



Competition Rules

Indoor Skydiving Solo Speed

2024 Edition

Effective 1st May 2024



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Special Note: The use of the words he or his in this document does not imply gender but is used in place of he/she or his/her.

1. FAI AUTHORITY

The competition will be conducted under the authority granted by the FAI, according to the regulations of the Sporting Code of the FAI, General Section, and Section 5 as approved by the ISC and validated by the FAI, and these rules. All participants accept these rules and the FAI regulations as binding by registering in the competition.

2. DEFINITIONS AND REFERENCES

2.1. Performer

A Solo Speed competition entry consists of one (1) Performer. It is referred to as P#1 in Addenda A.

2.2. Body

A body consists of the entire Performer and his equipment.

2.3. Move

A change in body position, and/or a rotation around one or more of the three (3) body axes, or a static pose. See Addendum B.

2.4. Pattern

A movement sequence during which the Performers' body follows pathways, often with embedded moves or intermixing.

2.4.1. Compulsory Pattern: a Pattern with specific performance requirements. See Addenda A.

2.5. Sidelines

Two (2) vertical lighted lines positioned on the transparent tunnel walls 180° opposite each other to describe a vertical plane that spans across the flight chamber. The Start Sideline is clockwise from the doorway (with respect to top view.)

2.6. Centreline

A vertical plane that spans across the centre of the flight chamber extending from one (1) vertical line positioned on the transparent tunnel wall 90° offset from the two (2) vertical lighted lines.

2.7. Ring

A horizontal line that crosses the centre of the flight chamber, two (2) metres above the cable floor, between the two (2) Sidelines.

2.7.1. Ring Plane (for Speed Routines): the plane parallel to the cable floor that spans across the entire flight chamber at the level of the Ring.

2.8. Antechamber

Area used by Performers as a waiting area for entrance into the flight chamber. This area is separated from public viewing areas and is for the exclusive use of Performers on call.

2.9. Flight

A Performer's performance in the flight chamber.

2.10. Speed Routine

A sequence of Moves or Patterns performed during the working time.

A Speed Routine is composed of four (4) Compulsory Patterns: one (1) Snake, one (1) Vertical, one (1) Mixer repeated twice, to be performed in the fastest time possible. A Mixer is a combined Pattern described in Addendum A3.

The Speed Routine starts with a compulsory entrance and ends with a compulsory exit sequence.

2.11. Working Time

The period of time during which a Performer may perform a routine during a flight. Performers will wait for a visual signal before entering the flight chamber.

- 2.11.1. Speed Routine Working Time starts when the Performer crosses through the door's sensor beam and ends when the Performer crosses through the door's sensor beam, completely exiting through the doorway of the flight chamber.
- 2.11.2. Sensor beam technology must be used to detect the start and end of Speed Routine Working Time.
- 2.11.3. In case of flight abortion, the end of the Speed Routine Working Time will be assessed by judges by any means.

3. DISCIPLINE, EVENT AND CATEGORIES

3.1. Discipline

The Indoor Skydiving Discipline consists in particular of the Dynamic Event comprising Solo Speed.

- 3.1.1. Junior Performers, whose 15th birthday occurs during the calendar year of the competition may, if they choose, enter an open category event. Any competitor may only enter one category (Open or Junior).
- 3.1.2. In all cases, the junior category must be judged before the corresponding Open category.

3.2. Objective of the Event

The objective for the event is for the Performer to perform Speed Routines in the fastest possible time.

The total accumulated time of all rounds is used to determine the placing of each Performer during the Qualification Rounds. The total accumulated time in each Battle will determine the winner of each Battle. The performers achieving the best places in the tournament will be declared champions. Only one completed round is required to declare champions.

3.3. World Champions

- 3.3.1. After all completed Rounds, World Champions in Solo Speed Open, and in Solo Speed Junior will be declared.
- 3.3.2. The Solo Speed World Champions and the Junior Solo Speed World Champions are the Performers winning in their category.
- 3.3.3. Ties: in case of a tie-break, a tie-break Speed Routine Battle will be held to determine placings.
- 3.3.4. Prizes and awards are awarded as follows:

All Performers in the categories will be awarded medals if placed First, Second or Third.

The flags of the countries of the Performers in the categories placed First, Second and Third must be flown and the national anthems of the countries of the Performers placed First must be played.

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4. GENERAL RULES

4.1. Equipment

Performers are responsible for outfitting themselves in their own suitable clothing and footwear, including flight suits, full face helmets and ear plugs.

- 4.1.1. No additional equipment intended to artificially enhance the performance of the flyer is allowed (eg: palmed gloves). The event judge must decide whether any equipment is allowed or not. Such decision is no grounds for a protest.

4.2. Wind Tunnel Equipage

- 4.2.1. The minimum acceptable diameter for the flight chamber is 4.25 metres. The minimum height for the transparent wall is 3.7 metres.

- 4.2.2. The Sidelines must consist of two (2) vertical lines of lights, which must be changeable in colours. The lights may be LED technology. The Sidelines must extend from the floor up to the top of the transparent walls or five (5) metres, whichever is less.

- 4.2.2.1. For Speed Routines, the Start Sideline must be green and the opposite Sideline blue.

- 4.2.3. The two (2) Rings must have a five (5) cm hole. The diameter of the Ring (from outer rim to outer rim) must be between fifteen (15) and eighteen (18) cm. The two (2) Rings must be positioned two (2) metres above the cable floor, one (1) on each Sideline.

- 4.2.3.1. The Ring Plane is materialised on the transparent wall by horizontal lines (adhesive tape affixed or any other equivalent means) of at least fifty (50) cm long, level with the centre of the Ring, and starting on either side of the outer diameter of the Ring on both Sidelines.

- 4.2.4. The Centreline may be a vertical line of lights or adhesive tape affixed to the transparent tunnel wall and must extend from the cable floor (or from the top of the door) up to the top of the transparent walls or five (5) metres, whichever is less.

- 4.2.5. The speed setting will be indicated in the tunnel and must be clearly visible to the Performer prior to entering the flight chamber.

- 4.2.6. The wind tunnel equipage and the video judging system must be approved by the Chief Judge prior to the start of the official Training Flights. If any equipment does not meet the requirements as determined by the Chief Judge, this equipment will be deemed to be unusable for the competition.

- 4.2.7. Video Recording: The Organiser must record all competition flights in a High Definition digital video signal with a minimum of 50 frames per second and 720p progressive resolution (1080p recommended).

- 4.2.7.1. For Speed Routines, a minimum of two (2) cameras must record video; one camera positioned at one of the Sidelines and the other camera positioned at the Centreline. If the wind tunnel configuration permits, a third camera may be positioned at the other Sideline. All cameras must be level with the Ring.

- 4.2.7.2. Video recording must allow the Judges to clearly view the cable floor up to at least three (3) metres (or to the top of the transparent wall, whichever is greater) above the Ring.

- 4.2.8. The Organiser must provide the Performers with a way of identification, which will be included in the video along with the numeric ID for the Battle.

- 4.2.9. The Organizer must provide all necessary means to secure the exit of competitors (mattresses, padding,...).

4.3. Official Speed Setting Flights and Training Flights

- 4.3.1. Official Speed Setting Flights: Depending on the Organiser's irrevocable and indivisible choice expressed in Bulletin 2, either two (2) minutes or two (2) times one (1) minute will be allocated to each Performer for speed setting. The lighted Sidelines and Centreline plus the judging and scoring systems to be used in the competition will be used for the official Speed Setting Flights. No score or time will be given by Judges.
- 4.3.2. Each Performer in each category, whose official registration duly reaches the Organiser of the competition before its official deadline, will have the opportunity, under the terms and conditions set by the Organiser, to book a maximum of fifteen (15) minutes Training Flights between 8:00 am and 24:00 pm (local time of the competition) to be performed within forty-eight (48) hours prior to Official Speed Setting Flights.
 - 4.3.2.1. For the purposes of article 4.3.2, Junior Performers (see para. 3.1.1) must have priority between 08:00 am and 18:00 pm (local time of the competition).
- 4.3.3. Official Speed Setting Flights and Training Flights may only take place prior to the start of the competition.
- 4.3.4. Prior to the Start of the Competition, the Performers must deliver to the Event Judge the form set forth in Addendum E to indicate in particular their initial Speed Settings to be retained for the Speed Routines. A copy of the form will be given to the Organiser by a judge designated by the Event Judge.

4.4. The Draw

At the Chief Judge's discretion, the Draw for the Compulsory Patterns may be conducted either in accordance with the procedure described below in paragraph 4.4.1, or electronically in accordance with the provisions of article 4.4.2. In both cases, the draw will be done publicly and supervised by the Chief Judge.

- 4.4.1. In case of a non-electronic draw:
 - 4.4.1.1. The Compulsory Patterns will be drawn as follows: One (1) Pattern from each group (Snakes, Verticals and Mixers), as shown in Addenda A, will be drawn for each Round.
 - 4.4.1.2. All Compulsory Patterns will be singularly placed in three (3) containers, one for each group of Patterns. Individual withdrawal from each container, without replacement, will determine the Patterns to be performed.
- 4.4.2. In case of an electronic draw, only the draw generator accessible via the webpage <https://www.dynamicflying.com> can be used either by the Chief Judge or the Event judge under the supervision of the Chief judge.
- 4.4.3. In both cases, and for each group of Patterns (Snakes, Verticals and Mixers), once all the Patterns have been drawn, they can all be drawn again singularly without replacement, until all the rounds have the necessary Patterns.
- 4.4.4. Performers will be given not less than two (2) hours notice of the results of the Draw before the competition starts.
- 4.4.5. For all competitions, the Open category draw will be applied to the corresponding Junior category.

4.5. Order of Flights

- 4.5.1. During the Qualification Rounds, all Performers will fly each round according to their registration number. Competitors' numbers will be randomly drawn.

- 4.5.2. During the Tournament, all Battles will be flown in numerical order. (The Tournament Brackets identify each Battle with a unique numeric ID.)
- 4.5.3. The FAI Sporting Code, Section 5, Chapter 5.2.5. requirement for the minimum time between flights will not apply for each Team's second flight in the last round of the Tournament and for any tie-break Battles.
- 4.5.4. The relevant order of flights will be maintained throughout the competition, except for any logistical changes deemed necessary by the Chief Judge and the Meet Director.

4.6. Flight Chamber Entry and Speed Settings

- 4.6.1. Only one (1) doorway leading into the flight chamber will be used for entries and exits.
- 4.6.2. The Speed setting will be indicated, by any means, in the tunnel and shall be clearly visible to the Performer prior to entering the flight chamber.
- 4.6.3. The tunnel will be set to the correct speed decided in writing by the Performer during the Official Speed Setting Flights (see para. 4.3.4) or following any change (see para 4.6.4). Any change will be considered as cancelling the previously decided settings.
- 4.6.4. The Performer must use the form set forth in Addendum E for any changes in Speed Settings during the Competition. Such Form must be handed over to the Event Judge at least 20 min before entering the antechamber. No changes will be accepted beyond this time limit.
- 4.6.5. When the tunnel is at the correct speed, a signal will be given to the Performer. Before entering the flight chamber (see para. 6.1), the Performer must indicate by any means to the Organiser if the displayed speed is not consistent with their latest speed Settings. Any entry into the flight chamber must be considered as a validation by the Team of the speed settings.
- 4.6.6. The Speed Setting must remain the same throughout any Working Time as defined in para. 2.11.

4.7. Flight Abortion

If, during any competition flight, the Performer intentionally leaves the flight chamber (eg., one foot of any competitor stepping out of the door) for any reason (other than a direct order from the Event Judge or Chief Judge), deliberately stopping the flight early, no re-entrance or re-flight will be allowed (also see 6.2.5).

4.8. Re-flights

- 4.8.1. A re-flight may be granted if the Event Judge or Chief Judge concludes that the performance of a Performer has been adversely affected by any external factor(s). The Event Judge's or Chief Judge's decision is no grounds for a protest.
- 4.8.2. Contact between the Performer and the tunnel walls/cable floor must not be grounds for a re-flight.
- 4.8.3. Problems with a competitor's equipment must not be grounds for a re-flight.
- 4.8.4. A re-flight will be granted if a tunnel spotter must abort a flight for any safety reason, provided that there was no intentional act on the part of the Performer to create a safety problem.
- 4.8.5. For safety reasons, if a Performer demonstrates inadequate flying skills and/or persistent unsafe flying requiring repeated intervention by a tunnel spotter, FAI Sporting Code, Section 5, Chapter 4.8 SAFETY will apply.
- 4.8.6. In accordance with FAI Sporting Code, Section 5, Chapter 5.2.11 (1), a re-flight will be made as soon as possible after the incident giving rise to the re-flight. In all cases, a re-flight must be made

with a minimum of a two (2) minute delay starting from the time when the last Performer of the aborted flight completely exits the doorway.

4.9. Freefall

Competitors are not allowed to freefall from any aircraft or use any freefall simulator or wind tunnel, for flights other than competition flights, after the draw has been published.

5. RULES SPECIFIC TO THE EVENT

5.1. Performers

- 5.1.1. There is no gender separation.
- 5.1.2. A Performer may only represent one (1) NAC.
- 5.1.3. The maximum number of Competitors allowed is thirty-two (32) Competitors.
- 5.1.4. Each Performer may enter in maximum two (2) categories per First Category Event in Dynamic (D4W and Solo Speed, D4W and D2W or D2W and Solo Speed).

5.2. Number of rounds

The Qualification Rounds will have three (3) rounds.

The number of rounds in the Tournament is determined by the number of Teams registered.

5.3. Qualification Rounds

- 5.3.1. All Competitors will fly round 1, then round 2, then round 3.
- 5.3.2. The final time is the sum of the times of each round, after all penalties have been applied. It will be used for placings in the Tournament Rounds.
- 5.3.3. The competitors will be placed in descending order according to their final time, the competitor with the lowest time being placed first.
- 5.3.4. If two (2) or more Competitors have equal time, their placings will be determined according to the number of penalties accrued during the Qualification rounds. The Competitor(s) with the fewest penalties will earn the higher placing(s). In case of equal number of penalties, the Competitor(s) with the fastest time in the first Qualification round will earn the higher placing(s).
- 5.3.5. If one or more Competitor(s) is(are) withdrawn or disqualified during the Qualification Rounds, the Tournament Bracket for the number of remaining Teams will be used.

5.4. The Tournament

- 5.4.1. Based on their placings from the Qualification Rounds, Competitors are put into the appropriate Battles in the Tournament Bracket, as shown for the number of Competitors in the Category following the link: <http://brackets.dynamicflying.com>
- 5.4.2. The Tournament Bracket will be approved by the Event Judge and published before the start of the Tournament. Such approval is no grounds for a protest.
- 5.4.3. If, after the Tournament has started, any Competitor(s) is(are) withdrawn or disqualified, they will follow the losing pathways for all their remaining Battles in the Tournament.
- 5.4.4. After the completion of the Tournament, for determination of the final placings, any withdrawn and/or disqualified Team(s) will be moved to the lowest placings and then removed.

5.5. Battles during the Tournament

5.5.1. For each Battle in the Tournament, flight order will be determined as it follows:

At the end of the qualifying rounds, Competitors will be ranked according to the number of three (3) second penalties inflicted by Judges. For the purpose of this paragraph, a twenty (20) second penalty will be counted as six (6) penalties of three (3) seconds.

The Competitor with the fewest three (3) second penalties will fly second during the tournament battles. In the event of a tie, the Competitors will fly in reverse order of their ranking in the Qualification Rounds.

5.5.2. Each battle will consist of two flights, each flight having its own draw. The final time is the sum of the times of the two flights, after all penalties have been applied. The Competitor with the fastest final time will win the Battle. In case of equal final times, the placings will be determined according to the number of penalties accrued during the two flights. The Competitor with the fewest penalties will earn the higher placing. In case of equal number of penalties, the Competitor(s) with the fastest time in the first round of the Qualification will earn the higher placing.

5.5.3. If a Competitor does not arrive at the Antechamber in time for their Battle (or is withdrawn or disqualified), the other Competitor in the Battle will win and may choose whether or not he will fly for that Battle.

5.5.4. If both Competitors (neither of which is withdrawn or disqualified) for a specific Battle do not arrive at the Antechamber in time for their Battle, the winner will be the Team who placed higher in the Qualification Rounds.

6. JUDGING AND SCORING

6.1. General

Once a Performer has entered the flight chamber, the flight must be evaluated and scored.

6.2. Scoring

The score is based on the time, measured in thousandths of a second, that the Team takes to complete the Speed Routine plus penalty times for infringements and omitted Compulsory Patterns.

6.2.1. Infringements: Each incorrect, incomplete or non judgeable Compulsory Entrance, Compulsory Pattern, Compulsory Transition or Compulsory Exit Sequence will lead to adding a penalty of three (3) seconds to the total time for the Speed Routine. See Addenda A for performance and scoring requirements.

6.2.2. A three (3) second penalty will apply to the Compulsory Entrance, each Compulsory Pattern, each Compulsory Transition and the Compulsory Exit Sequence if:

- Any part of the Performer's body crosses the doorway entering the flight chamber before the visual signal is given to start the working time.
- The Performer does not stay in view and clearly present the performance requirements to the Judges. e.g., if a Performer flies so high in the Flight Chamber that the Judges cannot determine that the Pattern has been performed correctly, (e.g., properly crossed a Sideline, rotation away from the Start Sideline, etc.).

- With respect to the pathways described in Addendum A, the Performer flies a Pattern and/or a Transition in the wrong direction (eg. Carving towards the left instead of the right). If the Performer(s) repeat(s) the performance of the infringed pattern and/or Transition and respect(s) the pathway, the penalty shall still apply.
- 6.2.3. (not attributed)
- 6.2.4. The Compulsory Entrance, the transition between the Snake and the Vertical, each Pattern, and the Compulsory Exit Sequence may receive a maximum of one (1) three (3) second time penalty; the maximum number is seven (7).
- 6.2.5. An omitted Compulsory Pattern will lead to adding a penalty of twenty (20) seconds to the total time for the Speed Routine. An omission is one of the following:
- A Compulsory Pattern missing from the drawn sequence.
 - No clear intent to finish the Compulsory Pattern (e.g., after an infringement) is seen and there is a resulting time advantage to the Team.
 - No clear intent to perform the correct Compulsory Pattern is seen and another Pattern is presented and there is a time advantage to the Team resulting from the substitution.
 - Any Compulsory Pattern not performed following a flight abortion.
- 6.2.6. If a Performer crashes and becomes disorganised during a Compulsory Pattern, the Performer may continue to the next Compulsory Pattern accruing only a three (3) second time penalty provided that the Judges see the Team losing time in the process of getting organised and there is no time advantage to the Team.
- 6.2.7. One or more Judges may make an evaluation of any infringements and of an omission.
- 6.3. Challenge**
- A Performer may challenge an infringement or omission given by the Judges. No Performer can challenge any infringement or omission given by the Judges to another Performer.
- 6.3.1. After the judges have officially announced their time and busts (specifying the pattern(s) and line(s)), the Performer may request an official review. This request triggers the challenge procedure and cannot be cancelled. In such a case, a visual signal could be given (eg: yellow lines).
- 6.3.2. This official request must be made before the next flight, if any, and before leaving the Antechamber.
- 6.3.3. After the completion of the round, the review by the Performer can only be made once and at reduced speed (50% of normal speed). The Event Judge may authorise multiple reviews within the limit of (3) three.
- 6.3.4. Right after this official review, the Performer decides to confirm the challenge or to give up. If the Performer persists in the challenge procedure, then the judges will watch the video of the flight, according to para 6.5.4, and determine whether or not the infringement or omission occurred.
- 6.3.5. If the Judges determine that the infringement or omission occurred, or if the Performer, after watching the video, gave up the procedure, the Performer may not again challenge another infringement or omission given by the Judges.

6.4. Scores and Results

- 6.4.1. The final time for each Round will be published, including the raw speed routine completion time, time penalties, infringement types and any omissions.

6.5. Judging rules

- 6.5.1. Viewing the Flights:

- 6.5.1.1. The Judges will watch each Performer's flight live.

- 6.5.1.2. No Performer will approach or talk to the Judges during any flight. Non-compliance may result in the application of FAI Sporting Code, Section 5, Chapter 5.4 PENALTIES.

- 6.5.2. Speed Routine Judging:

- 6.5.2.1. A panel of a minimum of three (3) Judges, must evaluate each Performer's Speed Routine.

- 6.5.2.2. Each Judge will watch each flight from an assigned physical location or by viewing the video monitor of a camera set in that same assigned physical location.

- 6.5.2.3. The Judges may use video monitors and these cameras must record video. The cameras for the video monitors must be positioned in accordance with the Judges' assigned physical locations below.

- 6.5.3. Judges' Assigned Physical Locations:

- 6.5.3.1. One Judge, positioned at a Sideline, will evaluate for complete crossings of the Sidelines and will evaluate that no part of any Performer's body is visible in the Ring hole (Vertical Patterns and Compulsory Exit Sequence only). The Judge must be positioned with the Judge's eye level with the Ring and the outer rim (but no view beyond the outer rim) of the far Ring visible through the five (5) cm hole of the near Ring.

- 6.5.3.2. The Sideline Judge(s) must be positioned such that the Sideline on the far wall is obscured from view by the Sideline on the near wall.

- 6.5.3.3. One Judge, positioned at the Centreline with the Judge's eye level with the Ring Plane, will evaluate the Performer's correctness in following the performance description of each Compulsory Pattern (e.g., Performer flying in the correct order, pirouettes in correct direction, etc.).

- 6.5.3.4. One Judge, positioned at the Centreline with the Judge's eye level with the Ring Plane, will evaluate the complete crossings of the Centreline.

- 6.5.3.5. The Event Judge will choose its position.

- 6.5.4. Judges' Video Review Process for Speed Routines:

- 6.5.4.1. At the request of any member of the judging panel, made within fifteen (15) seconds after the end of the flight, the Chief Judge or the Event Judge will allow a video review, from a particular camera view, of the part of the flight in question. A video from a particular camera view may be subject to several different requests as long as the same part of the flight is not reviewed.

- 6.5.4.2. For each request, a maximum of three (3) viewings per camera view is permitted. The judges will watch the video evidence one (1) time at normal speed. Two (2) viewings may be done at normal speed or reduced speed (50% of normal speed). It is not permitted to watch the video backwards or to freeze an image.

6.5.4.3. When requested by a judge, exceptions to the rules set out in this paragraph may be made upon special authorization given by the Event Judge.

6.5.4.4. Three (3) or more judges, overseen by the Chief Judge or the Event Judge, will make an assessment by a majority decision of the part(s) of the flight in question.

7. RULES SPECIFIC TO THE COMPETITION

7.1. Composition of Delegations

Each Delegation may be composed of:

- One (1) Head of Delegation.
- One (1) Manager.
- A maximum of two (2) Performers for a WISC or Continental Indoor Skydiving Championship.
- The number of Performers for an Indoor Skydiving World Cup will be decided by the Organiser.

7.2. Competition schedule

The competition will be organised in accordance with two (2) official training days and a minimum time frame of three (3) competition days.

8. ADDENDA

Addendum A1: Speed Routine Compulsory Patterns – Snakes

Addendum A2: Speed Routine Compulsory Patterns – Verticals

Addendum A3: Speed Routine Compulsory Patterns – Mixers

Addendum D : Samples / Videos

Addendum E : Speed Settings

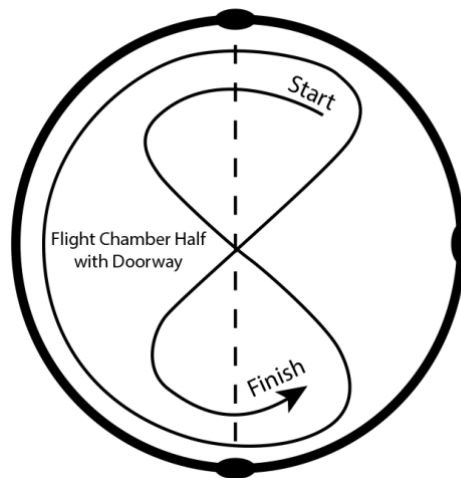
The following Addendum from the current competition rules for Indoor Skydiving Dynamic 2-Way and Dynamic 4-Way is applicable :

Addendum B : Basic Orientations, Rotations and Pathways

ADDENDUM – A1 ENTRANCE & SNAKES
SPEED ROUTINE COMPULSORY PATTERNS - PERFORMANCE REQUIREMENTS & JUDGEMENT CRITERIA

Performance Requirements for Snakes

- For execution purposes, the definitions given in Addendum B for any orientation, rotation and pathway must be respected.
- The Sidelines and Centreline apply.
- The Performer's entire body must completely cross each Sideline and Centreline.
- The Performer must be in the orientation of the Snake before crossing the Start Sideline after the Compulsory Entrance.
- 360°pirouettes may rotate in either direction (ie, away or not from the Start Sideline).
- The Performer follows the illustrated pathway, with respect to top view. (Mirror image is not permitted.)



- During any Snake, a Performer crosses a Sideline six (6) times and crosses the Centreline three (3) times.

Infringements Applicable to the Compulsory Entrance

- If the Compulsory Entrance is not performed correctly, a three (3) second penalty will apply.

Infringements Applicable to Snakes

- If a Performer flies any Snake differently from that which is described, (e.g., failure to switch to outface during a Switching Snake, etc.) a three (3) second penalty applies.
- Apart from the Compulsory Entrance, if the Performer's body is not in the correct orientation, (e.g., it is horizontal,) before crossing the Start Sideline, a three (3) second penalty applies.
- If a Sideline or Centreline is not completely crossed, (e.g., a hand does not pass the line, even though the rest of the body does,) a three (3) second penalty applies.

Also see para. 6.2.1 to para. 6.2.6 for general busts and skips.

ENTRANCE AND SNAKES

Compulsory Entrance

P#1 must completely cross the vertical plane defined by the Sidelines. P#1 may cross this vertical plane in any orientation.

S-1 Head-down Inface Snake

P#1 crosses the Start Sideline in a head-down inface orientation and remains in head-down inface carving during the entire Pattern. P#1 starts by carving towards his left. When passing through the centre the first time, P#1 changes to carving towards his right. When passing through the centre the second time, P#1 changes to carving towards his left.

S-2 Head-down Switching Snake

P#1 crosses the Start Sideline in a head-down inface orientation and remains head-down during the entire Pattern. P#1 starts by inface carving towards his left. When passing through the centre the first time, P#1 changes to outface carving towards his left. When passing through the centre the second time, P#1 returns to inface carving towards his left.

S-3 Head-up Inface Snake

P#1 crosses the Start Sideline in a head-up inface orientation and remains in head-up inface carving during the entire Pattern. P#1 starts by carving towards his right. When passing through the centre the first time, P#1 changes to carving towards his left. When passing through the centre the second time, P#1 changes to carving towards his right.

S-4 Head-up Switching Snake

P#1 crosses the Start Sideline in a head-up inface orientation and remains head-up during the entire Pattern. P#1 starts by inface carving towards his right. When passing through the centre the first time, P#1 changes to outface carving towards his right. When passing through the centre the second time, P#1 returns to inface carving towards his right.

S-5 Head-down Mixed Snake

P#1 crosses the Start Sideline in a head-down inface orientation and starts by head-down inface carving towards his left. When crossing through the Sidelines for the first time, P#1 transitions through the back-down orientation to head-up inface carving towards his left. When crossing through the Sidelines for the second time, P#1 transitions through the back-down orientation to head-down inface carving towards his left.

S-6 Head-up Mixed Snake

P#1 crosses the Start Sideline in a head-up inface orientation and starts by head-up inface carving towards his right. When crossing through the Sidelines for the first time, P#1 transitions through the back-down orientation to head-down inface carving towards his right. When crossing through the Sidelines for the second time, P#1 transitions through the back-down orientation to head-up inface carving towards his right.

S-7 Head-down Inface 360 Snake

P#1 crosses the Start Sideline in a head-down inface orientation and remains in head-down inface carving during the entire Pattern. P#1 starts by carving towards his left. When passing through the centre the first time, P#1 performs a 360° pirouette and then changes to carving towards his right. When passing through the centre the second time, P#1 performs a 360° pirouette and then changes to carving towards his left.

S-8 Head-up Inface 360 Snake

P#1 crosses the Start Sideline in a head-up inface orientation and remains in head-up inface carving during the entire Pattern. P#1 starts by carving towards his right. When passing through the centre the first time, P#1 performs a 360° pirouette and then changes to carving towards his left. When passing through the centre the second time, P#1 performs a 360° pirouette and then changes to carving towards his right.

ADDENDUM – A2 VERTICALS SPEED ROUTINE COMPULSORY PATTERNS

PERFORMANCE REQUIREMENTS & JUDGEMENT CRITERIA

Performance Requirements for Verticals

- For execution purposes, the definitions given in Addendum B for any orientation, rotation and pathway must be respected.
- The Sidelines and Ring apply.
- During each Vertical (not including the Compulsory Transition), P#1 will cross a Sideline four (4) times, completing (2) two full vertical orbits around the Ring.
- Any Vertical starts in a head-down orientation with P#1 having continued across the Centreline following the compulsory transition from any head-down Snake. During a Vertical, P#1 may partially cross the Centreline, but must finish completely on the correct side of the Centreline. Any Vertical ends in a head-down orientation.
- Apart from the Compulsory Transition to any Vertical, P#1 must fly around the Ring, completely clear of the Ring. P#1 must completely cross a Sideline on each half of the Vertical.
- All head-up and head-down 180° and 360° pirouettes must rotate away from the Start Sideline.
- All head-up and head-down 180° and 360° pirouettes must be performed with all parts of the body completely above the Ring Plane.

Infringements Applicable to the Transition from any Snake

- If the Compulsory Transition to the Vertical from the Snake is not performed correctly, a three (3) second penalty will apply.

Infringements Applicable to Verticals

- At the beginning of the Vertical, while flying over the Ring, P#1 must be, at some time, strictly on his side of the Centreline before reaching the Ring Plane; otherwise, a (3) three second penalty applies. At the end of the Vertical, if P#1 is not on his side of the Centreline, a three (3) second penalty applies.
- If P#1 flies any Vertical Pattern differently from that which is described, (e.g., Performer not pirouetting in the correct direction, etc.) a three (3) second penalty applies.
- If a Sideline is not completely crossed, a three (3) second penalty applies.
- Apart from the Compulsory Transition to any Vertical, no part of any Performer's body may be visible through the Ring. If any part of P#1's body is visible through the Ring, a three (3) second penalty applies.

Performance Requirements and Infringements Applicable to V-2 Butterfly and V-6 Crossing Classic

- The Centreline applies.
- While performing V-2 Butterfly and V-6 Crossing Classic, P#1 must cross the centreline twice. Any infringement will lead to a three (3) second penalty.

Also see para. 6.2.1 to para. 6.2.6 for general busts and skips.

TRANSITIONS AND VERTICALS

Compulsory Transition from Any Head-down Snake to Any Vertical

While remaining head-down throughout the Compulsory Transition, P#1 must cross the Centreline and then the Start Sideline before starting any Vertical.

Compulsory Transition from Any Head-up Snake to Any Vertical

While remaining head-up throughout the Compulsory Transition, P#1 must cross the Centreline. When crossing a Sideline, P#1 transitions to head-down in a half inface Reverse Eagle before starting any Vertical.

V-1 Back Layout

While head-down, P#1 flies forwards over the Ring and then performs one-half outface Eagle passing under the Ring to head-up. Next, P#1 flies backwards over the Ring and performs one-half inface Reverse Eagle under the Ring to head-down.

V-2 Butterfly

While head-down, P#1 flies forward crossing the Centreline over the Ring. P#1 then performs a bottom loop passing under the Ring to head-down. This sequence is performed twice.

V-3 Classic

While head-down and flying over the Ring, P#1 performs a 180° pirouette. P#1 then performs one-half inface Eagle under the Ring to head-up. While head-up and flying over the Ring, P#1 performs a 180° pirouette. P#1 performs one-half inface Reverse Eagle under the Ring to head-down.

V-4 Head-down 360°

While head-down, P#1 flies forwards over the ring and then performs a bottom loop passing under the Ring to head-down. As he flies again over the Ring, P#1 performs a 360° pirouette and then a bottom loop passing under the Ring to head-down.

V-5 Head-up 360°

While head-down, P#1 flies forwards over the Ring and then performs one-half outface Eagle passing under the Ring to head-up. Next, P#1 flies backward over the Ring and performs a 360° pirouette and then performs one-half inface Reverse Eagle under the Ring to head-down.

V-6 Crossing Classic

While head-down, P#1 flies forward, and performs a 180° pirouette while crossing the Centreline over the Ring Plane. P#1 then performs one-half inface Eagle under the Ring to inface head-up. While head-up and flying over the Ring Plane, P#1 performs a 180° pirouette while crossing the Centreline. P#1 performs one-half inface Reverse Eagle under the Ring to head-down.

V-7 Bottom Loop

While head-down, P#1 flies forwards over the Ring and then performs one bottom loop passing under the Ring to head-down. This sequence is performed twice.

ADDENDUM – A3 MIXERS & EXIT SPEED ROUTINE COMPULSORY PATTERNS

PERFORMANCE REQUIREMENTS & JUDGEMENT CRITERIA

Performance Requirements for Mixers

- For execution purposes, the definitions given in Addendum B for any orientation, rotation and pathway must be respected.
- The Sidelines and the Centreline apply during any Mixer. P#1 must completely cross a Sideline or a Centreline during each part of a Mixer.
- The first Mixer finishes when P#1 has performed the last move before passing through the centre (eg a bottom loop for M-1).
- The second Mixer starts after the transition is completed.
- The Second Mixer finishes when P#1 is head-down before the Compulsory Exit Sequence.
- During a Mixer, P#1 may partially cross the Centreline, but must finish completely on the correct side.
- Passing through the centre implies that P#1 intends to cross the Centreline and the Sidelines at once. The wall means the transparent wall of the flight chamber.

Infringements Applicable to Mixers

- If P#1 flies any Mixer differently from that which is described, (e.g., failure to switch to outface during a Shuffler, etc.) a three (3) second penalty applies.
- If P#1 does not completely cross a Sideline during each part of a Mixer, (e.g., P#1 does not perform his circle sufficiently wide enough for his entire body to completely cross a Sideline on each half circle,) a three (3) second penalty applies.
- At the beginning of the first Mixer, if P#1 is not on his side of the Centreline, a three (3) second penalty applies to the previous Vertical.
- At the end of the first Mixer, if P#1 is not on his side of the Centreline, a three (3) second penalty applies.
- If the transition between the two Mixers is not executed as described, a three (3) second penalty applies to the First Mixer.
- At the beginning of the second Mixer, if P#1 is not on his side of the Centreline, a three (3) second penalty applies.
- At the end of the second Mixer, if P#1 is not on his side of the Centreline, a three (3) second penalty applies.
- If the transition between the second Mixer and the Exit Sequence is not executed as described, a three (3) second penalty applies to the Second Mixer.

Performance Requirements and Infringements Applicable to Specific Mixers

- After the half back loop to head-up, at the beginning of each head-up Mixer (M-2, M-6 and M-9), a three (3) second penalty applies if P#1, when proceeding into inface carving, is not in a head-up orientation before reaching the Sideline.

Infringements Applicable to the Compulsory Exit Sequence

- If the Compulsory Exit Sequence from any Mixer is not performed correctly, a three (3) second penalty applies to the Compulsory Exit Sequence.
- Ring applies. No part of any Performer's body may be visible through the Ring. If any part of P#1's body is visible through the Ring, a three (3) second penalty applies.

Also see para. 6.2.1 to para. 6.2.6 for general busts and skips.

MIXERS, TRANSITIONS AND COMPULSORY EXIT SEQUENCE

For Mixers beginning in a head-down orientation (M-1, M-3, M-5, M-7, M-8), the description for the first and second Mixers are identical.

For Mixers beginning in a head-up orientation (M-2, M-4, M-6, M-9) there are separate descriptions given for the first and second mixers.

M-1 Head-down Inface Circles

Mixer 1 While head-down, P#1 starts by inface carving away from the Centreline presenting his back to the wall, with P#1 crossing a Sideline. While head-down, P#1 performs 360° of inface carving, crossing a Sideline two (2) additional times, once for each half circle. P#1 then flies forwards, crossing through a Sideline. Thence...

Transition P#1 performs a bottom loop while crossing through a Sideline, and then flies forwards while passing through the centre and performs a second bottom loop crossing through a Sideline, to head-down.

Mixer 2
Same as Mixer 1 While head-down, P#1 starts by inface carving away from the Centreline presenting his back to the wall, with P#1 crossing a Sideline. While head-down, P#1 performs 360° of inface carving, crossing a Sideline two (2) additional times, once for each half circle. P#1 then flies forwards, crossing through a Sideline. Thence...

Transition P#1 performs a bottom loop while crossing through the Sidelines to head-down.

M-2 Head-up Inface Circles

Mixer 1 While head-down, P#1 flies forwards, crossing through the Sidelines, performing one-half back loop to head-up. While head-up, P#1 starts by carving away from the Centreline presenting his back to the wall, with P#1 crossing a Sideline. P#1 performs an additional 360° of inface carving, crossing a Sideline two (2) additional times, once for each half circle. P#1 then performs one-half inface Reverse Eagle, crossing through the Sidelines, to head-down.

Transition While head-down, P#1 performs one-half back loop to head-up while passing through the centre.

Mixer 2 While head-up, P#1 starts by carving away from the Centreline presenting his back to the wall, with P#1 crossing a Sideline. P#1 performs an additional 360° of inface carving, crossing a Sideline two (2) additional times, once for each half circle. P#1 then performs one-half inface Reverse Eagle, crossing through the Sidelines, to head-down.

Transition None

M-3 Mixed Circles

Mixer 1 While head-down, P#1 flies directly through the Sidelines presenting his back to the Centreline into 180° of inface carving, with P#1 crossing a Sideline. P#1 flies forwards, crossing through the Sidelines, and then performs one-half outface Eagle, passing through the Sidelines again, to head-up, into 180° of outface carving away from the Centreline presenting the front of his torso to the wall, with P#1 crossing a Sideline. P#1 flies backwards crossing through the Sidelines. Then P#1 executes one-half inface Reverse Eagle, crossing through the Sidelines, to head-down.

Transition While head-down, P#1 flies forwards while passing through the centre and performs a bottom loop while crossing through the Sidelines to head-down.

Mixer 2
Same as Mixer 1 While head-down, P#1 flies directly through the Sidelines presenting his back to the Centreline into 180° of inface carving, with P#1 crossing a Sideline. P#1 flies forwards, crossing through the Sidelines, and then performs one-half outface Eagle, passing through the Sidelines again, to head-up, into 180° of outface carving away from the Centreline presenting the front of his torso to the wall, with P#1 crossing a Sideline. P#1 flies backwards crossing through the Sidelines. Then P#1 performs one-half inface Reverse Eagle, crossing through the Sidelines, to head-down.

Transition None

M-4 Reverse Mixed Circles

Mixer 1 While head-down, P#1 flies forwards, crossing through the Sidelines, and then performs one-half outface Eagle to head-up, crossing through the Sidelines again, into 180° of head-up outface carving presenting the front of his torso to the wall, with P#1 crossing a Sideline. While head-up, P#1 flies backwards, crossing through the Sidelines, and then performs one-half inface Reverse Eagle, crossing through the Sidelines again to head-down. P#1 then flies directly through the Sidelines into 180° of inface carving presenting his back to the wall, with P#1 crossing a Sideline. P#1 flies forwards, crossing through the Sidelines. Thence ...

Transition While head-down, P#1 executes a bottom loop crossing a Sideline and then flies forward passing through the centre to head-down.

Mixer 2 While head-down, P#1 performs one-half outface Eagle to head up, crossing through the Sidelines again into a 180° of head-up outface carving presenting the front of his torso to the wall, with P#1 crossing a Sideline. While head-up, P#1 flies backwards, crossing through the Sidelines, and then performs one-half inface Reverse Eagle, crossing through the Sidelines again to head-down. P#1 then flies directly through the Sidelines into 180° of inface carving presenting his back to the wall, with P#1 crossing a Sideline. P#1 flies forwards, crossing through the Sidelines. Thence ...

Transition While head-down, P#1 executes a bottom loop crossing a Sideline to head-down.

M-5 Head-down Shuffler

Mixer 1 While head-down, P#1 starts by inface carving presenting his back to the wall with P#1 crossing a Sideline. Next, P#1 passes through the centre into 180° of outface carving with P#1 crossing a Sideline. Continuing the Shuffler, P#1 passes through the centre into 180° of inface carving, and crosses a Sideline. P#1 flies forwards through the Sidelines. Thence...

Transition P#1 performs a bottom loop while crossing through a Sideline, and then flies forward passing through the centre and then performs a second bottom loop crossing through a Sideline, to head-down.

Mixer 2
Same as Mixer 1 While head-down, P#1 starts by inface carving presenting his back to the wall with P#1 crossing a Sideline. Next, P#1 passes through the centre into 180° of outface carving with P#1 crossing a Sideline. Continuing the Shuffler, P#1 passes through the centre into 180° of inface carving, and crosses a Sideline. P#1 flies forwards through the Sidelines. Thence...

Transition P#1 performs a bottom loop while crossing through the Sidelines to head-down.

M-6 Head-up Shuffler

Mixer 1 While head-down, P#1 flies forwards, crossing through the Sidelines, and performs one-half back loop to head-up. While head-up, P#1 starts by inface carving presenting his back to the wall, and crossing a Sideline. Next, P#1 passes through the centre into 180° of outface carving, with P#1 crossing a Sideline. Continuing the Shuffler, P#1 passes through the centre into 180° of inface carving, and crosses a Sideline. Then, P#1 performs one-half inface Reverse Eagle, crossing through the Sidelines, to head-down. Thence ...

Transition While head-down, P#1 performs one-half back loop to head-up while passing through the centre.

Mixer 2 While head-up, P#1 starts by inface carving presenting his back to the wall, and crossing a Sideline. Next, P#1 passes through the centre into 180° of outface carving, crossing a Sideline. Continuing the Shuffler, P#1 passes through the centre into 180° of inface carving, with P#1 crossing a Sideline. Then, P#1 performs one-half inface Reverse Eagle, crossing through the Sidelines, to head-down.

Transition None

M-7 Mixed Shuffler

Mixer 1 While head-down, P#1 starts by inface carving presenting his back to the wall and crossing a Sideline. Next, P#1 passes through the centre, while performing one-half inface Eagle to head-up and then performs 180° of inface carving presenting his back to the wall, with P#1 crossing a Sideline. Continuing the Shuffler, while head-up, P#1 passes through the centre and then performs 180° of outface carving, with P#1 crossing a Sideline. P#1 flies backwards through the Sidelines. P#1 then performs one-half inface Reverse Eagle, crossing through the Sidelines, to head-down. Thence...

Transition While head-down, P#1 flies through the centre then performs a bottom loop while crossing through a Sideline to head-down. Thence...

Mixer 2
Same as Mixer 1 While head-down, P#1 starts by inface carving presenting his back to the wall and crossing a Sideline. Next, P#1 passes through the centre, while performing one-half inface Eagle to head-up and then performs 180° of inface carving presenting his back to the wall, with P#1 crossing a Sideline. Continuing the Shuffler, while head-up, P#1 passes through the centre and then performs 180° of outface carving, with P#1 crossing a Sideline. P#1 flies backwards through the Sidelines. P#1 then performs one-half inface Reverse Eagle, crossing through the Sidelines, to head-down. Thence...

Transition None

M-8 Head-down inface Shuffler

Mixer 1 While head-down, P#1 starts by inface carving presenting his back to the wall, and crossing a Sideline. Next, P#1 passes through the centre into 180° of inface carving presenting his back to the wall, with P#1 crossing a Sideline. Continuing the Shuffler, P#1 passes through the centre into 180° of inface carving presenting his back to the wall, while crossing a Sideline. P#1 flies forwards through the Sidelines.

Transition P#1 performs a bottom loop while crossing through a Sideline, and then flies forwards while passing through the centre and performs a second bottom loop crossing through a Sideline, to head-down.

Mixer 2
Same as Mixer 1 While head-down, P#1 starts by inface carving presenting his back to the wall, and crossing a Sideline. Next, P#1 passes through the centre into 180° of inface carving presenting his back to the wall, with P#1 crossing a Sideline. Continuing the Shuffler, P#1 passes through the centre into 180° of inface carving presenting his back to the wall, while crossing a Sideline. P#1 flies forwards through the Sidelines.

Transition P#1 performs a bottom loop while crossing through the Sidelines to head-down.

M-9 Head-up inface Shuffler

Mixer 1 While head-down, P#1 flies forwards, crossing through the Sidelines, and performs one-half back loop to head-up. P#1 starts by inface carving, presenting his back to the wall, and crossing a Sideline. Next, P#1 passes through the centre into 180° of inface carving presenting his back to the wall and crossing a Sideline. Continuing the Shuffler, P#1 passes through the centre into 180° of inface carving presenting his back to the wall, and crossing a Sideline. P#1 then performs one-half inface Reverse Eagle, crossing through the Sidelines, to head-down.

Transition While head-down, P#1 performs one-half back loop to head-up while passing through the centre.

Mixer 2 While head-up, P#1 starts by inface carving presenting his back to the wall, and crosses a Sideline. Next, P#1 passes through the centre into 180° of inface carving presenting his back to the wall and crossing a Sideline. Continuing the Shuffler, P#1 passes through the centre into 180° of inface carving presenting his back to the wall, and crossing a Sideline. P#1 then performs one-half inface Reverse Eagle, crossing through the Sidelines, to head-down.

Transition None

COMPULSORY EXIT SEQUENCE

While head-down, P#1 flies over the Ring crossing the Sidelines and then performs one-half outface Eagle passing under the Ring and crossing the Sidelines again before exiting the flight chamber from the far side.

REMINDER FOR TRANSITIONS BETWEEN MIXERS AND TO THE EXIT SEQUENCE

Mixer	Type of Mixer	Transition 1 between the Mixers	Transition 2 to Exit Sequence
M-2 Head-up Inface Circles M-6 Head-up Shuffler M-9 Head-up inface Shuffler	Full Head-Up	Through Centre to Head-Up (½ back loop)	N/A
M-1 Head-down Inface Circles M-5 Head-down Shuffler M-8 Head-down inface Shuffler	Full Head-Down	Bottom loop / Through Centre / Bottom loop	Bottom loop
M-3 Mixed Circles M-7 Mixed Shuffler	Orientation goes from Head-Down to Head-Up during the Mixer	Through Centre / Bottom loop	N/A
M-4 Reverse Mixed Circles	Orientation goes from Head-Up to Head-Down during the Mixer	Bottom loop / Through Centre	Bottom loop

ADDENDUM – D : SAMPLES / VIDEOS (for informational use only)

Courtesy of Mateo Limnaios - Medjay Freely

Clickable Links - Feel free to explore

ENTRANCE & HU SNAKES	VERTICALS	MIXERS & EXIT
S-3 Head-up Inface Snake	V-1 Back Layout	M-1 Head-down Inface Circles
S-4 Head-up Switching Snake	V-2 Butterfly with Bottom Loops	M-2 Head-up Inface Circles
S-6 Head-up Mixed Snake	V-3 Classic	M-3 Mixed Circles
S-8 Head-up Inface 360 Snake	V-4 Head-down 360°	M-4 Reverse Mixed Circles
-	V-5 Head-up 360°	M-5 Head-down Shuffler
-	V6- Crossing Classic	M-6 Head-up Shuffler
-	V-7 Bottom Loop	M-7 Mixed Shuffler
-	-	M-8 Head-down inface Shuffler
-	-	M-9 Head-up inface Shuffler

ENTRANCE & HD SNAKES	VERTICALS	MIXERS & EXIT
S-1 Head-down Inface Snake	V-1 Back Layout	M-1 Head-down Inface Circles
S-2 Head-down Switching Snake	V-2 Butterfly with Bottom Loops	M-2 Head-up Inface Circles
S-5 Head-down Mixed Snake	V-3 Classic	M-3 Mixed Circles
S-7 Head-down Inface 360 Snake	V-4 Head-down 360°	M-4 Reverse Mixed Circles
-	V-5 Head-up 360°	M-5 Head-down Shuffler
-	V6- Crossing Classic	M-6 Head-up Shuffler
-	V-7 Bottom Loop	M-7 Mixed Shuffler
-	-	M-8 Head-down inface Shuffler
-	-	M-9 Head-up inface Shuffler

ADDENDUM – E : SPEED SETTINGS

Instructions for use:

- Print the page of the Addendum – E.
- Fill in the required data with pen (black or blue only).
- Deliver it to the Event Judge:
- Prior to the Start of the Competition for Initial Settings or
- At least 20 min before entering the antechamber for any changes (use a blank document)
- **Do not write out of the boxes, or in the sidelines or edges of the paper.**

SPEED SETTINGS (indicate **INITIAL** or **CHANGE**) : _____

PERFORMER'S NUMBER	NAME
SOLO SPEED - WIND SPEED	
<div style="display: flex; justify-content: center; align-items: center; gap: 20px;"> _____ % </div>	

Date and Time	Signature

DO NOT USE THE BOXES BELOW

Event Judge	
Driver	