

1. **Loop.** From upright pull an inside loop with a two-point roll at the top. Exit upright.
2. **Half Cuban.** Four points of an eight-point roll followed by a $\frac{5}{8}$ outside loop to a 45 downline. One positive snap. Exit upright.
3. **Shark's Tooth.** Pull to a 45 upline with with a $\frac{1}{4}$ roll and opposite $\frac{3}{4}$ roll. Pull to a vertical downline with a half roll. Push to exit inverted.
4. **Hammerhead.** Push to a vertical upline with a $\frac{3}{4}$ roll. Hammerhead to a vertical downline with a 2 of an 8-point roll. Pull to exit upright.
5. **Teardrop.** Pull to a 45 upline with $1\frac{1}{2}$ rolls. Push $\frac{5}{8}$ outside loop to a vertical downline with one roll. Pull to exit upright.
6. **Humpty Bump.** After centre pull to a vertical upline with three of a four-point roll. Push $\frac{1}{2}$ outside loop to a vertical downline with $1\frac{1}{4}$ rolls. Push to exit inverted.
7. **Half Outside Loop.** From inverted execute one negative snap followed by a $\frac{1}{2}$ outside loop. Exit upright.
8. **Spin.** $1\frac{1}{4}$ turn upright spin followed by opposite $\frac{3}{4}$ roll. Push to exit inverted.
9. **Figure 9.** From inverted perform a $\frac{1}{2}$ roll followed by an opposite positive snap. $\frac{3}{4}$ inside loop to a vertical downline with one full roll. Push to exit inverted.
10. **90 Deg Rolling Turn.** One roll to the inside. Exit cross-box