

# **Solo Speed 2019**

## **1. General Rules**

- a. All participants accept these rules as binding by registering. No departure from these rules is permitted.
- b. Where an unforeseen change is felt necessary to ensure the smooth running of the competition a meeting will be held between the Chief Judge, Meet Director and flyers.
- c. The team shall consist of one flyer.
- d. Flyers may only be members of one team per category including alternates.
- e. US Indoor Skydiving (USIS) reserves the right to amend or cancel the competition, rules and/or the prizes at their discretion. In the event of the competition being cancelled USIS will not be liable for flyer's travel costs.
- f. There is only one doorway leading into the flight chamber. This is used for both entry and exits.
- g. This information was correct at the time of going to print but may be subject to change.

## **2. Solo Speed Rules**

- a. The objective is for a flyer to complete the required sequence once correctly as fast as possible and exit the tunnel.
- b. The accumulated total time of all rounds completed is used to determine the final placing of the flyer.
- c. The performer will fly the sequence in order Line, Vertical, Mixer and Mixer once and then exit the tunnel. Details of the moves can be found in Addendum A.
- d. Time starts when the flyer passes through the door into the flight chamber.
- e. Time finished when flyer passes through the door out of the flight chamber.

## **3. Scoring**

BUST: All busts will incur in a 3 second penalty.

- a. the whole body does not pass the intended line.
- b. any part of the body passes through the ring on the verticals or exit.
- c. the move is not performed correctly.
- d. Flyers can only bust once for each line, vertical or mixer on each pattern.

SKIP: All skips incur in a 20 second penalty.

- a. there is no clear attempt to perform the pattern correctly.
- b. a performer completely misses a pattern in the sequence.

## **4. Performance Requirements**

- a. The compulsory routines must be performed in the order shown and flown in relation to the correct sidelines/centerlines and ring.
- b. There will be two mixers in a single round. The first mixer will be performed as if you are Flyer 1 in a 2-Way dynamic competition and the second mixer will be performed as

you are Flyer 2 in a 2-Way dynamic competition.

c. It is the flyers' responsibility to stay in view of the camera.

## **5. Definitions**

a. A Solo Speed Team is comprised of one (1) Performer.

b. *Body*: a body consists of the entire Performer and his/her equipment.

c. *Heading*: the compass direction in which the front of the torso of the Performer faces.

d. *Move*: a change in body position, and/or a rotation around one or more of the three (3) body axes, or a static pose.

e. *Pattern*: a movement sequence during which the Performers' bodies follow pathways, often with embedded moves or intermixing.

f. *Sidelines* (for Speed Routines): 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.)

g. *Centerline*: a vertical plane that spans across the center 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.

h. *Ring* (for Speed Routines): a horizontal line that crosses the center of the flight chamber, two (2) meters above the cable floor, between the two (2) Sidelines.

i. *Antechamber*: area used by Flyers as a waiting area for entrance into the flight chamber. This area is separated from public viewing areas and is the exclusive use for Teams on call.

j. *Diffuser*: that vertical part of the flight chamber above the transparent viewing section.

k. *Flight*: a flyers' performance in the flight chamber.

l. *Speed Routine*: a routine composed of four (4) randomly drawn Compulsory Patterns (one from each group, Lines, Verticals, Mixers and Mixers in that order), flown through 1 page only, in the fastest time possible. The Speed Routine starts with a compulsory entrance and ends with a compulsory exit sequence.

m. *Working Time*: the period during which a Flyer may perform a routine during a flight.

n. Speed Routine Working Time ends when the Performer completely exits the doorway of the flight chamber, as determined by the laser technology.

o. *Bust*: when a move is deemed to be not performed correctly according to Section 3

p. *Skip*: when a pattern is deemed to be not performed correctly according to Section 3.

## **6. Draw**

a. The draw of the sequences will be done before the start of the competition after all training and speed setting flights have been completed and will be performed by the Chief Judge and will be supervised by the Meet Director.

b. The randoms will be drawn in order Line, Vertical, Mixer (Flyer 1 position) and Mixer (Flyer 2 position).

c. A random draw will determine the flight order for the event.

## **7. Tunnel Entrance Procedure**

a. If it is a head up entrance, the performer must turn towards the start line. They must

be on the correct side of the center line when they start the snake. (closest to the start sideline)

b. If it is a head down entrance, the performer must turn towards the start line or do a layout into head down. They must be on the correct side of the center line when they start the snake. (closest to the start sideline)

### **8. Tunnel Exit Procedure**

a. If you finish the second mixer in a head up you must exit the tunnel with a layout passing directly over the rings.

b. If you finish the second mixer head down you must exit the tunnel with a bottom loop passing directly over the ring.

### **9. Scoring**

a. A Flyer will be scored using time. It will be in seconds and to 1/1000<sup>th</sup> of a second (0.000). All busts and skips will be added to this time and this will give the Flyer the final time.

b. The maximum time for any round is 2 minutes + skips and bust.

### **10. Re-flights**

a. Speed setting must be checked before entering the tunnel. The wrong speed setting will not be suitable for a re-flight.

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

c. A flyer that flies out of the range of the camera (too high) will not be granted a re-flight.

### **11. Tie breaker**

a. If there is a tie breaker after all the rounds are completed, the team with the lowest amount of bust and skips over the whole competition will win. If this still does not determine a winner, the fastest last round flown will win working back towards the first round.

### **12. Judging**

a. A minimum of two judges must evaluate each team's performance

b. The Chief Judge is responsible for all judging and scoring.

c. The judges will use an electronic scoring system. The judges may correct their evaluation record after the flight has been judged. Corrections to the evaluation record can only be made before the Chief Judge signs the score sheet.

d. The Judges will watch live and judge live. If the judges require to review the video to clarify a bust or skip they may do so.

e. In the event of the electronic system failing the judges will use a score sheet and manually score the rounds and use a stop watch.

### **13. Protests**

- a. A protest must be made in writing, in English, and must be handed to the Meet Director, together with the protest fee of \$50, no later than two hours after results for the event or round have been posted on the official scoreboard or published. For this purpose, the timing of the two hours will only be done during the time that the flyers in the event are required to be at the competition site in a STANDBY situation or when RELEASED for more than two hours.
- b. No results are official until countersigned by the Chief Judge.
- c. Each protest must state the rule or rules about which the protest is being made.
- d. No protest may be made nor shall one be accepted that deals directly with the evaluation of a score given by the Judges.
- e. A Jury will be appointed prior to start of the competition.
- f. In order not to delay award ceremonies or other activities, the two-hour period after the official results for an event have been posted may be waived by unanimous consent of all the Team Captains of teams that are entitled to submit a protest within the two-hour period to be waived. This waiver consent will be indicated by the signature of each Team Captain on a form prepared by the Meet Director and will be effective at the moment all necessary signatures have been obtained, after which time no protests may be made for that event.
- g. A protest may be withdrawn at any time before the final vote by the Jury, in which case the protest fee will be refunded.
- h. The protest fee will be refunded if the protest is upheld.

### **14. Determination of the Final Standings**

- a. The title Solo Speed National Champion will be awarded to the performer with the fastest time after completing all rounds.
- b. Awards will be presented to the top three scoring teams in this category.

#### **ADDENDUM A**

#### **Solo Speed Dynamic Indoor Skydiving Dive Pool**

\*\*examples may be viewed online at [www.dynamic-flying.com](http://www.dynamic-flying.com)\*\*

##### Lines

Head down switching snake  
Head up inface snake  
Head up switching snake  
Head up mixed snake  
Head down inface 360  
Head up inface 360  
Mixed head down snake.

##### Verticals

Make sure you are on the correct side of the center line before you begin the vertical.  
You will be in flyer 1 position in the 2-way dynamic rules.  
Back layout  
Bottom loop

Classic

Butterfly

Bottom loop 360 (Head down 360)

Half barrel roll 180

Layout 360 (Head up 360)

### Mixers

Make sure you are on the correct side of the center line before you begin the mixer. You will be in flyer 1 position in the 2-way dynamic rules for the first mixer and then you cross the center line to be in flyer 2 position for the second mixer.

If you finish in head down after the first mixer, the connecting move will be a bottom loop (finish the bottom loop before crossing the center line) and then you may need to do a second bottom loop if the next move starts in a head down position.

If you finish head up after the first mixer and you start head down you need to connect with a bottom loop (you need to be head down before crossing the center line)

Head down inface circles

Head up inface circles

Head down shuffler

Head up shuffler

Mix shuffler

Mixed circles

Reversed mixed circles