



International Bodyflight Association

Competition Rules Freefly Scrambles

*2016-2017 Edition
Effective 01 July 2016*

1. Objective

- 1.1 Each performer will fly a set of predetermined moves as fast as possible within the allotted time. The performer with the highest total score for completed rounds will be declared the champion.

2. Rules

- 2.1 The competition will abide by requirements of the 2016-2017 IBA Artistic Rules, section 3.
- 2.2 Safety: Flyers must, at minimum, hold an IBA Level 3 Dynamic and/or Static Flyer Rating and able to safely fly the moves listed in the dive pool.

3. Competition Rules

- 3.1 The Competition Draw is pulled from a pool of predetermined moves.
- 3.2 Each Flyer will string the moves together according to preference. Each Flyer must give their routine description, in writing, to the Judges prior to competition round one (Addendum A).
- 3.3 The pool will include Dynamic moves consisting of movements where the flyer is traveling through the tunnel (ex. Carving, layouts) and will adhere to the constraints of the Dynamic disciplines (ex. Start and end gates, ring). The Static moves consist of flips, cartwheels, and turns. The Artistic moves are pulled from the FAI dive pool and adhere to the rules set forth by the FAI for proper completion.
- 3.4 Up to two (2) moves can be combined into a single one as long as each move is done to completion. For example, if the draw has a HD 360 and a back layout the flyer may do a layout with a HD 360 in it as long as he completes the layout and the 360 is done on heading & in the correct orientation.

4. Dive Pool

4.1 DYNAMIC

- a) Back layout
 - Full back Layout starting and ending in the same point in the tunnel in relation to the dynamic ring (Head up to head up or head down to head down)
- b) Front Layout
 - Full front Layout starting and ending in the same point in the tunnel in relation to the dynamic ring (Head up to head up or head down to head down)
- c) Head Up In-Face Carve
 - Head Up Carve started by crossing the start or finish dynamic line and ended by crossing the same line (circling using the whole tunnel), while staying squared facing the center of the tunnel.
- d) Head Up Out-Face Carve
 - Head Up Carve started by crossing the start or finish dynamic line and ended by crossing the same line (circling using the whole tunnel), while staying squared facing outside of the tunnel.

- e) Head Down In-Face Carve
 - Head Down Carve started by crossing the start or finish dynamic line and ended by crossing the same line (circling using the whole tunnel), while staying squared facing the center of the tunnel.
- f) Head Down Out-Face Carve
 - Head Down Carve started by crossing the start or finish dynamic line and ended by crossing the same line (circling using the whole tunnel), while staying squared facing outside the tunnel.
- g) Head Up 1/2 Breaker
 - Breaker performed with head positioned towards the glass, with full 180-degree rotation (if started while on belly then ended on back and if started on back then ending on belly). Has to be done within 30-degrees parallel to net.
- h) Head Up Full Breaker
 - Breaker performed with head positioned towards the glass, with full 540-degree rotation (if started while on belly then ended on back and if started on back then ending on belly). Has to be done within 30-degrees parallel to net.
- i) Head Down Full Breaker
 - Breaker performed with head positioned towards the center of the tunnel, with full 540-degree rotation (if started while on belly then ended on back and if started on back then ending on belly). Has to be done within 30-degrees parallel to net.
- j) Head Down Full Anti-Breaker
 - Anti-Breaker performed with head positioned towards the center of the tunnel, with full 540-degree rotation (if started while on belly then ended on back and if started on back then ending on belly). Has to be done within 30-degrees parallel to net, wherein the barrel roll rotates the opposite direction of a normal Full Breaker.

4.2 STATIC

- a) Front flip
 - Head to head or sit to sit
- b) Back flip
 - Head to head or sit to sit
- c) Cartwheel left
 - Head to head or sit to sit
- d) Cartwheel right
 - Head to head or sit to sit
- e) Head Down 360
 - Begin and end with the same chest orientation, while staying head-down
- f) Head Up 360
 - Begin and end with the same chest orientation, while staying head-up

4.3 ARTISTIC

- a) Helix spin
 - <https://goo.gl/dzZfvi>
- b) Head up straddle spins
 - <https://goo.gl/pb8l4V>
- c) Manna's space lab
 - <https://goo.gl/Y2UXlo>

5. Rounds

- 5.1 Freely Scrambles will have one Practice round and two competition rounds. Each competition round will consist of 5 moves (no repeated moves) and will be drawn no less than ten minutes before the start of the Practice round.
- 5.2 One Practice round, lasting 15 seconds, will be given to each performer to determine their correct wind speeds. Only one speed can be flown in a single round, but the rounds can have either the same or different speeds from one another.
- 5.3 Each competition round shall last no more than 60 seconds.

6. Scoring

- 6.1 Judging will abide by the IBA Artistic Rules section 5, scoring Free routines.
- 6.2 Increase Difficulty by creating huge audience applause!

ADDENDUM A**FREEFLY SCRAMBLES ROUTINE DESCRIPTION**

Performer Name	
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Round 1 Order of Moves	
1.	
2.	
3.	
4.	
5.	

Round 2 Order of Moves	
1.	
2.	
3.	
4.	
5.	