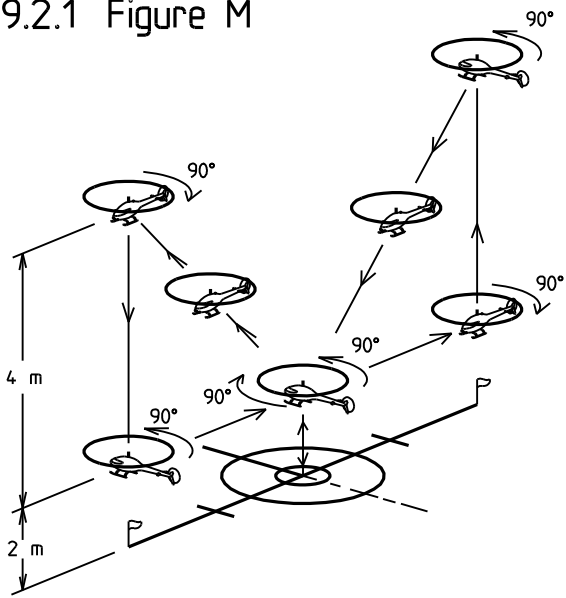
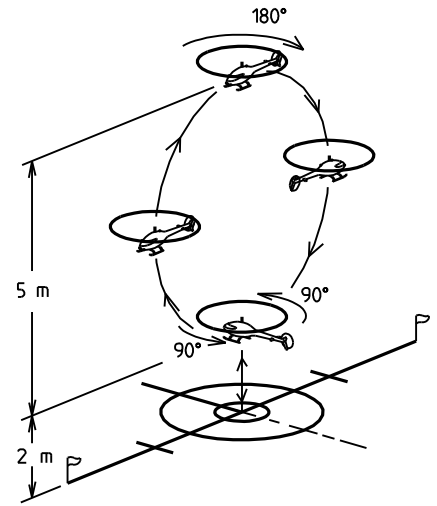


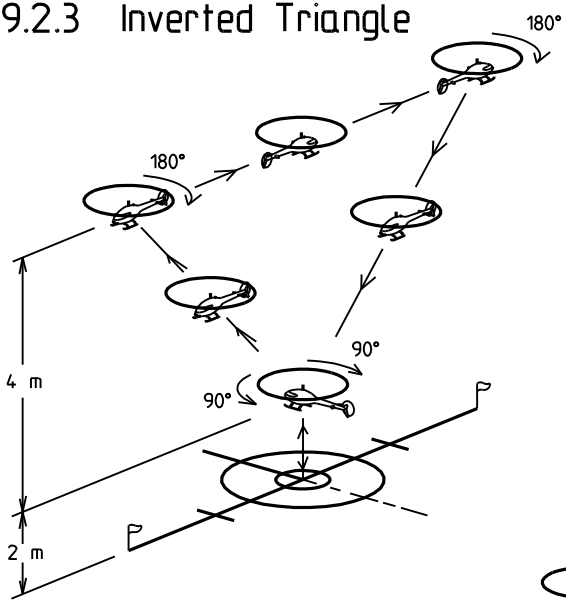
19.2.1 Figure M



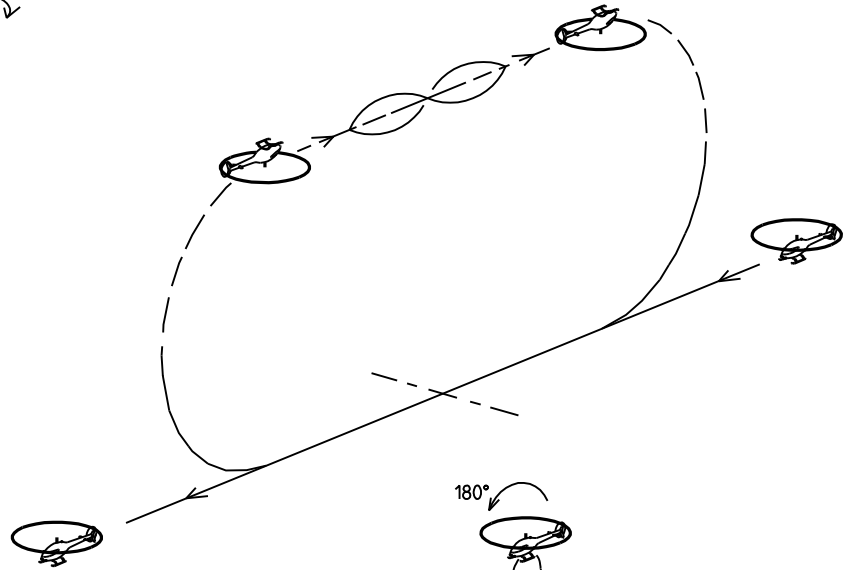
19.2.2 Vertical Circle



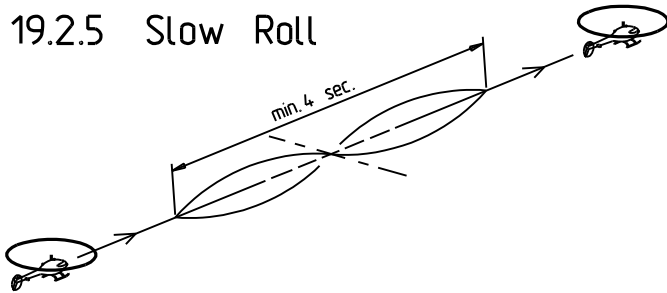
19.2.3 Inverted Triangle



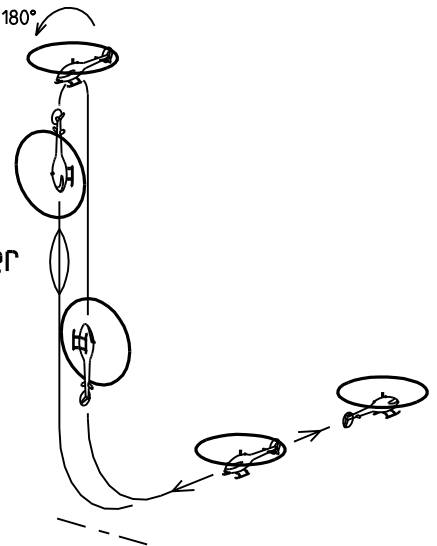
19.2.4 Loop with full Roll



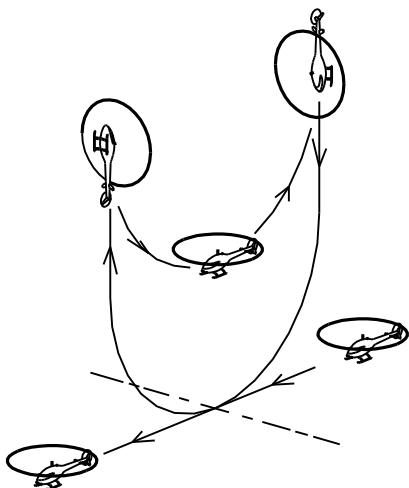
19.2.5 Slow Roll



19.2.6 Pushover



19.2.7 Pullback with half Loop



19.2.8 180° Landing

