

1 General Rules :

Each round consists of a sequence of formations described in the dive pool section.

It is the responsibility of the team to clearly present the start of working time, correct scoring formations and total separations to the judges. Judges are asked to do their best to look for points, but it is ultimately the competitors' responsibility to show the points to the judges.

Scoring formations need **not** be presented perfectly symmetrically, but they must be presented in a controlled manner.

All rounds consist of a series of 2-way formations to be flown against the clock with flight time lasting no more than 1 minute and a working time of 35 seconds.

There will be 4 Rounds drawn from the *Belly/Back, Blocks Orientation Divepool* (BB-01 to BB-13) and 6 Rounds from the *Head-up, Blocks Orientation Divepool* (HU-01 to HU-13) and Mixed Head-Up/Head-Down Orientation only Adv points (HD-01-03-05-06-07-09-10). Each round consists of a minimum 3, maximum 4 random moves.

Each team will receive one official practice round prior to round one.

In the practice round - The nominated team captain shall communicate with the tunnel instructor to request the speed to be increased, reduced or to confirm that it is ok. The speed reached will be used as the default speed for the team. The tunnel driver shall select the default speed for each team prior to that team enter the tunnel. If no signals are given, then the default speed is assumed by the tunnel driver to be satisfactory.

Re-flights:

In a situation where the video evidence will be considered insufficient for judging purposes, the judges will assess the conditions and circumstances surrounding the occurrence. In this case a re-flight will be given unless the judges determine that there has been an intentional abuse of the rules by the team, in which case no re-flight will be granted and the team's score for that flight will be zero. Contact or other means of interference between competitors in a team and the flight-chamber shall not be grounds for the team to request a re-flight.

Problems with a competitor's equipment shall not be grounds for the team to request a re-flight.

Ties:

If two or more teams have equal scores, the following order of procedures will be applied until the first three placings are determined:

- One tie-break round: the tie-break round will be the next drawn round of the competition, or if all scheduled rounds are complete, one additional round drawn by the Chief Judge.
- The highest score in any completed round.

2 Grips and Docks :

Grips and Docks Grips consist of a handhold on an arm or leg or foot of another flyer while a dock does not require a handhold, for example "feet to knee" or "totem." Both grips and docks require stationary contact. Grips can be taken and docks can be placed on specified body parts, as follows:

Head: the part of the body above the neck.

Shoulder: the upper part of the body between the neck the upper arm. The shoulder blade is excluded.

Torso: the body, including the shoulder, but excluding arms, legs, head and neck.

Arm: the whole arm, including the upper arm, lower arm, wrist and hand. The shoulder is excluded.

Upper arm: the part of the arm between the shoulder and the elbow

Lower arm: the part of the arm between the elbow and the wrist. The elbow is excluded.

Hand: from the wrist to the fingers tips.

Leg: the whole leg, including the upper leg, knee, lower leg and foot.

Upper leg: the part of the leg between the hip and the knee.

Lower leg: the part of the leg between the knee and the ankle.

Foot: from the ankle to the tiptoes.

3 Definition of Body Positions :

Belly: the performers torso must be facing towards the net.

Back: the performers torso must be facing upwards.

Head Up: The performers feet must be facing downwards while the upper body (torso) remains in a vertical position. The head is above the hips.

Head Down: The performers torso must be vertical and facing downwards.

4 The Draw:

The draw of the sequence will be done publicly. Teams will be given not less than 30 min knowledge of the results of the draw before competition starts.

Competition has 10 Rounds. The Rounds 1,2,7 and 8 will be drawn from the *Belly/Back, Blocks Divepool* (BB-01 to BB-13). The Rounds 3,4,5,6,9 and 10 will be drawn from the *Head-up, Blocks Divepool* (HU-01 to HU-13) and *Mixed Head-Up/Head-Down Orientation* only Adv points (HD-01-03-05-06-07-09-10).

If the divepool does not have enough moves to draw a full round, the previously drawn rounds will be added to divepool again.

5 Scoring:

Each correctly performed move will be rewarded with one (1) point.

Any incorrectly performed or non-judgeable move will result in zero (0) points.

Any move performed while either competitor is touching the net will result in zero (0) points.

If the moves are performed out of sequence, the move that was performed out of sequence will be rewarded zero (0) points even if it is performed correctly.

If one move is left out of the sequence whether on purpose or by mistake the team will be rewarded minus one (-1) points.

The working time will be 35 seconds. The drawn moves must be completed in the correct order as often as possible. Time starts when both competitors are flying (no part of their body is touching the net). The performers must execute all random moves in the given order as fast as they can be accomplished in a controlled manner and continue to do so until the working time is over.

All points, proper body positions and complete separation between moves must be clearly shown to the judges. Judges will do their best to look for grips and docks, but it is ultimately the competitor's responsibility to show the points to the judges.

Total separation is achieved when all competitors have released all their grips and no part of their body has contact with another body.

All final decisions will be under the judge's discretion.

6 Divepool:

Belly/Back Orientation

BB-01 Belly Star

Both performers are on their bellies. The performers have a grip on both of the other's opposite arm.

BB-02 Back Star

Both performers are on their backs. The performers have a grip on both of the other's opposite arm.

BB-03 Belly Closed Accordion

Both performers are on their bellies. Each performer has a single-handed grip on the other's same leg.

BB-04 Mixed Closed Accordion

One performer is on his or her belly, the other on his or her back. Each performer has a single-handed grip on the other's opposite leg.

BB-05 Back Open Accordion

Both performers are on their backs. A grip is taken on the other's same arm.

BB-06 Mixed Open Accordion

One performer is on his or her belly, the other on his or her back. A grip is taken on the other's opposite arm.

BB-07 Back Side Body

Both performers are on their backs. One performer has a double-handed grip on the other's arm and leg (arm and leg must be on the same side of the body).

BB-08 Mixed Side Body

One performer is on his or her belly, the other on his or her back. One performer has a double-handed grip on the other's arm and leg (arm and leg must be on the same side of the body).

BB-09 Back Cat

Both performers are on their backs. One performer has a double-handed grip on the other's same leg.

BB-10 Mixed Cat

One performer is on his or her belly, the other on his or her back. One performer has a double-handed grip on the other's opposite leg.

BB-11 Back Stair Step

Both performers are on their backs. One performer has a single-handed grip on the other's opposite leg (right-to-left or left-to-right).

Blocks

BB-12 Back Grip 360 Grip

A Back Open Accordion (BB-5) is performed and released. Each performer then performs a 360° turn relative to the other performer followed by a repeat of the original Back Open Accordion (BB-5).

BB-13 Back Grip Over/Under Grip

A Back Open Accordion (BB-5) is performed and released. Performer A's body goes over performer B's body, then performer B's body goes over performer A's body followed by a repeat of the original Back Open Accordion.

Head-Up Orientation

HU-01 Single Grip

A grip is taken on the other's opposite arm.

HU-02 In-Facing Double Grip

Performers have a grip on each of the other's opposite arms.

HU-03 Out-Facing Double Grip

Performers have a grip on each of the other's opposite arm.

HU-04 Hand-to-Foot

One performer has a single-handed grip on the other's opposite foot.

HU-05 Hands-to-Feet

One performer has a double-handed grip on each of the other's opposite feet.

HU-06 Feet-to-Knees

One performer has a double-footed dock on each of the other's opposite upper legs.

HU-07 Totem

Both performers face the same direction. One performer has a double-footed dock on each of the other's same shoulders.

HU-08 Foot-to-Foot

Each performer has a single-footed dock with the other's same foot.

HU-09 Double Spock

Each performer has a single-handed grip on the top of the other's head.

Blocks

HU-10 Grip 360 Grip

A grip is taken on the other's same arm. Each performer then performs a 360° turn relative to the other performer followed by a repeat of the original grip.

HU-11 Grip Carve Grip

A grip is taken on the other's same arm. Performer A maintains heading (within 10° relative to the tunnel), while Performer B does a 360° carve around Performer A, followed by a repeat of the original grip.

HU-12 Grip Flip Grip

A grip is taken on the other's same arm. Each performer does a front flip or back flip, followed by a repeat of the original grip.

HU-13 Grip Over/Under Grip

A grip is taken on the other's same arm. Performer A's body goes over Performer B's body, then Performer B's body goes over Performer A's body while both performers maintain the same heading (within 30° relative to the tunnel), followed by a repeat of the original grip.

Mixed Head-Up and Head-Down Orientation

HD-01 Joker (ADV / OPEN)

One performer is head-up, the other head-down. A grip is taken on the other's opposite arm.

HD-02 In-Facing Double Grip (OPEN)

Both performers are head-down. While facing each other, a grip is taken on each of the other's opposite arm.

HD-03 Mixed In-Facing Double Grip (ADV / OPEN)

One performer is head-up, the other head-down. While facing each other, a grip is taken on each of the other's same arm.

HD-04 Out-Facing Double Grip (OPEN)

Both performers are head-down. While facing away from each other, a grip is taken on each of the other's opposite arm.

HD-05 Mind Warp (ADV / OPEN)

One performer is head-up, the other head-down. The head-up performer has a double-handed grip on the head-down performer's head.

HD-06 Double Spock (ADV / OPEN)

One performer is head-up, the other is head-down. Each performer has a single-handed grip on the other's head.

HD-07 Sole-to-Sole (ADV / OPEN)

One performer is head-up, the other head-down. Each performer has a single-footed dock with a sole on the other's same sole.

HD-08 Stair Step (OPEN)

Both performers are head-down. One performer performs a single-handed grip on the other's opposite foot.

HD-09 Vertical Closed Accordion (ADV / OPEN)

One performer is head-up, the other head-down. Each performer has a single-handed grip on the other's same leg.

HD-10 Sixty-Nine (ADV / OPEN)

One performer is head-up, the other head-down. The head-down performer has a double-handed grip on each of the other's same legs.

HD-11 Double Sixty-Nine (OPEN)

A *Sixty-Nine* is performed (HD-K) and then the grips are released. The head-up performer transitions to head-down and the head-down performer transitions to head-up. *Another Sixty-Nine* is performed with both performers in the new orientation.