

No.	Basic Calling Card	K
	(any turn around between maneuvers if required to realign but not necessary)	
1	Take off sequences (centered, rectangular and minimum 1/2 of the room in size)	2
2	Lazy 8	1
3	Stall turn	2
4	Touch and go on center	1
5	Rectangular circuit (opposite direction than take off sequences)	1
6	Horizontal 8	2
7	Horizontal oval circuit	1
8	Landing sequence (centered, rectangular and minimum 1/2 of the room in size)	2
	Total K -factor	12

No.	Intermediate Calling Card	K
	(any turn around between maneuvers if required to realign but not necessary)	
1	Take off sequences (centered, rectangular and minimum 1/2 of the room in size)	2
2	Roll	3
3	Loop	2
4	Stall Turn	3
5	Cobra without roll	2
6	Flat turn oval (centered and minimum 1/2 of the room in size)	2
7	Horizontal oval circuit	2
8	Hovering (on center for 5 sec minimum)	4
9	Landing sequence (centered, rectangular and minimum 1/2 of the room in size)	2
	Total K -factor	22

No.	F3P-A Calling Card	K
1	Take off sequences	2
2	Reverse Cuban 8	4
3	1/4 roll, Half circle 1/4 roll	3
4	Loop with 1/2 roll	4
5	Turn with horizontal 1/2 roll	3
6	Triangle with 1/2 roll on top	5
7	Half circle inverted	2
8	Rolling circle with 1 integrated roll	5
9	Top Hat with 1/4 roll up and down	4
10	2/4 rolls	3
11	Humpty - Push - Push Pull	3
12	Torque roll	6
13	Landing sequence	2
	Total K -factor	33