

2017

1) Compulsory Entrance

For D2W P#1 will be followed by P#2. For D4W P#1 will be followed by P#2, followed by P#3, and then P#4.

Head-down Compulsory Entrance Sequence

Performers have to cross the sideline on either side of the centre line whilst getting into position. P#1 must pass the closer to the starting sideline then P#2. Then proceed to the snake pattern.

Head-up Compulsory Entrance Sequence

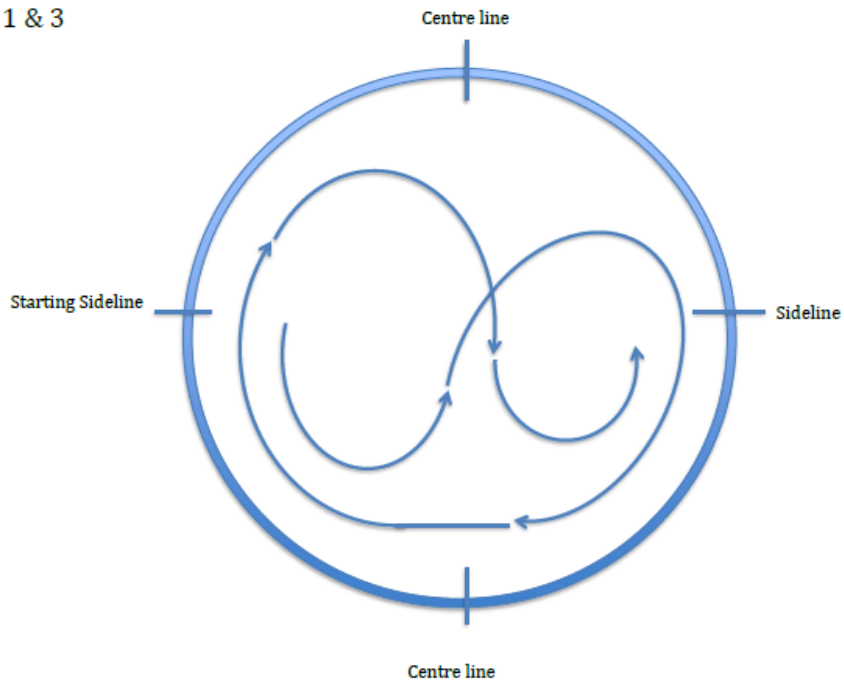
Performers have to cross the sideline on either side of the centre line whilst getting into position making sure as they the starting sideline they turn towards it. P#1 must pass the closer to the starting sideline then P#2. Then proceed to the snake pattern.

If the Compulsory Entrance is not performed correctly, a five (5) second penalty will apply to the Compulsory Entrance.

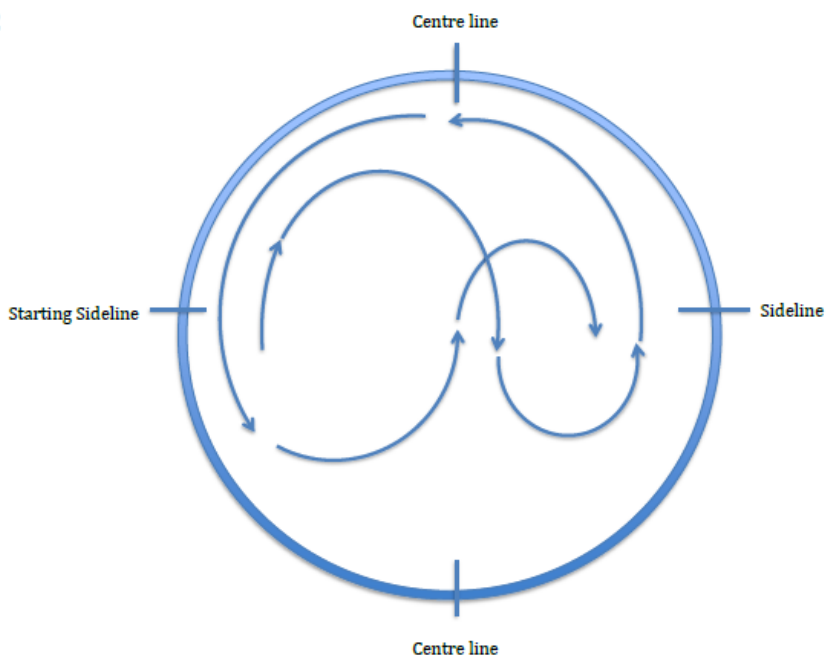
1) SPEED ROUTINE COMPULSORY PATTERNS – SNAKES PATTERN REQUIREMENTS & JUDGEMENT CRITERIA

- a) The following Performer(s) follow the leader throughout the illustrated pathway, with respect to top view. If the Performers change their order of following one another or a different Performer becomes the leader during any Snake, a five (5) second penalty applies.

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- b) If any Team Performer flies any Snake pattern differently than described, (e.g., failure to switch to outface during a Switching Snake, etc.) a five (5) second penalty applies.

- c) When flying the Snake pattern the Sidelines and Centre lines apply.

- d) Each Performer must be in the orientation of the Snake pattern before crossing the start Sideline after the Compulsory Entrance. If any Performer's body is not in the correct orientation, (e.g., it is horizontal,) before crossing the start Sideline, a five (5) second penalty applies.
- e) Each Performer's entire body must completely cross each Sideline and Centre line. If a Sideline or Centre line is not completely crossed, (e.g., a hand does not pass the line, even though the rest of the body does,) a five (5) second penalty applies.
- f) During any Snake pattern, each Performer crosses the Sideline six (6) times.
- g) During any Snake pattern, each Performer crosses the Sideline six (6) times and the center line three (3) times but making sure the first sideline and last side line crossed is on the correct side of the center line.

Snake Patterns

For D2W P#1 will be followed by P#2

For D4W P#1 will be followed by P#2, followed by P#3, and then P#4.

S-1 Head-down inface Snake

- h) Performers remain in head-down inface carving during the entire Pattern. Performers begin by carving towards the Performers' left in the first and third Snake (right in the second Snake). When passing through the centre the first time, each Performer changes to carving towards their right in the first and third Snake (left in the second Snake). When passing through the centre the second time, each Performer changes to carving towards their left in the first and third Snake (right in the second Snake).

S-2 Head-down Switching Snake

- i) Performers remain head-down during the entire Pattern. Performers begin by inface carving towards the Performers' left in the first and third Snake (right in the second Snake). When passing through the centre the first time, each Performer changes to outface carving towards their left in the first and third Snake (right in the second Snake). When passing through the centre the second time, each Performer returns to inface carving towards their left in the first and third Snake (right in the second Snake).

S-3

- j) This Pattern is not yet available.

S-4 Head down Mixed Snake

- k) Performers begin by head-down inface carving towards the Performers' left in the first and third Snake (right in the second Snake). When passing through the centre the first time, each Performer transitions through the back down orientation to head-up inface carving towards their left in the first and third Snake (right in the second Snake). When passing through the centre the second time, each Performer transitions through the back-down orientation to head-down inface carving towards their left in the first and third Snake (right in the second Snake).

S-6 Head-up Inface Snake

- l) Performers remain in head-up inface carving during the entire Pattern. Performers begin by carving towards the Performers' right in the first and third Snake (left in the second Snake). When passing through the centre the first time, each Performer changes to carving towards their left in the first and third Snake (right in the second Snake). When passing through the centre the second time, each Performer changes to carving towards their right in the first and third Snake (left in the second Snake).

S-7 Head-up Switching Snake

- m) Performers remain head-up during the entire Pattern. Performers begin by inface carving towards the Performers' right in the first and third Snake (left in the second Snake). When passing through the centre the first time, each Performer changes to outface carving towards their right in the first and third Snake (left in the second Snake). When passing through the centre the second time, each Performer returns to inface carving towards their right in the first and third Snake (left in the second Snake).

S-8

- n) This Pattern is not yet available

S-9 Head up Mixed Snake

- o) Performers begin by head-up inface carving towards the Performers' right in the first and third Snake (left in the second Snake). When passing through the centre the first time, each Performer transitions through the back down orientation to head-down inface carving towards their right in the first and third Snake (left in the second Snake). When passing through the centre the second time, each Performer transitions through the back-down orientation to head-up inface carving towards their right in the first and third Snake (left in the second Snake).

2) SPEED ROUTINE COMPULSORY PATTERNS -VERTICALS PATTERN REQUIREMENTS & JUDGEMENT CRITERIA

- a) If the Compulsory Transition to the Vertical pattern from the Snake pattern is not performed correctly, a five (5) second penalty will apply.
- b) If any Performer flies any Vertical Pattern differently than described, (e.g rotating the wrong way during a Classic etc.) a five (5) second penalty applies.
- c) The Sidelines, Centre lines and Ring apply when flying the Vertical patterns.
- d) Teams must fly around the Ring. The pairs of Performers must completely cross a Sideline on each half of the vertical orbit. If a Sideline is not completely crossed, a five (5) second penalty applies.
- e) No part of any Performer's body may be visible through the Ring. If any part of a Performer's body is visible through the Ring, a five (5) second penalty applies.
- f) In D2W and D4W, the Centre line applies for the Vertical pattern V-2, Butterfly with bottom Loops. If each Performer does not completely cross the Centre line, when flying over the Ring, a five (5) second penalty applies.
- g) In each Vertical pattern, each performer will cross a Sideline four (4) times.

Vertical Patterns

For D2W P#1 and P#2 will be flying side by side.

For D4W P#1 and P#2 will be flying side by side. P#3 will follow P#1, P#4 will follow P#2.

Compulsory Transition from Any Head-Down Snake to Any Vertical Pattern

- h) While head-down, P#1, followed by P#2, P#2 followed by P#3, P#3 followed by P#4 must cross the Centre line and a Sideline before starting the Vertical. P#1 and P#3 must continue across the Centre line again before starting the Vertical.

Compulsory Transition from Any Head-Up Snake to Any Vertical Pattern

- i) While head-up, P#1 and P#3 must cross the Centre line. When crossing a Sideline, each Performer transitions to head-down in a half inface Reverse Eagle before starting the Vertical pattern.

All Verticals must start and finish with the performers on their side of the centreline. During Verticals the performers can touch the centreline but must finish completely on the correct side.

All turns performed during all verticals in all orientations must be towards the finish sideline (usually coloured blue) during competitions.

V-1 Back Layout

- j) While head-down, the two (2) Performers fly this Pattern as a pair. The pair flies forward over the Ring and then performs one half outface Eagle passing under the Ring through belly-down to head-up. Next, the pair flies backward over the Ring and performs one half inface Reverse Eagle under the Ring through back-down to head-down.

V-2 Butterfly with Bottom Loops

While head-down, the two (2) Performers fly this Pattern as a pair. The pair flies forward, with the two (2) Performers in their pair crossing each other, over the Ring. Both performers then performs one half outface Eagle with one half back loop passing under the Ring to head-down. This sequence is performed twice. Both performers must completely cross the centreline before they perform the half back loop on both parts of the sequence.

V-3 Classic

While head-down, the two (2) Performers fly this Pattern as a pair. While head-down, and flying over the Ring, each Performer in their pair performs a 180° pirouette in the same direction. The pair then performs one half inface Eagle

under the Ring to head-up. While head-up and flying over the Ring, each Performer in their pair performs a 180° pirouette in the same direction. The pair then performs one half inface Reverse Eagle under the Ring to head-down.

V-4 Half Barrel Roll 180°

While head-down, the two (2) Performers fly this Pattern as a pair. The pair flies forward over the Ring and then performs one half outface Eagle with one half barrel roll when their head is inline with the sideline in the same direction passing under the Ring to head-up. As they fly over the Ring, they perform a 180° pirouette in the same direction. The pair then performs one half inface Reverse Eagle under the Ring to head-down.

V-5 Head-Down 360°

k) The two (2) Performers fly this Pattern as a pair. The pair flies forward over the ring and then performs one half outface Eagle with one half back loop passing under the Ring to head-down. As they fly over the Ring, they perform a 360° pirouette in the same direction on the Head-Down 360° and then perform one half outface Eagle with one half back loop passing under the Ring to head-down.

V-6 Head-Up 360°

l) While head-down, the two (2) Performers fly this Pattern as a pair. The pair flies forward over the Ring and then performs one half outface Eagle passing under the Ring to head-up. Next, the pair flies backward over the Ring and performs a 360° in the same direction and then perform one half inface Reverse Eagle under the Ring to head-down.

3) SPEED ROUTINE COMPULSORY PATTERNS –MIXER PATTERNS REQUIREMENTS & JUDGEMENT CRITERIA

- a) If any Performer flies any Mixer pattern differently than described, (e.g., failure to switch to outface during a Shuffler, etc.) a five (5) second penalty applies.
- b) If the transition from the Mixer pattern to the appropriate Snake pattern is not performed correctly, a five (5) second penalty will apply to the Mixer.

- c) If any Performer crosses through the centre in the incorrect order during any Shuffler, (e.g., P#2 crosses the centre before P#1,) a five (5) second penalty applies.
- d) The Sidelines and Centre lines apply when flying the patterns.
- e) Each Performer's entire body must completely cross a Sideline during each part of a Mixer pattern. If a Sideline is not completely crossed, (e.g., a Performer does not perform their circle sufficiently wide for their entire body to completely cross a Sideline on each half circle,) a five (5) second penalty applies.
- f) The Centre line also applies during any Shuffler pattern.
- g) When starting any Circle, as each pair separates into carving in opposite directions, each Performer of their pair must be on their respective side of the Centre line.

Mixer Patterns

For D2W P#1 and P#2 will be flying side by side.

For D4W P#1 and P#2 will be flying side by side. P#3 will follow P#1, P#4 will follow P#2.

Compulsory pattern from Any Mixer pattern to Head down Snake patterns

- h) To transition to any head-down Snake pattern, each pair, one after the other, then performs one half outface Eagle with one half back loop, crossing through the Sidelines, to head-down. They then, inface carve, crossing a Sideline, before starting the Snake pattern or Compulsory Exit.

Compulsory pattern from Any Mixer pattern to Head up Snake patterns

- i) To transition to a head-up Snake pattern, each pair, one after the other, then performs one half outface Eagle, crossing through a Sideline, to head-up. Then, each pair, while head-up, flies backward through the Sidelines, and into the Snake pattern or Compulsory Exit.

All Mixers must start and finish with the performers on their side of the centreline. During the Mixers the performers can touch the centreline but must finish completely on the correct side.

Head down mixers finish when the performer does a bottom loop to head down. When head down the performer must be on the correct side of the centreline.

Head up mixers finish when the performer has done the back layout and passed through the belly to head up outface. Before the performers stall back in head up

they must be on the correct side of the centreline.

M-1 Head-down Inface Circles

j) While head-down, the two(2) Performers separate into inface carving in opposite directions away from each, with P#2 crossing a Sideline and P#1 crossing the other Sideline. While head-down, including the start, they perform two(2) individual 540° inface carves, crossing a Sideline three (3) additional times, once for each half circle. During these Circles, each Performer crosses a Sideline three(3) times. The pair flies forward, crossing through the Sidelines. They then follow the Compulsory pattern into the required Snake pattern or Compulsory Exit.

M-2 Head-Up Inface Circles

k) The pair flies forward, crossing through the Sidelines, while flipping to head-up. While head-up, the two(2) Performers separate into inface carving in opposite directions away from each other, with P#2 crossing a Sideline and P#1 crossing the opposite Sideline. While head-up, including the start, they perform two(2) individual 540° inface carves, crossing the Sideline three(3) additional times, once for each half circle. During these Circles, each Performer crosses the Sideline four(4) times. As a pair, the Performers then perform one half inface Reverse Eagle, crossing through the Sidelines, to head-down. They then follow the Compulsory pattern into the required Snake pattern or Compulsory Exit.

M-3 Not Used

l) This Pattern is not yet available

M-4 Not Used

m) This Pattern is not yet available

M-5 Mixed Circles

n) While head-down, the pair flies forward with their backs to each other into inface carving in opposite directions, with P#1 crossing a Sideline and P#2 crossing the other Sideline. The Performers perform an additional 180° of inface carving, crossing a Sideline once. The pair flies forward crossing a Sideline and then performs one half outface Eagle, passing through the Sidelines, to head-up outface carving in opposite directions, with P#1 crossing a Sideline and P#2 crossing the other Sideline. While head-up the Performers perform an additional 180° of outface carving, crossing a Sideline once then crossing the Sideline again backwards. They then follow the Compulsory pattern into the required Snake pattern or Compulsory Exit.

M-6 Reverse Mixed Circles

- o) While head-down, the pair flies forward, crossing through a Sidelines, and then performs one half outface Eagle, crossing through the Sidelines, to head-up outface carving in opposite directions. While head-up, P#1 and P#2 perform an additional 180° of outface carving, crossing a Sideline once then crossing the Sideline backwards and then performing one half inface Reverse Eagle to head-down. They then, fly forward through the Sidelines and continue to inface carve 180°. As a pair, both Performers fly forward through the Sidelines. They then follow the Compulsory pattern into the required Snake pattern or Compulsory Exit.

M-7 Head-down Shuffler

- p) While head-down, the two(2) Performers separate into inface carving in opposite directions away from each other, with P#1 crossing a Sideline and P#2 crossing the other Sideline. Next, P#1, then P#2, passes through the centre (completely crossing the Centre line) to outface carving, with P#1 crossing a Sideline and P#2 crossing the other Sideline. Continuing the Shuffler, P#1, then P#2, passes through the centre (completely crossing the Centre line) to inface carving, with P#1 crossing a Sideline and P#2 crossing the other Sideline. The pair flies forward through the Sidelines. They then follow the Compulsory pattern into the required Snake pattern or Compulsory Exit.

M-8 Head-up Shuffler

- q) The pair flies forward, crossing through the Sidelines, while flipping to head-up. While head-up, the two(2) Performers separate into inface carving in opposite directions away from each other, with P#1 crossing a Sideline and P#2 crossing the other Sideline. Next, P#1, then P#2, passes through the centre (completely crossing the Centre line) to outface carving, with P#1 crossing a Sideline and P#2 crossing the other Sideline. Continuing the Shuffler, P#1, then P#2, passes through the centre (completely crossing the Centre line) to inface carving, with P#1 crossing a Sideline and P#2 crossing the other Sideline. The pair flies forward through the Sidelines and transitions to head down. They then follow the Compulsory pattern into the required Snake pattern or Compulsory Exit.

M-9 Mixed Shuffler

- r) While head-down, the two(2) Performers separate into inface carving in opposite directions away from each other, with P#1 crossing a Sideline and P#2 crossing the other Sideline. Next, P#1, then P#2, pass through the centre transitioning through the back-down orientation to head-up inface carving, with P#1 crossing a Sideline and P#2 crossing the other Sideline. Continuing the Shuffler, P#1, then P#2, pass through the centre to head-up outface carving, with P#1

crossing a Sideline and P#2 crossing the other Sideline. They then follow the Compulsory pattern into the required Snake pattern or Compulsory Exit.

4) Compulsory Exit

For D2W P#1 will be followed by P#2.

For D4W P#1 will be followed by P#2, followed by P#3, and then P#4.

Head-down Compulsory Exit Sequence

- a) While head-down, P#1, followed by P#2, will inface carve towards the Performers right, completely crossing the start Sideline before exiting the flight chamber.

Head-up Compulsory Exit Sequence

- b) While head-up, P#1, followed by P#2, will inface carve towards the performers' left, completely crossing the start Sideline before exiting the flight chamber.
- c) If the Compulsory Exit is not performed correctly, a five (5) second penalty will apply to the Compulsory Exit.