

## What does SOLO Speed mean?

SOLO = Indicates the number of participants or components of a team (SOLO = 1).

Speed = Indicates the discipline, in this case, speed races within the dynamic discipline.

SOLO Speed means that the team is composed of 1 flyer who is competing in a speed discipline.

## WHAT DOES COMPETITION CONSIST OF?

There are different rounds of teams of 1 single flight, making speed rounds in the competition.

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

In each speed round, each competitor must perform the mandatory exercise sequences.

The objective of the competitor is to finish in the shortest time and without penalties.

## 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 the sequences.

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

## The Penalties.

- 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 the X team to perform the three sequences: 40 seconds

Bust: 3 sec

1 SKIP: +20 seconds.

Final result: 1 minute 3 seconds

This time is translated into points for the general classifications.

## **THE COMPETITION FORMAT:**

A series of rounds, in which competitors will try to prove their speed.

The team that has been the fastest overall will win the competition.

Each competition has different formats.

For The Wind Games 2018, there will be 9 general speed rounds in which all the teams face each other.

There will be 3 rounds per day (Thursday, Friday and Saturday).

The team with the highest score at the end will be the winning team.

See the format [THE WIND GAMES 2018](#)