

## 2 Way Dynamic

It will be a 2 days event from the 12<sup>th</sup> of november and the 13<sup>th</sup> of november.

### **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. Teams can only bust once for each line, layout or move on each sequence.
- 2.5. All busts will incur a 5 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 competitor will incur a skip of 20 seconds for every omitted move.

### **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 competitor’s 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.

## **Lines**

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

## **Layouts**

- 1.Back Layout
- 2.Head Up 360
- 3.Classic
- 4.Butterfly
- 5.Bottom loop 360
- 6.Half-barrel roll, 180

## **Moves**

- 1.Head Down Inface circles
- 2.Head Up inface circles
- 3.Head Down Shuffle
- 4.Head UP shuffler
- 5.Mix shuffler
- 6.Mix circles
- 7.Reversed mix circles

**All lines layouts and moves can be find at this link : <https://www.dynamic-flying.com/videos>**

# **“The competition format”**

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

For any questions please contact :

- [oli@realfly.ch](mailto:oli@realfly.ch)

- [fred@realfly.ch](mailto:fred@realfly.ch)