

2004 IMAC Unlimited form C

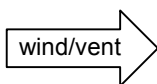
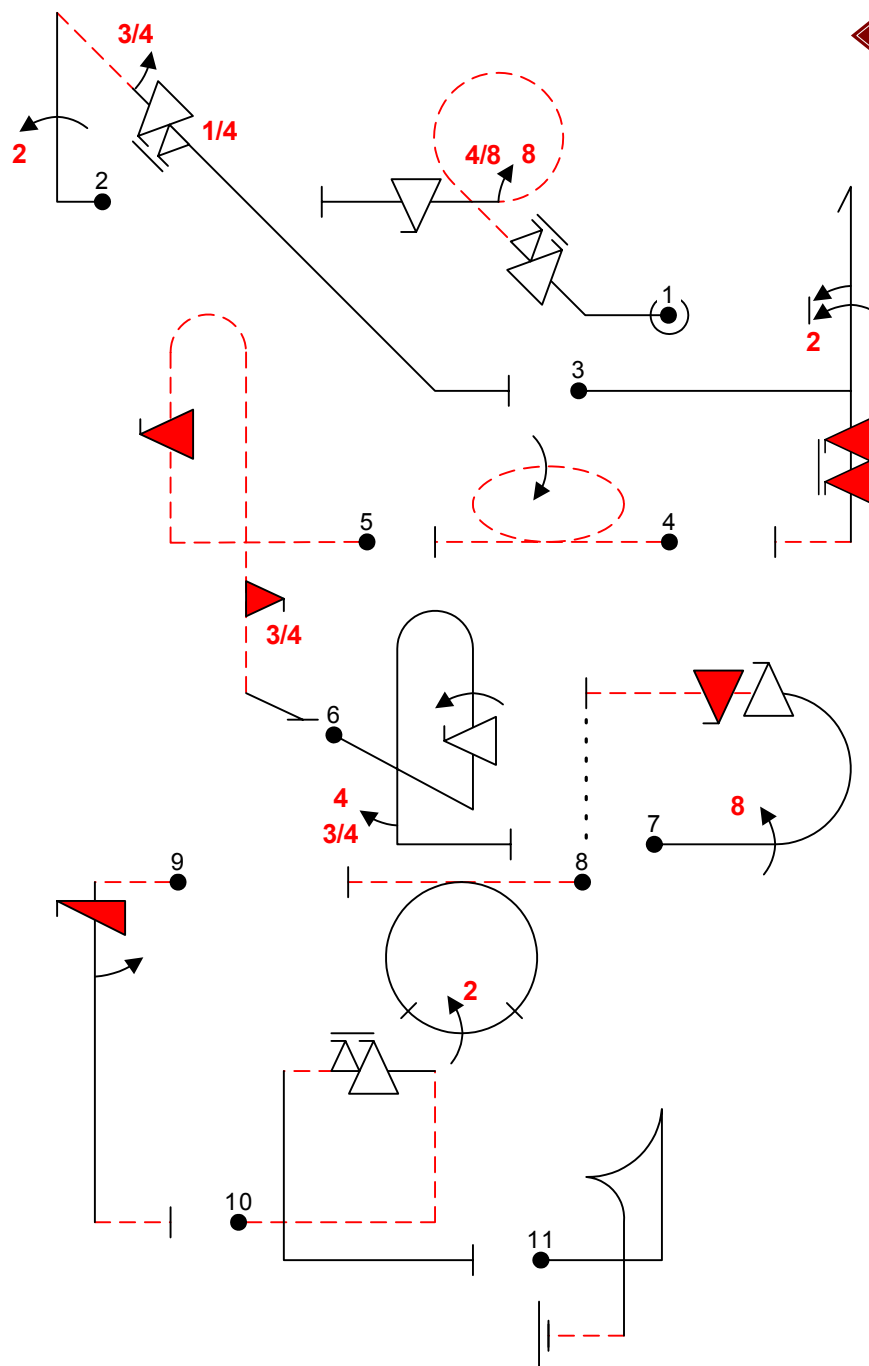


Fig 1	8.36.1 9.9.2.6 9.8.3.2 9.9.3.4	16 16 7 11	50
Fig 2	1.18.1 9.2.1.4 9.1.4.3 9.9.4.5	13 13 6 13	45
Fig 3	5.1.3 9.2.1.6 9.10.5.8	18 17 20	55
Fig 4	2.5.2	54	54
Fig 5	8.2.2 9.10.1.4 9.10.5.3	17 17 13	47
Fig 6	8.1.1 9.9.1.4 9.1.1.4 9.4.5.3	13 15 12 8	48
Fig 7	7.1.1 9.8.3.4 9.9.3.4 9.10.3.4	6 15 11 13	45
Fig 8	7.5.4 9.2.3.4	11 9	20
Fig 9	1.6.4 9.1.5.2 9.12.1.4	10 4 7	21
Fig 10	7.8.2 9.9.3.6	17 14	31
Fig 11	6.1.3	24	24
Total K = 440			



1. Pull to 45 upline, 1-1/2 positive snap, 7/8 outside loop, 4 of 8 point, opposite positive snap, exit upright.
2. Sharks tooth, 2 point on vertical upline, pull to 45 downline, 3/4 roll, opposite 1-1/4 positive snap, up upright.
3. Hammerhead, 3 of 2 point up, 2 negative snaps down, push to inverted exit.
4. From inverted, Rolling 360 Turn, 1 roll to the inside, exit inverted.
5. Humpty bump, push to vertical upline, 1 negative snap, 1/2 outside loop, 3/4 negative snap on downline, exit cross box upright.
6. Humpty bump, pull to vertical upline, 1 positive snap, same direction 1 roll, 1/2 inside loop, 3 of 4 point on downline, exit upright.
7. Immelman, 8 point roll, 1/2 inside loop, 1 positive snap, 1 opposite negative snap, exit inverted.
8. From the top inverted, 1 inside loop with 2 point roll on bottom, exit inverted.
9. From inverted, 1 negative spin, opposite 1/2 roll, exit inverted.
10. From inverted, square loop with 1-1/2 positive snap on top. exit upright.
12. Wheels down Tail Slide, exit inverted.