

BASKL

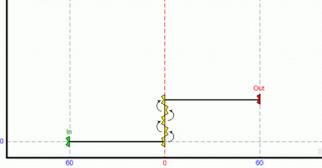
Open Individual Multi-Line Precision

Judge's Name: _____ ID #: _____

Competitor's Name: _____ ID #: _____

Compulsory Figures (60%)

MI 02 - Ladder Up



Consider:

- Rotation
- Position within the precision grid
- Relative placement of components
- Parallel lines

Notes:

Explanation:

- The kite rotates forward around one wingtip after the other as it climbs.
- The 1st rotation is counterclockwise, the 2nd clockwise, the 3rd counterclockwise, and the 4th clockwise.
- The position of the kite after each rotation is determined by the width of the kite. Therefore, the vertical position of the kite at the end of each rotation and the last horizontal line are undetermined.

Score
(0-100)

Deductions:

- Wrong Figure
- No In/Out
- Setup Time

MI 16 - Lollypop



Consider:

- Inverted flight
- Diagonal flight
- Position within the precision grid
- Circle

Notes:

Explanation:

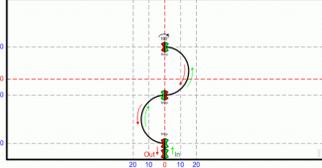
- The circle is flown only once.
- The direction the circle is flown is the competitor's choice.

Score
(0-100)

Deductions:

- Wrong Figure
- No In/Out
- Setup Time

MI 22 - The Felix



Consider:

- Arcs
- Speed Control
- Relative placement of components
- Rotation
- Position within the precision grid

Notes:

Explanation:

- IN is at center of the grid on the ground. The kite flies vertically to 10% and stops. The kite flies in an upward arc, vertically and to the left, to 40% and stops. The kite then flies an upward arc, vertically and to the right, to 70% and stops. The kite then rotates 180° clockwise and retraces the previous track, stopping at 40% continuing down to 10% and stops. The kite then slides vertically down to land on the right wing tip in the center of the grid: OUT.

Score
(0-100)

Deductions:

- Wrong Figure
- No In/Out
- Setup Time

Technical Routine (40%)

Execution:
(75% of Technical)
(30% of total)

Control low |—————| high

Window Usage low |—————| high

Spacing low |—————| high

Trick Quality low |—————| high

Notes:

Score
(0-100)

Content:
(25% of Technical)
(10% of total)

Complexity low |—————| high

Continuity low |—————| high

Technical Difficulty low |—————| high

Landings, Stalls, Slides low |—————| high

Slack-line tricks low |—————| high

Notes:

Score
(0-100)

Deductions:

- Exceeded Max Time: -10
- Improper Beginning/End: -10
- Setup Time: -10

Penalties

- Less than minimum time for technical routine (v.I.A.1.b.1)
- Receiving advice during a discipline (II.D.2.b)

- Omission of IN or OUT calls for technical routine (v.I.b.2)
- DQ - unsporting conduct (II.D.2.a)