

WHAT DOES 2WD MEAN?

2W = Indicates the number of participants in a team.

D = Indicates the discipline, in this case Dynamic.

So 2WD means that the team is composed of 2 flyers from the Dynamic discipline.

WHAT DOES COMPETITION CONSIST OF?

There are two types of rounds in the competition:

- FREE ROUNDS
- SPEED ROUNDS.

“FREE ROUNDS”

In this round each team will perform a free artistic choreography without mandatory elements, this is called a routine.

The duration of each routine is 60 seconds.

The judges will value the following at the time of scoring:

- Technique and difficulty
- Creativity
- Execution

This round is the most visual and allows each team to innovate and develop new figures, marking their own style.

Judging FREE ROUNDS

The judges will have evaluated the free routines prior to the competition (technique and difficulty) and during the competition they will only evaluate execution.

“SPEED ROUNDS”

Prior to the competition, a draw is made where the mandatory sequences for each round will be chosen.

In each speed round, each team must perform 3 sequences of mandatory exercises three consecutive times.

The aim is to finish the rounds in the shortest time and without penalties.

The penalties.

FIRST this must be explained:

- In the centre of the tunnel and in front of the door: there is a vertical line of white LEDs in the CENTRE OF TUNNEL – this is called the “*Centre line*”.
- At 90 degrees on each side of the centre line there are two vertical lines (one of green LEDs and one of blue LEDs) – these are called the "Side Line" and have a hole in the middle ("the peephole")
- There is an imaginary horizontal line running through the two peepholes, which we call the "Ring Line" (which cannot be touched at certain movements, otherwise a penalty will be applied (a **Bust** - which is explained below)).

Based on the lines already mentioned, the penalties for the speed rounds are as follows:

❖ **“BUST”. A team is awarded a "bust" penalty when:**

The team does not perform any of the required movements correctly

They go through the ring line (the imaginary line between the two peephole), when the move does not allow it

They perform any of the move through any of the quadrants incorrectly.

When there is a bust, a "horn" sounds and the LED lines will turn RED and a penalty of + 5 seconds to the final time is added.

❖ **“SKIP”**

A team is penalized with a "Skip" when: it omits any of the mandatory moves.

If the equipment "skips" a horn will sound and the LED lines will turn to red. A penalty of + 20 seconds will be added to the team's final time.

Judgment of SPEED ROUNDS

Using a laser placed on the door, the exact moment for the entrance and exit of the equipment will be determined, and therefore the time taken to carry out the sequence is evaluated.

The judges will only use the videos if they have any doubts about a penalty.

This is why the results appear almost instantaneously.

Example:

Team X: Speed Round.

Result:

Time it took Team X to perform the three sequences: 1 minute 30 seconds

1 BUST: +5 seconds

1 SKIP: +20 seconds.

Final result: 1 minute 55 seconds

This time is translated into points for the general classifications.

THE COMPETITION FORMAT

Each competition may have different formats.

See the overall format for the Wind Games 2018