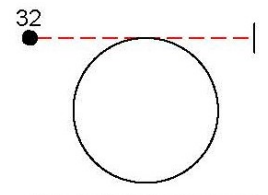
29  
Inside Loop



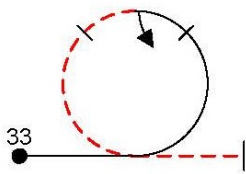
30  
Outside Loop



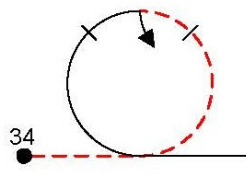
31  
Outside Loop from the Top



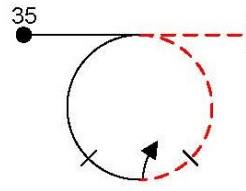
32  
Inside Loop from the Top



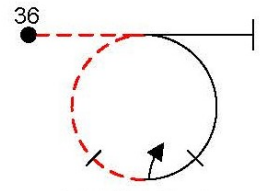
33  
Inside/Outside Loop



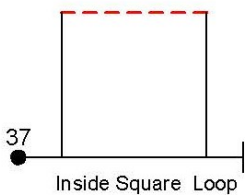
34  
Outside/Inside Loop



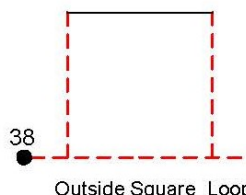
35  
Outside/Inside Loop  
from Top



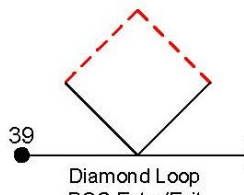
36  
Inside/Outside Loop  
From Top



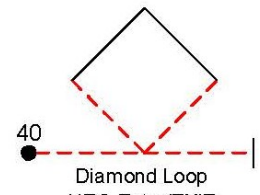
37  
Inside Square Loop



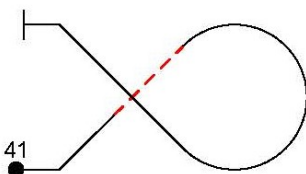
38  
Outside Square Loop



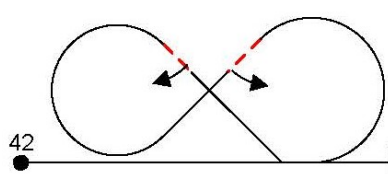
39  
Diamond Loop  
POS Entry/Exit



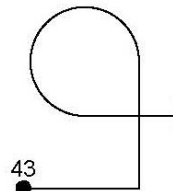
40  
Diamond Loop  
NEG Entry/Exit



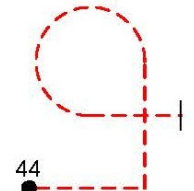
41  
Goldfish



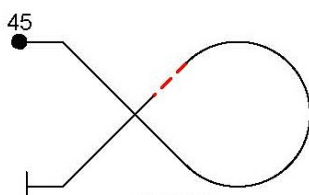
42  
Cuban 8  
POS Entry/Exit



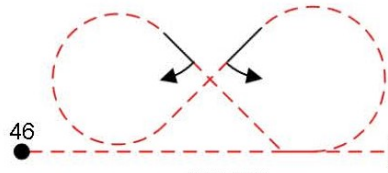
43  
Figure 9  
POS Entry/Exit



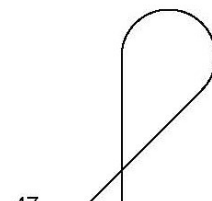
44  
Figure 9  
NEG Entry/Exit



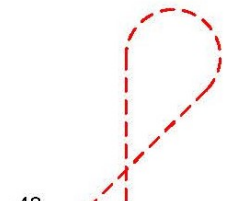
45  
Goldfish  
from the Top



46  
Cuban 8  
NEG Entry/Exit



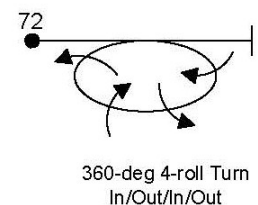
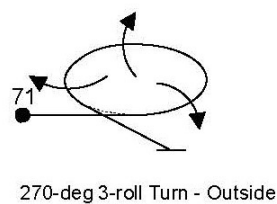
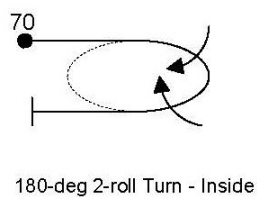
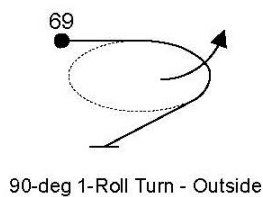
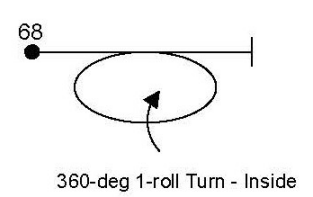
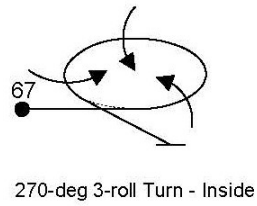
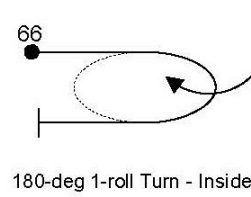
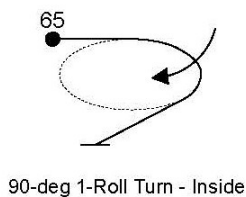
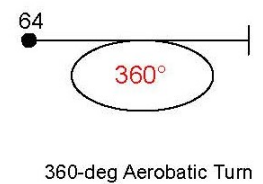
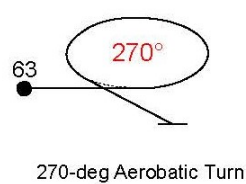
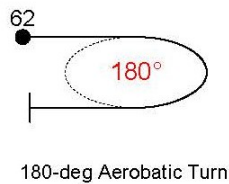
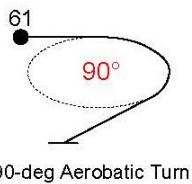
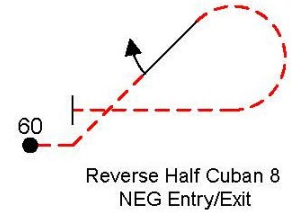
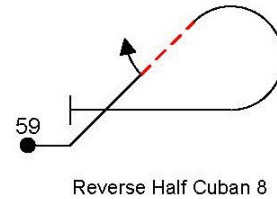
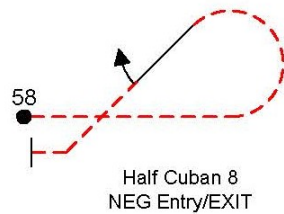
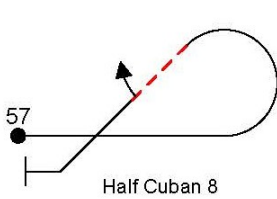
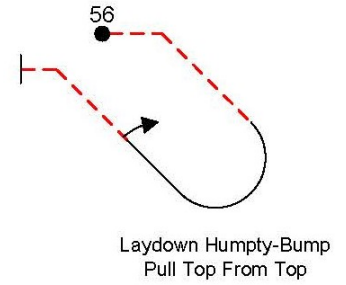
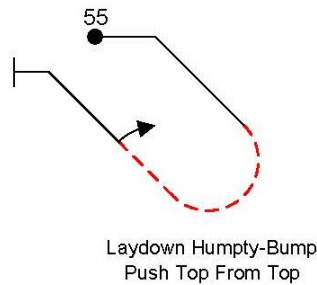
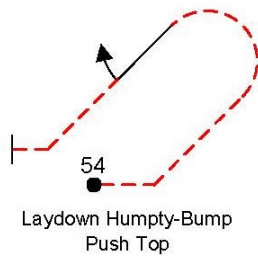
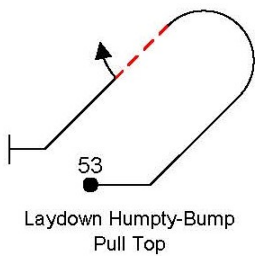
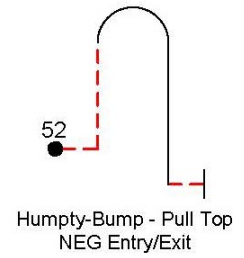
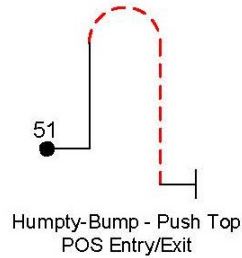
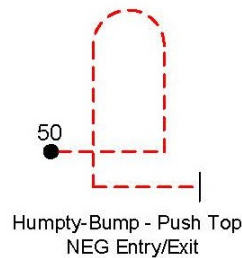
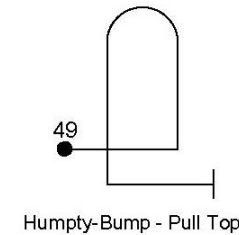
47  
Teardrop  
POS Entry/Exit



48  
Teardrop  
NEG Entry/Exit

# Aresti Dictionary

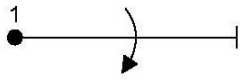
## Lines and Basic Shapes



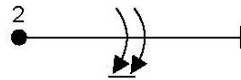


# Aresti Dictionary

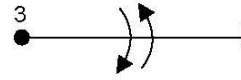
## Lines and Basic Shapes



1 Roll



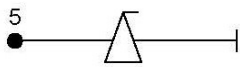
2 Continuous Rolls



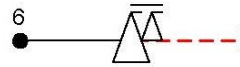
2 Rolls in Opposite Directions



2-Point Hesitation Roll



Positive Snap Roll  
Enter/Exit Upright



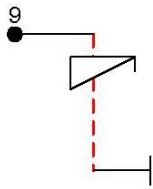
1-1/2 Positive Snap Rolls  
Enter Positive/Exit Negative



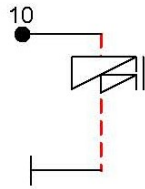
1-1/2 Negative Snap Rolls  
Enter Negative/Exit Positive



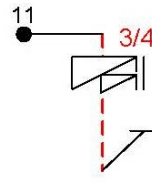
Negative Snap Roll  
Enter/Exit Inverted



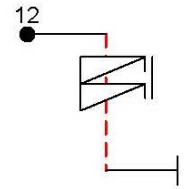
1 Turn Positive Spin



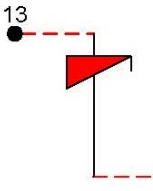
1-1/2 Turn Positive Spin



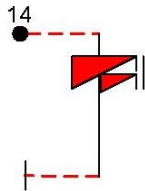
1-3/4 Turn Positive Spin  
Exit Cross Box



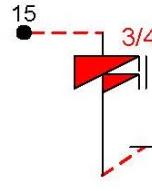
2 Turn Positive Spin



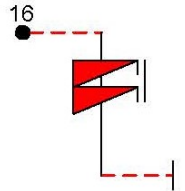
1 Turn Inverted Spin



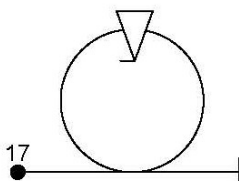
1-1/2 Turn Inverted Spin



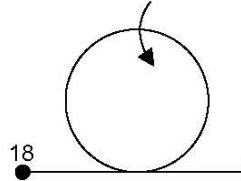
1-3/4 Turn Inverted Spin  
Exit Cross Box



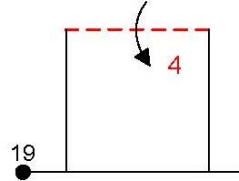
2 Turn Inverted Spin



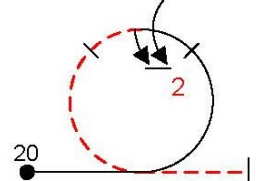
17 Inside Loop Positive Snap Roll at Apex (Avalanche)



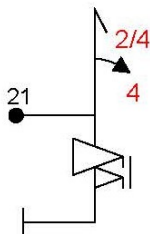
18 Inside Loop Full Roll at Apex



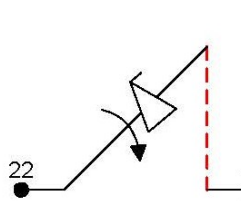
19 Square Loop 4-point roll across the top



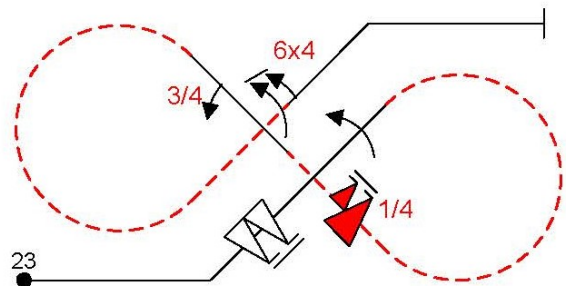
20 Inside / Outside Loop 3 of 2 Across the top



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



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



23 Super 8