

# 2 and 4 Way Dynamic / Solo speed

It will be a 2 days event from the 14<sup>th</sup> of march and the 15<sup>th</sup> of march 2025.

## **There will be only speed rounds for this competition.**

A draw is held before the competition to determine the 3 obligatory movements the fliers need to make. These need to be performed 3 times in each flight routine. The flyers must perform these moves in the shortest possible time and without accruing penalties.

## **“Speed Round”**

### **1. Speed round rules**

- 1.1 Teams fly the sequence as fast as they can for one page and then exit the tunnel.
- 1.2 The sequence consists of a random draw of 1 line – 1 layout – 1 move. (All lines, layouts and moves can be found in the link below).
- 1.3. Time starts when the flyers enter the chamber.
- 1.4. Time finishes when the flyers exit the chamber.

### **1. Bust for speed rounds**

- 2.1. When the whole body does not pass the intended lines.
- 2.2. When any part of the body passes through the circle on all layouts.
- 2.3. When any chase, layout or move is not performed correctly.
- 2.4. A Team can only bust once for each line, layout or move on each sequence.
- 2.5. All busts will incur a 5 second penalty (3 seconds for solospeed), all skips will incur a 20 second penalty.
- 2.6. If there is no clear attempt to perform a line, layout or move, a 20 second skip penalty will be incurred.
- 2.7. If there is a deliberate exit of the tunnel before completion of the sequences, the team will incur a skip of 20 seconds for every omitted move.
- 2.8. If a Team crashes and becomes disorganized during a round, the Team may continue to the next Compulsory Pattern accruing only a bust (5 sec. penalty) provided that the Judges see the Team losing time in the process of getting organized.
- 2.9. Challenge: A Team may challenge a bust or a skip given by the Judges. No Team can challenge any bust or skip given by the Judges to another Team.
- 2.10. After the Judges have officially announced their time and busts, the Team may request an official review (this cannot be cancelled), a visual signal could be given (like yellow light). And it must be made before the next flight and before leaving the Antechamber.
- 2.11. The review by the Team can only be made once and at normal speed.
- 2.12. Right after the review, the Team decides to confirm their challenge or to give up.
- 2.13 If the Judges determine the bust occurred, or if the Team gave up the procedure, the Team may not be able to challenge anymore.

### **3. Performance Requirements**

- 3.1. The compulsory Routines consist of a number of Compulsory sequences or Randoms drawn from the pools as described in Addendum A.

3.2. It is the Team responsibility to stay in view of the judges, situated in the viewing gallery.

#### **4. The Draw**

4.1 The draw of the Randoms on the morning of the start of the competition will be supervised by the Meet Director and Chief Judge.

4.2 The Randoms, will be placed into three containers. One container for Snake moves, one container for Circle/Shuffle moves and so on. One Random will be drawn from each container, one at a time, without replacement.

4.3 The sequence for the compulsory draw will be 1 x Snake 1 x Layout + 1 move.

4.4 A separate draw will be made at the discretion of the meet director and chief judge.

#### **5. Tunnel Entry Procedure**

5.1 The tunnel will be set at the correct speed for the round (speed decided by the competitors in the practice time).

5.2 When the tunnel is at the correct speed, the team will be given the go ahead by the tunnel instructor. The chronometer will start the moment the competitor enters through the flight chamber door.

5.3 The round will finish when all flyers exit through the flight chamber door.

5.4 The Team is responsible about their own gear and to check if the right speed is setting by the driver.

#### **Lines**

- 1.Head Down Inface snake
- 2.Head Down switching snake
- 3.Head Up inface snake
- 4.Head Up switching snake
- 5.Head Down mixed snake
- 6.Head Up Mixed Snake

#### **Layouts**

- 1.Back Layout
- 2.Butterfly with Bottom Loops
- 3.Classic
- 4.Head Down 360
- 5.Head Up 360
- 6.Crossing Classic

#### **Moves**

- 1.Head Down Inface circles
- 2.Head Up inface circles
- 3.Mixed Circles
- 4.Revers Mixed Circles
- 5.Head Down Shuffler

- 6. Head Up Shuffler
- 7. Mixed Shuffler
- 8. Head Down inface Shuffler

For more details please refer to the FAI rule : [2024\\_isc\\_cr\\_dynamic.pdf](#)  
[2024\\_isc\\_cr\\_dynamic\\_solo-speed.pdf](#)  
[Dynamic\\_Tournoi\\_2xko5to8team.pdf](#)  
[Dynamic\\_Tournoi\\_2xko4team.pdf](#)

## The competition format - 2 and 4 Way Dynamic

The first day will run with **4 qualifications rounds.**

All teams will be ranked and then we go through the **tournament at double KO.**  
That means a team has to lose **2 Match** for being kicked out of the main tournament.

**-The main tournament** is giving an access to the **final**, it's split in 2 parts.

The **RIGHT** part -> Winning teams  
The **LEFT** part -> Teams who lost 1 match.

A team will be dismissed of the tournament if they lose their **second match** (depends how many teams are competing you might do another round for the final ranking).

Organization and type of format would depends on **the number of teams** (to discuss on the general briefing before the competition).

### **Tournament with 4 teams or less :**

- Match : 1,2 and 4 will be a **1 battle round.**
- Match : 3,5 and final will be a **2 battles round.**

### **Tournament with 5 teams or more :**

- Every match will be a **1 battle round.**
- Only the final will be a **2 battle round.**

## “Schedule of the day”

### **4 or less :**

- Round 1 -> Match 1 and 2
- Round 2 -> Match 4 and 3
- Round 3 -> Match 5
- Round 4 -> FINAL

**5 or more :**

- Round 1 -> Match 1,2,3,4.
- Round 2 -> Match 7,8,5,6.
- Round 3 -> Match 10,11.
- Round 4 -> Match 12,9.
- Round 5 -> Match 14,15,13.
- Round 6 -> FINAL

## **The competition format - Solo speed**

the competition will take place over 10 rounds. the time of the 10 rounds will be added, the final ranking will be established from the shortest time to the greatest.

For any questions please contact :

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