

# INTERNATIONAL SPORT KITE COMPULSORIES BOOK

Version 1.1

September 11, 2002

## Change History:

### Version 1.0 – August 1, 2002

1. Original

### Version 1.1 – September 11, 2002

1. Added Multi-line Team figures and change history

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## I. WIND WINDOW AND PRECISION GRID DEFINITIONS

### A. Wind Window

Is the area within the roughly semicircular plane described by the greatest height a kite can reach at every angle in front of a stationary flier. The size of the window is limited by the ground, the length of the flying line, the speed of the wind, the skill of the flier, and the flight characteristics of the kite or kites.

### B. Center Window

The center of the wind window is directly down wind from the flier (horizontal center) and half way to the top of the wind window at that location (vertical center).

### C. Precision Grid

The backdrop for each figure is a grid that is used as a reference for its correct size, shape, and location. The figures are drawn on a grid 100 units high and 200 units wide; 100 units on either side of the horizontal center of the window. The size of a grid unit varies with the length of the flying line used. With 38 meter (125 foot) lines, a grid unit is about 0.3 meters (1 foot). Each 10 unit square on the grid with 38 meter (125 foot) lines would have roughly 3 meter (10 foot) sides. Grid lines at 10 unit intervals are shown in the diagrams, but only where they are necessary to locate the figure within the grid.

NB: In sub-optimal conditions, it may not be possible to fly to all sections of the precision grid unless the flier moves back during the figure. Said another way, some of the precision grid may be outside the wind window.

## II. DIAGRAM

The compulsory figure diagram defines the size, shape, and location of each compulsory figure within the precision grid.

When there are fewer team members flying than there are kites shown in a diagram, the selection of kites will be one of -

- In numerical order. Which means assign the kites flying to the kites in the diagram in 1-2-3 order.
- Evenly spaced and centered between the first and last kite. Which means, using the positions of the first and last kites, evenly space the other kite or kites between them.

When there are more team members flying than there are kites shown in a diagram, the kites will be evenly spaced and centered. That means, using the center of all of the the kites as shown in the diagram, arrange all the team's kites evenly around that center point.

The evenly spaced options are the default. When the numerical order is important, it will be specified in the explanation.

### III. CRITICAL COMPONENTS AND EXPLANATION

#### A. Critical Components

Each compulsory figure has two components that are weighted heavily by the judges in their scoring. For international competitions, these components are each worth 30% of the score for the compulsory. The weighting is intended to focus the attention of the pilots and judges on some aspects of the compulsory figure and encourage that component to be flown exactly as depicted. A critical component is only part of the overall compulsory figure and therefore, even if poorly executed, does not necessarily result in a zero score for the entire compulsory figure.

#### B. Explanation

If necessary, an explanation or clarification of the critical components will be provided. Additional remarks or comments about the compulsory and a list of additional components the compulsory is meant to test may also be provided. This section is not meant to describe the compulsory figure in detail.

#### C. Shorthand Notation Used in Descriptions

- < as a prefix to a number, denotes a location to the left of the horizontal center of the precision grid.
- > as a prefix to a number, denotes a location to the right of the horizontal center of the precision grid.
- <0> denotes the horizontal center of the precision grid.
- ^ as a prefix to a number, denotes a location above the bottom of the precision grid.

### IV. GLOSSARY OF TERMS

#### A. Position within the precision grid

Position within the precision grid refers to the location of the the entire compulsory in the precision grid. Although, all figures are intended to be flown as shown in the diagrams, the placement is sometimes a critical components to discourage moving the figure in the window or changing its size.

#### B. Relative placement of components

Relative placement refers to alignment of the components within a figure. For example, two squares may be shown drawn side by side with their tops on the same horizontal line or one directly above the other. Symmetry may be an aspect of the relative placement of components. As a critical component, relative placement makes the location of the components more important than other aspects.

#### C. Turns

All turns are crisp changes of the flight direction. An adjective may be used with turn to emphasize some aspect of the turn. If a change of direction is not intended to be a turn it will be described as an arc or curve.

## D. Lines

All lines are straight unless otherwise noted. Straight line, while redundant, may be used for emphasis.

### 1. Horizontal line

A horizontal line is flown parallel to the horizon.

### 2. Vertical line

A vertical line is flown perpendicular to the horizon.

### 3. Parallel lines

Are an equal distance apart everywhere.

The qualifiers (horizontal, parallel, etc.) are used in the critical component or explanation sections to limit the focus to a particular line or lines.

## E. Launching

A launch is the transition of a kite from a stationary position on the ground into flight. The control of the kite during the launch and the stability of the flight after the launch are of the most important aspects of a launch.

## F. Landing

A landing brings the kite to a controlled stop on the ground. A nose first crash into the ground *is not* a landing. Unless otherwise indicated, no variety of landing is preferred over another.

### 1. Leading-edge landing

A leading edge landing brings the kite to a controlled stop on the ground with all of one of the leading edges meeting the ground along its full length.

### 2. 2-point landing

For delta-shaped kites, a two point landing brings the kite to a controlled stop on the ground resting on both wing tips at the same time. For kites with a single leading edge, a 2-point landing is brings the kite to a stop on the trailing edge.

#### a) Examples

##### (1) Snap 2-point landing

Is a combination of a snap stall and landing that happens as one movement.

##### (2) Stall 2-point landing

The kite is stalled close to the ground and then put down onto the ground directly.

##### (3) Spin 2-point landing

The kite is spun in a tight circle or part of a circle close to the ground and then put down onto the ground directly.

### 3. Belly landing

A belly landing brings the kite to a controlled stop on its front (bridle side) with the nose pointing away from the pilot.

### G. Arc

The change of the direction of flight that follows some part of the circumference of a circle. Distinguished from a curve which does not have a constant radius.

### H. Ground pass

A ground pass is horizontal flight close to the ground. For the purposes of the critical components and explanations herein, the maximum height of the lower wing tip off the ground is defined as 1/2 the distance between the wing tips. Flying closer to the ground is not rewarded or penalized.

When the ground is not horizontal, the height of a ground pass is measured from the highest point traversed.

### I. Nose

Is the forward most part of the kite in forward flight. For delta shaped kites, it is the junction of the leading edges. For kites with a single leading edge, it is that leading edge.

The coordinate positions shown in the diagrams are given for the nose of the kite unless otherwise indicated.

### J. Stall (Stop)

The kite comes to an obvious momentary stop.

#### 1. Push stall

A push stall stops the movement of the kite without changing the kites orientation.

#### 2. Snap stall

A snap stall stops the movement of the kite and brings the kite into a nose-up orientation in one motion.

### K. Axel

An axel is a 360° flat spin rotation of the kite with the front parallel to the ground. It starts and ends with the nose pointing toward the flier.

### L. Speed Control

For individual figures, speed control means maintaining a constant speed throughout the figure.

For pair and team figures, speed control also refers to the relative change of velocity among the kites needed to open or close distances between them as demanded by some figures.

Speed control is a consideration in all compulsory figures.

### M. Spacing

For pair and team figures, spacing refers to the uniform distance maintained between kites.

A change to the distance between kites may be necessary during a figure, but it is the uniformity of spacing that is important.

Spacing is a consideration in all pair and team compulsory figures.

### N. Multi-line Diagonal Flight

The kite flies in a straight diagonal line with the kite in a constant orientation.

**O. Multi-line Inverted Flight**

The kite flies in any direction with the nose pointed down.

**P. Multi-line Backward Flight**

The kite flies in the opposite direction from the direction the nose is pointing. Backward flight is also inverted flight if the nose is pointing down.

**Q. Multi-line Rotation (Spin)**

The kite rotates with a designated part of the kite as the center of rotation. The most common points of rotation are the center of the kite or one of its wing tips. Unless otherwise specified, rotations are stationary. That is; the point of rotation does not move.

**R. Multi-line Slide**

The kite moves horizontally across the window with the nose pointing up (horizontal slide) or vertically in the window with the nose pointing to the left or right (vertical slide).

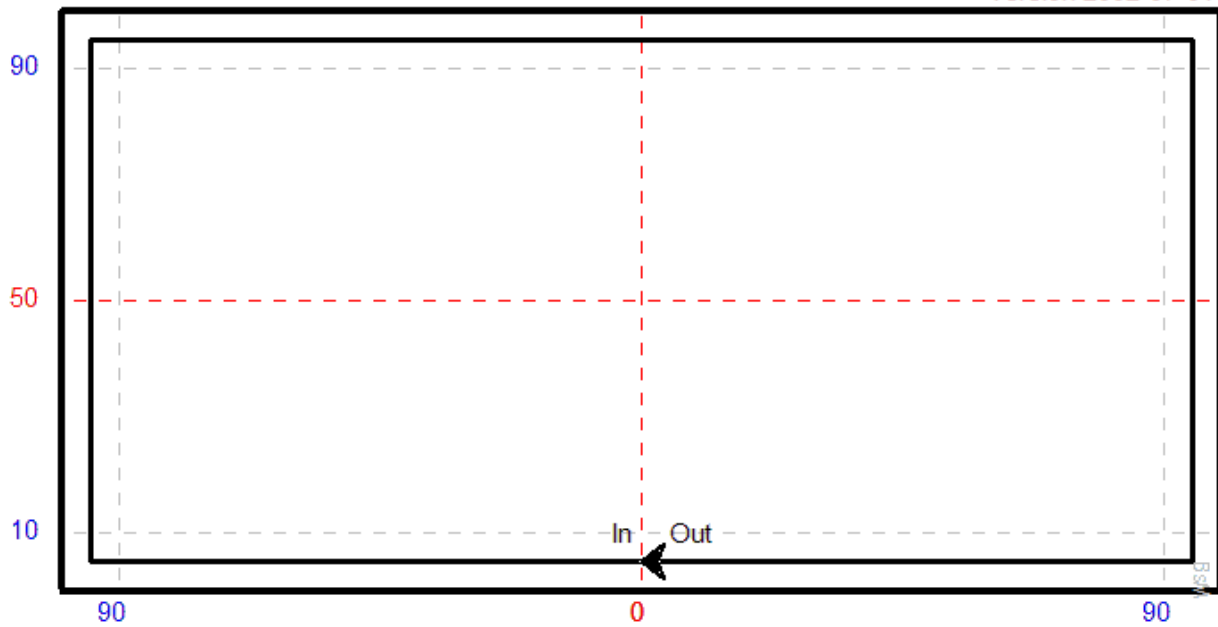
**S. Multi-line Inverted Slide**

The kite moves horizontally across the window with the nose pointing down.



# DI 01 - Rectangle

Version 2002-07-01



## Critical Components

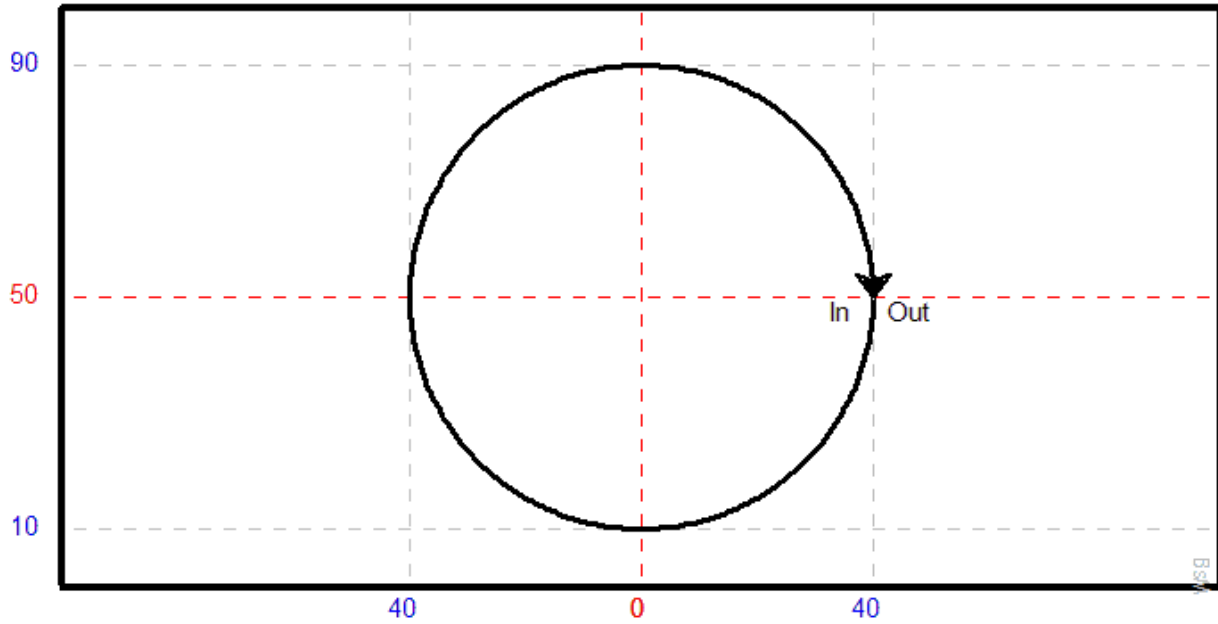
Position within the precision grid  
Straight lines

## Explanation

Other components:  
Speed control  
Parallel lines  
Right angles

# DI 02 - Circle

Version 2002-07-01



## Critical Components

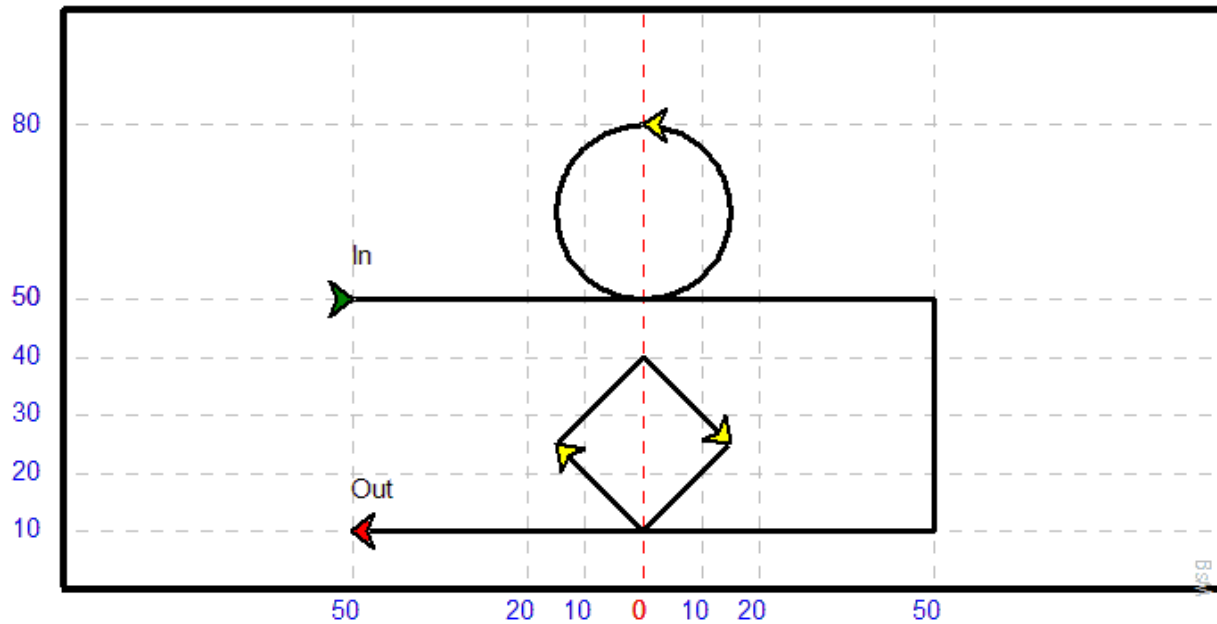
Circle  
Speed control

## Explanation

Other components:  
Position within the precision grid  
IN/OUT at same location

# DI 03 - Circle Over Diamond

Version 2002-07-01



## Critical Components

Placement of components

Size of components

## Explanation

The circle is directly above the diamond.

The diameter of the circle is the same as the width and height of the diamond.

Other components:

- Parallel lines

- Right angles

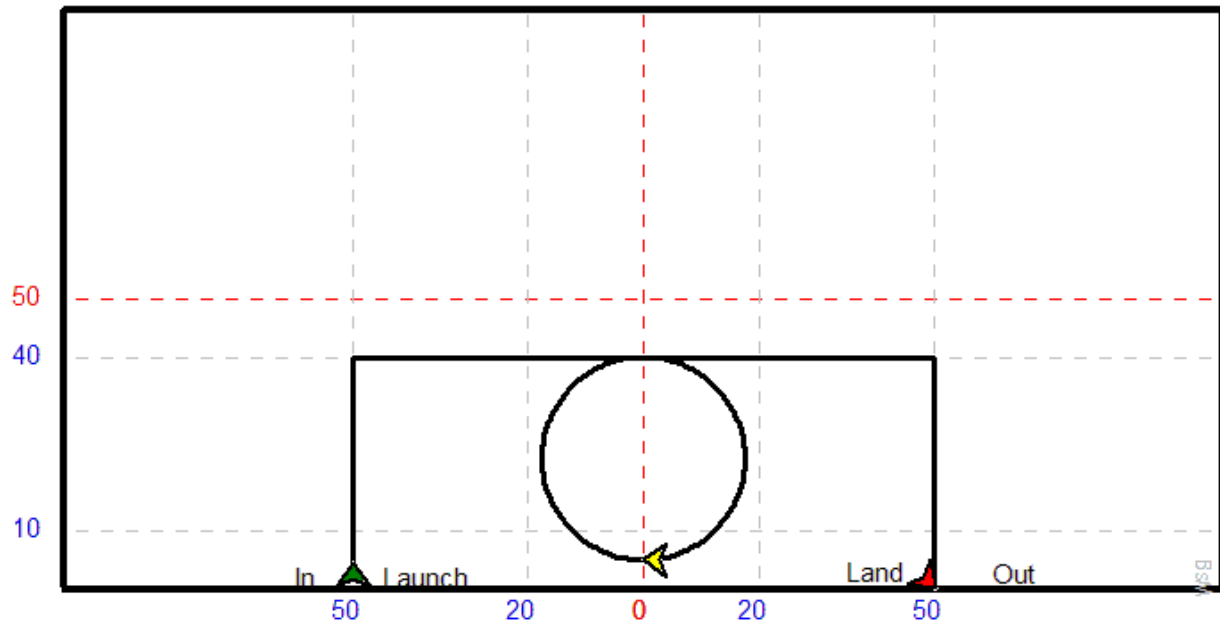
- Position within the precision grid

- Speed control

- Other angles

# DI 04 - Launch, Circle, and Land

Version 2002-07-01



## Critical Components

Straight vertical lines  
Position within the precision grid

## Explanation

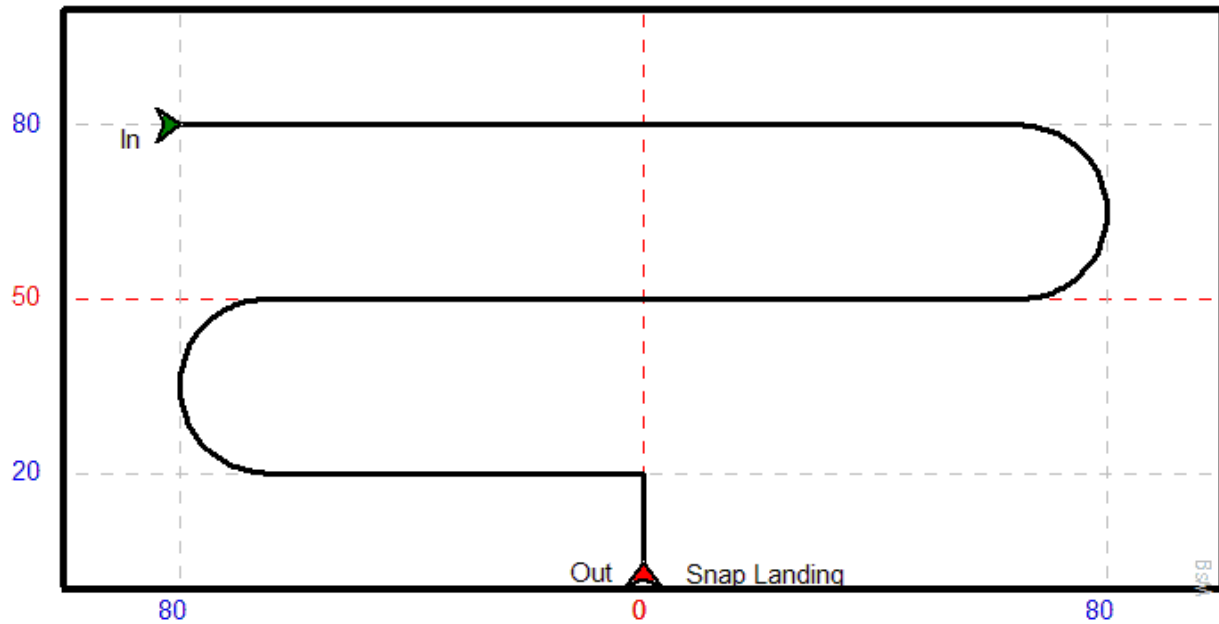
No particular landing technique is specified. However, the closer the landing maneuver is to the ground when it begins the better.

Other components:

- Right angles
- Speed control
- Circle

## DI 05 - Lap and Snap

Version 2002-07-01



### Critical Components

Parallel lines  
Two-point landing

### Explanation

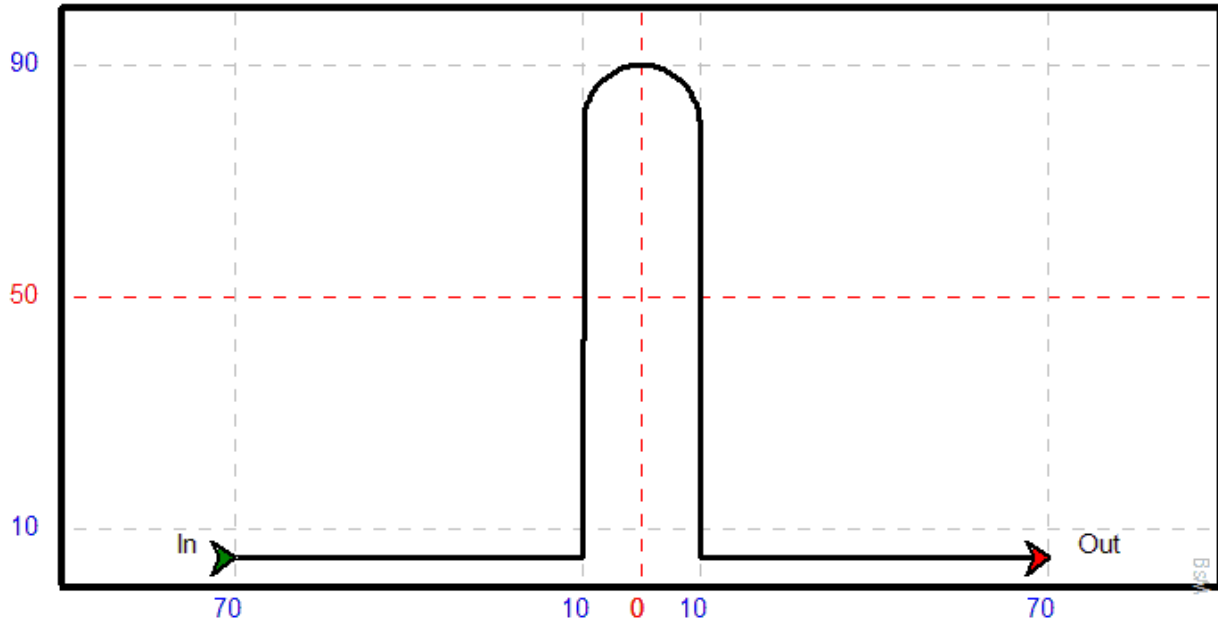
The landing is quick and executed close to the ground.  
The downward arc on the left side of the window is directly under the IN.  
The landing is in the center of the figure and the precision grid.  
Other components:

- Arcs
- Right angles
- Relative placement of components
- Relative size of components



# DI 07 - Jump

Version 2002-07-01



## Critical Components

Right angles

Arc

## Explanation

Other components:

Danger

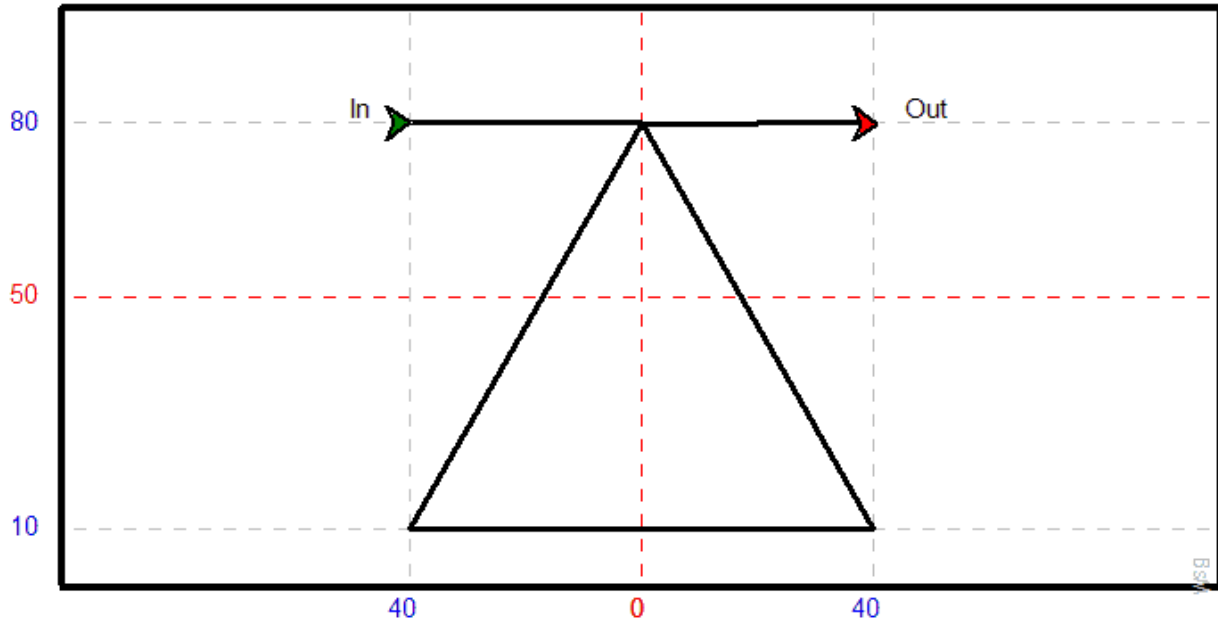
Straight lines

Position within the precision grid

Speed control

# DI 08 - Pyramid

Version 2002-07-01



## Critical Components

Position within the precision grid  
 Relative size of components

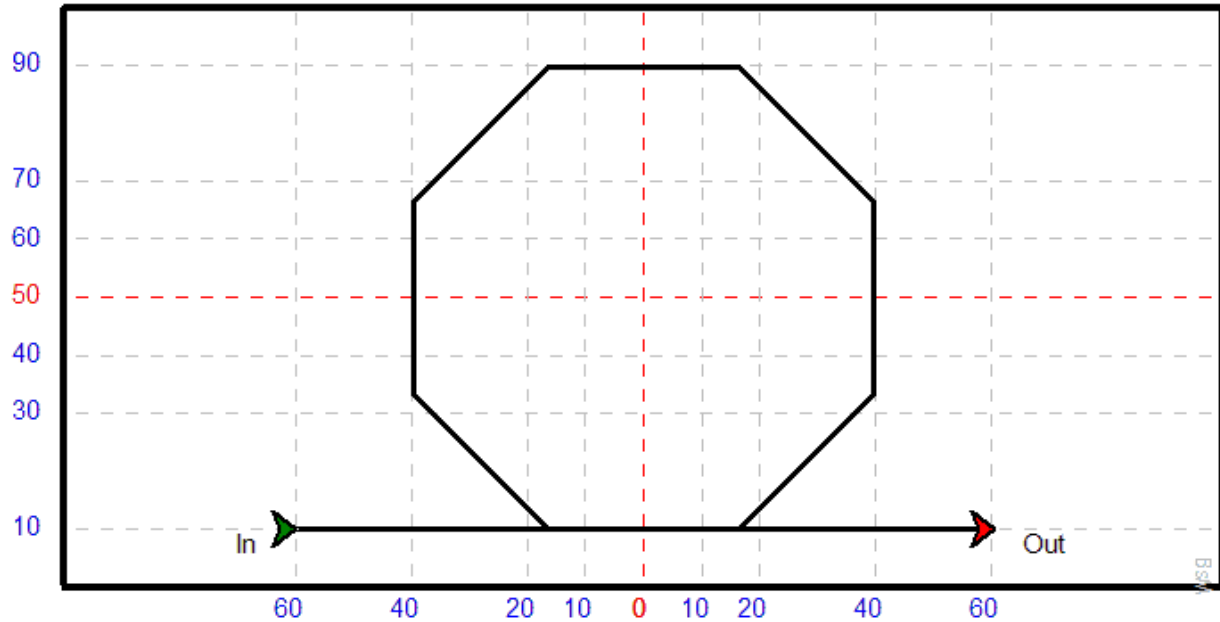
## Explanation

The base angles are equal  
 Other components:  
 Equal size of IN and OUT horizontal lines.  
 Straight lines  
 Speed control



# DI 09 - Octagon

Version 2002-07-01



## Critical Components

Position within the precision grid  
 Relative size of components

## Explanation

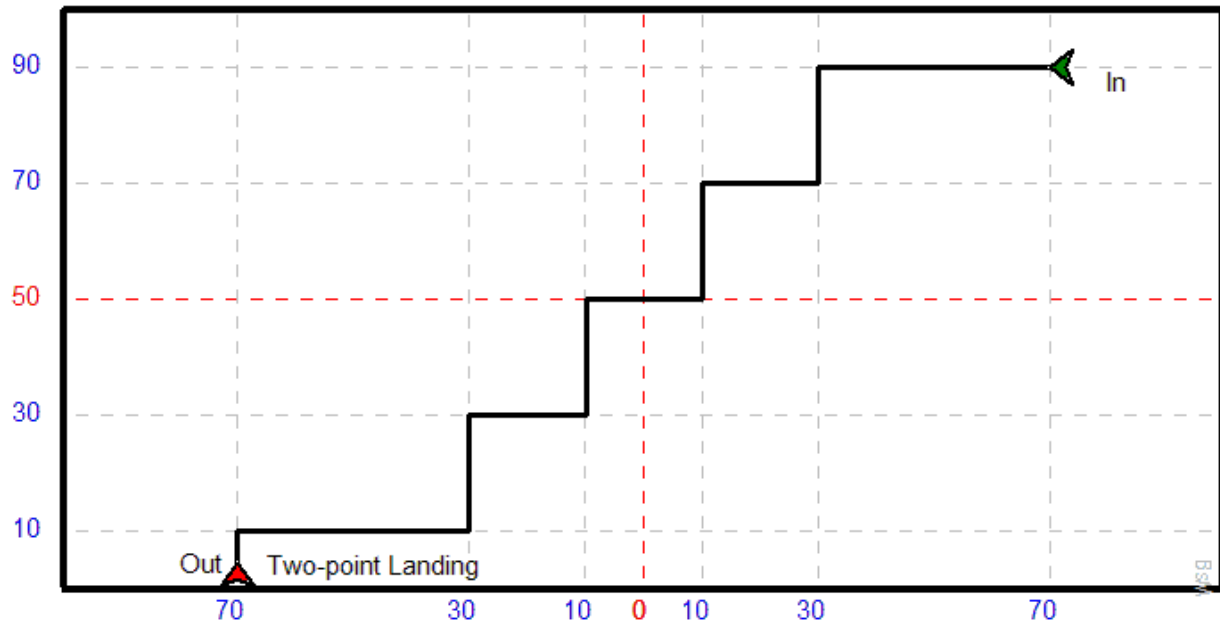
All angles of the octagon are equal.

Other components:

- Speed control
- Equal size of IN and OUT horizontal lines
- Parallel lines

# DI 10 - Steps Down

Version 2002-07-01



## Critical Components

Relative size of components  
Right angles

## Explanation

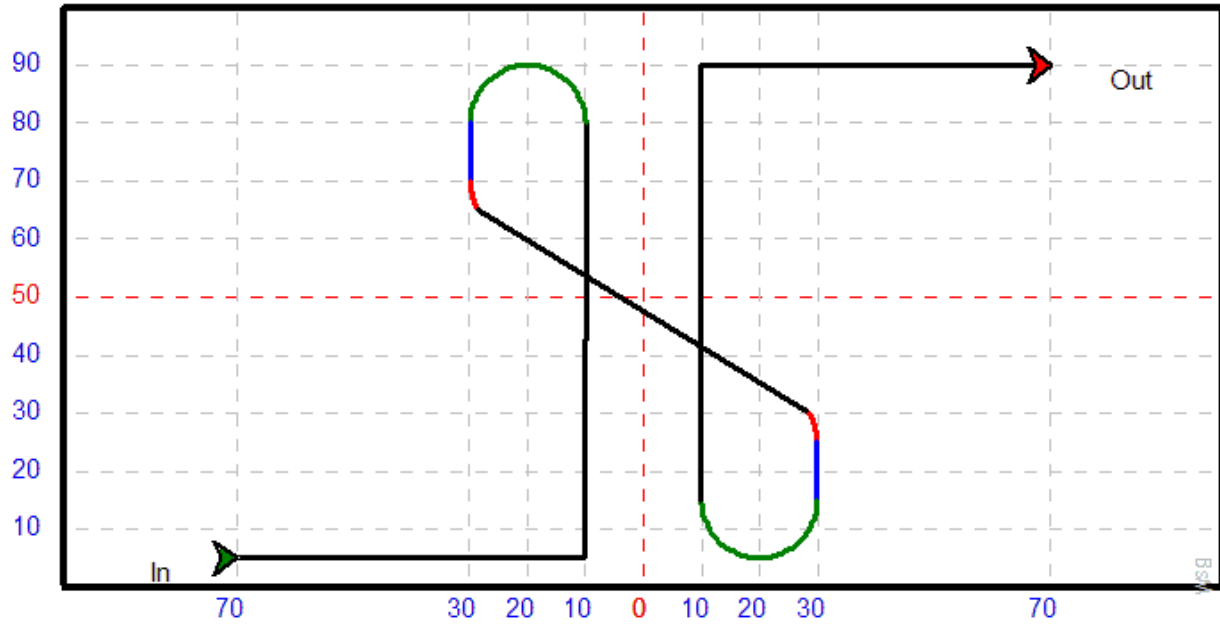
The last turn down is followed by a two-point landing.

Other components:

- Two-point landing
- Position within the precision grid
- Speed control

# DI 11 - Split Figure Eight

Version 2002-07-01



## Critical Components

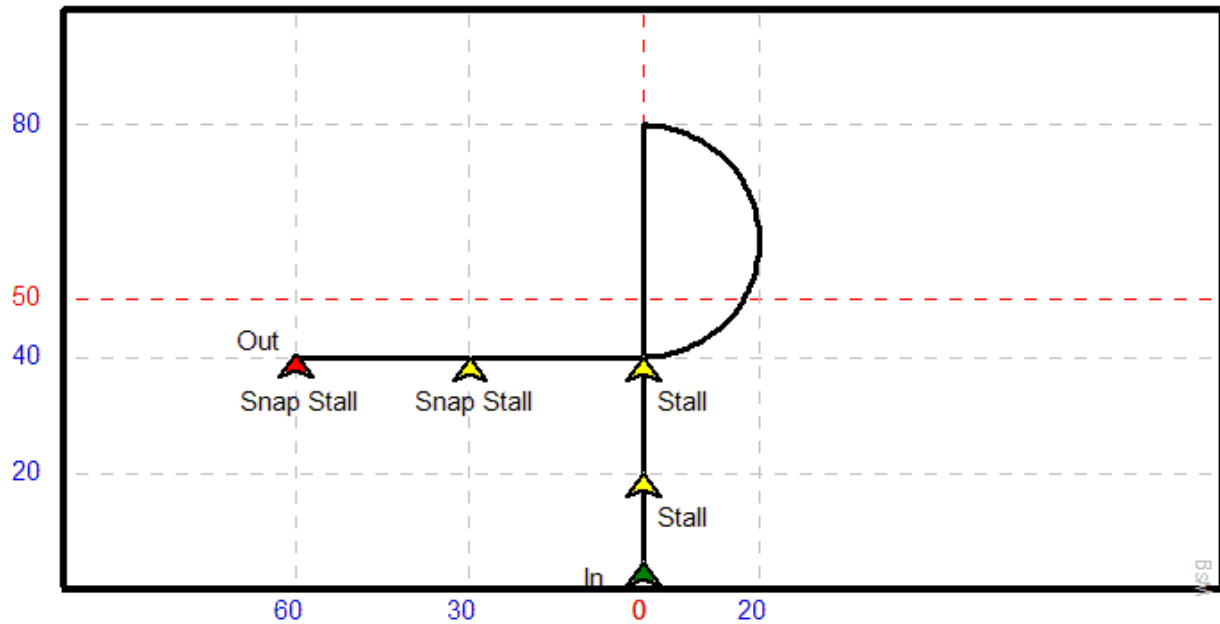
Relative placement of components  
 Speed control

## Explanation

Other components:  
 Position within the precision grid  
 Straight lines  
 Arcs

# DI 12 - Stops

Version 2002-07-01



## Critical Components

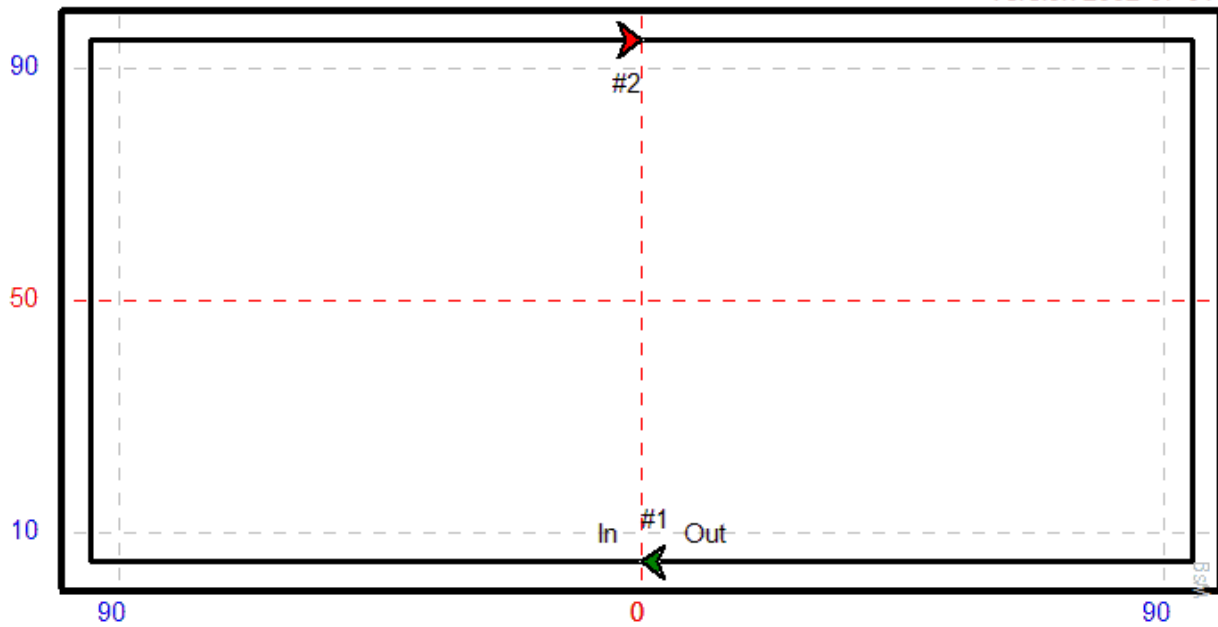
- Stall
- Speed control

## Explanation

- Other components:
- Launch
  - Relative placement of components
  - Straight lines
  - Position within the precision grid

# DP 01 - Pair Rectangle

Version 2002-07-01



## Critical Components

Position within the precision grid  
 Straight lines

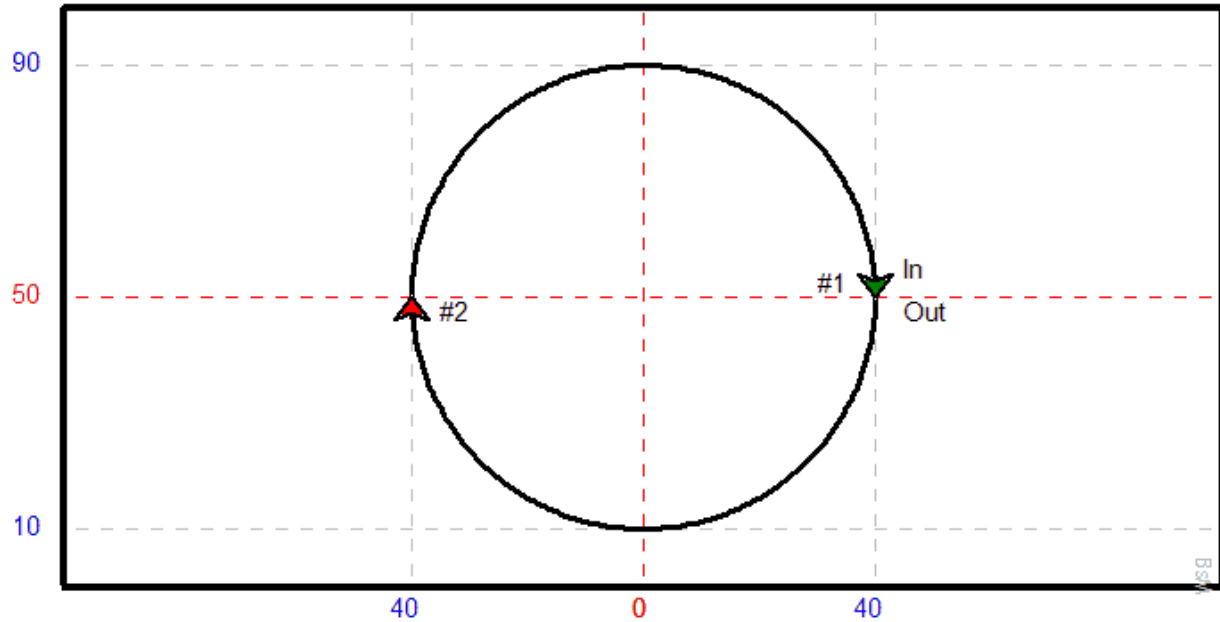
## Explanation

Other components:

- Spacing
- Speed control
- Parallel lines
- Right angles

# DP 02 - Pair Circle

Version 2002-07-01



## Critical Components

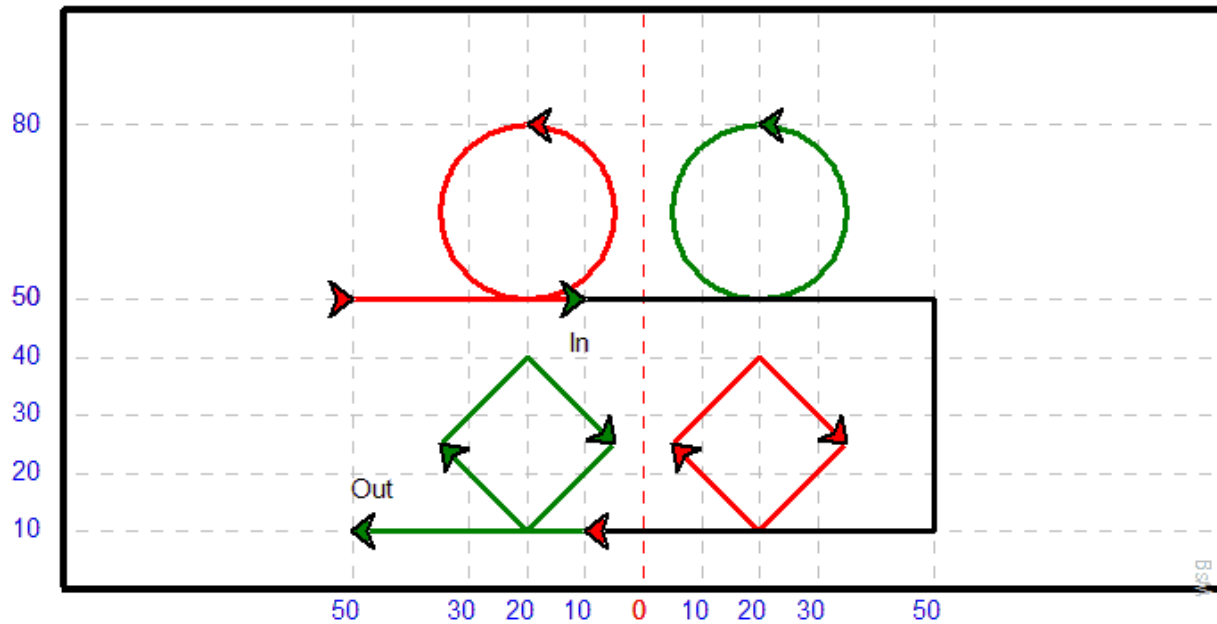
- Circle
- Speed control

## Explanation

- Other components:
- Position within the precision grid
  - IN/OUT at same location

# DP 03 - Pair Circles Over Diamonds

Version 2002-07-01



## Critical Components

Placement of components

Size of components

## Explanation

The circles are directly above the diamonds.

The diameter of the circles are the same as the width and height of the diamonds.

Other components:

- Parallel lines

- Right angles

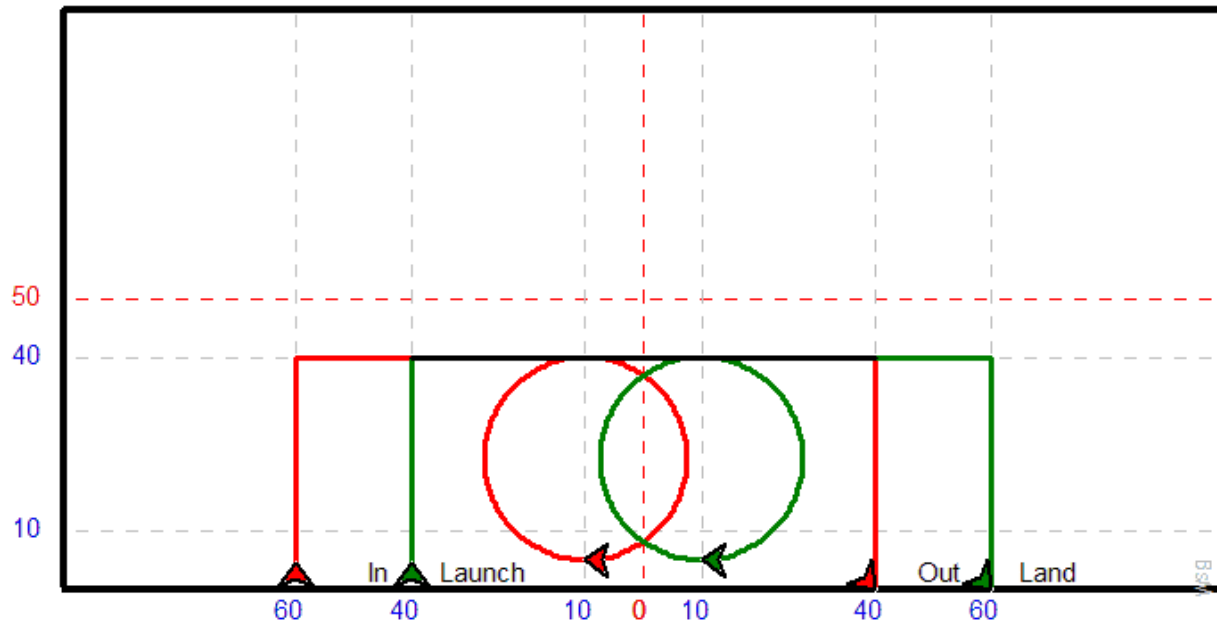
- Position within the precision grid

- Speed control

- Other angles

# DP 04 - Pair Launch, Circle, and Land

Version 2002-07-01



## Critical Components

Straight vertical lines  
 Position within the precision grid

## Explanation

No particular landing technique is specified. However, the closer the landing maneuver is to the ground when it begins the better.

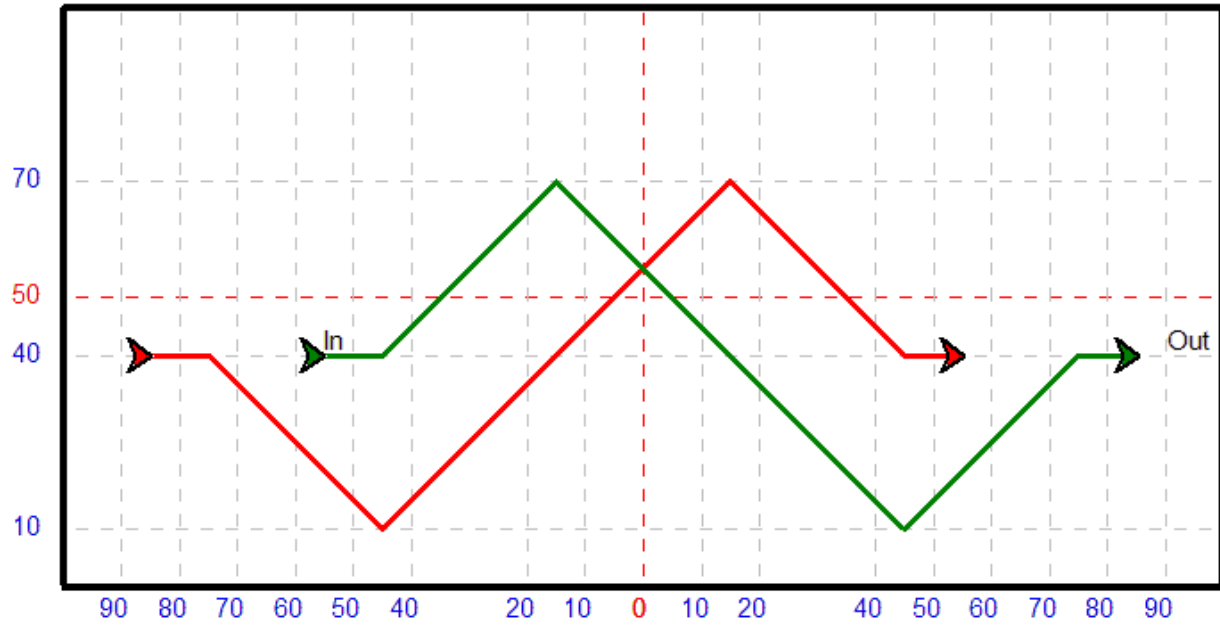
Other components:

- Right angles
- Speed control
- Circle



# DP 05 - The Wig-wams

Version 2002-07-01



## Critical Components

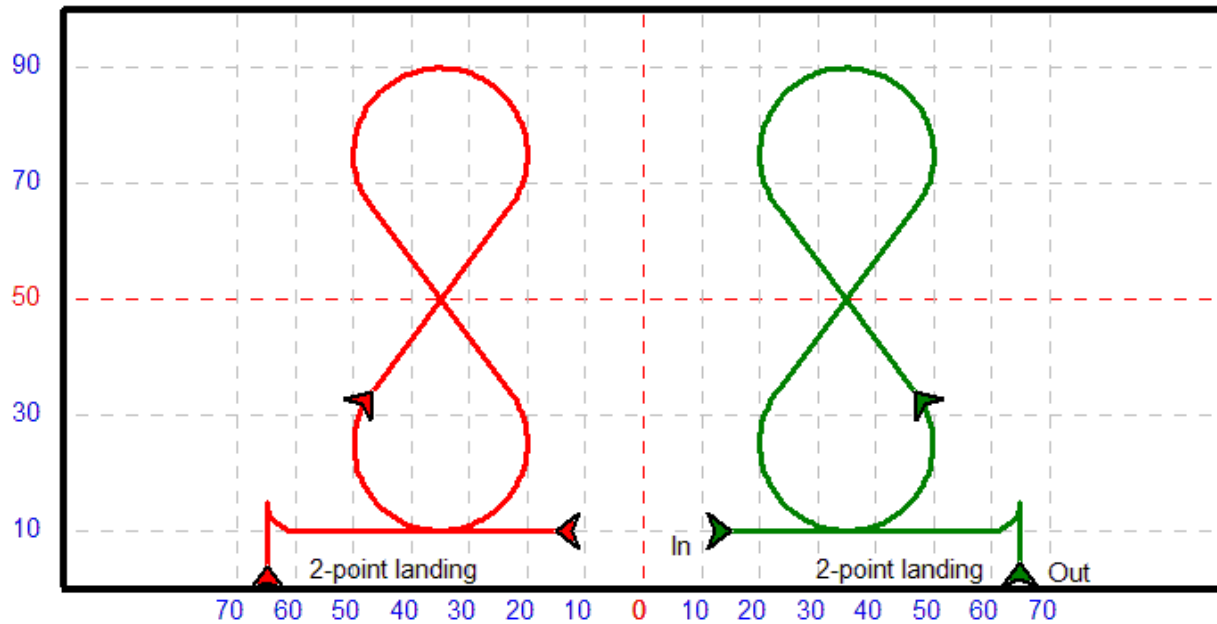
Parallel lines  
Speed control

## Explanation

Other components:  
Spacing  
Timing

# DP 06 - Inverted Eight with Landing

Version 2002-07-01



## Critical Components

Relative position of components

Landing

## Explanation

Two-point landing

Other components:

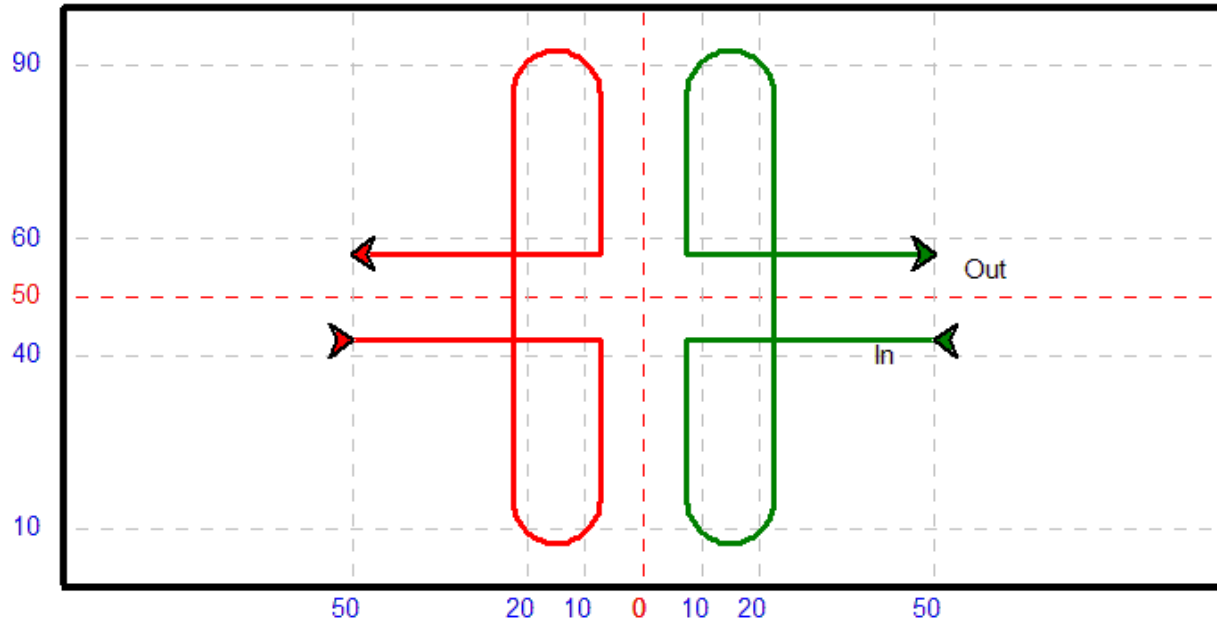
Position within the precision grid

Parallel lines

Straight lines

# DP 07 - H

Version 2002-07-01



## Critical Components

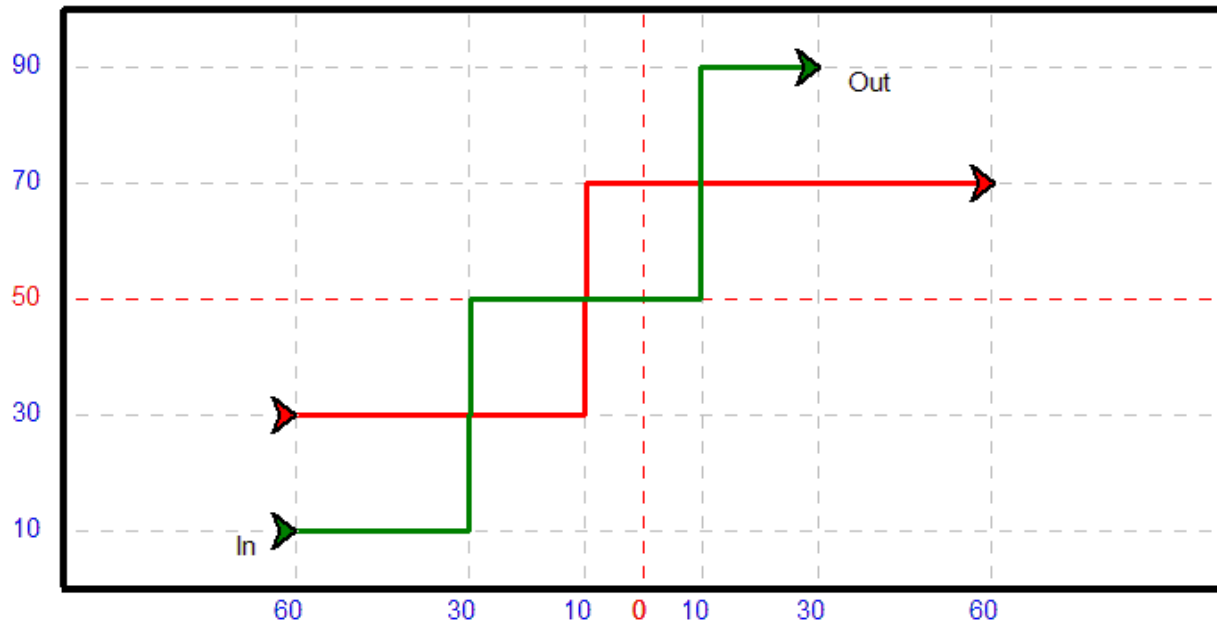
- Parallel lines
- Relative placement of components

## Explanation

- Other components:
- Spacing
  - Position within the precision grid
  - Arcs

# DP 08 - Twist

Version 2002-07-01



## Critical Components

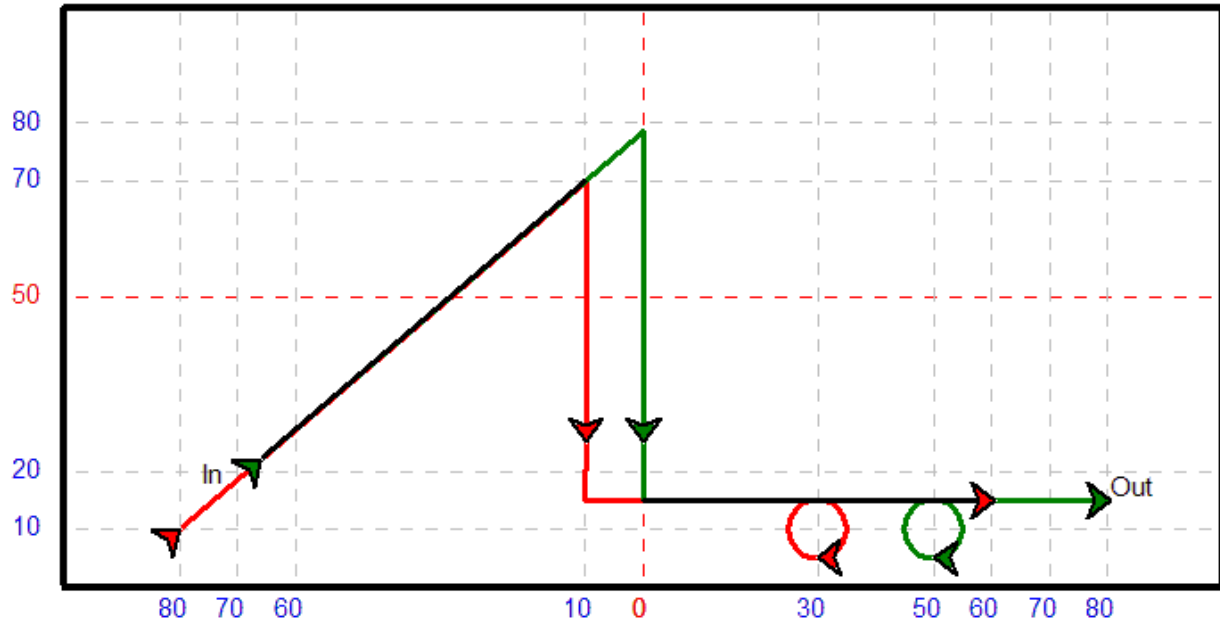
- Timing
- Parallel lines

## Explanation

- Other components:
- Speed control
  - Right angles

# DP 09 - The Cliff

Version 2002-07-01



## Critical Components

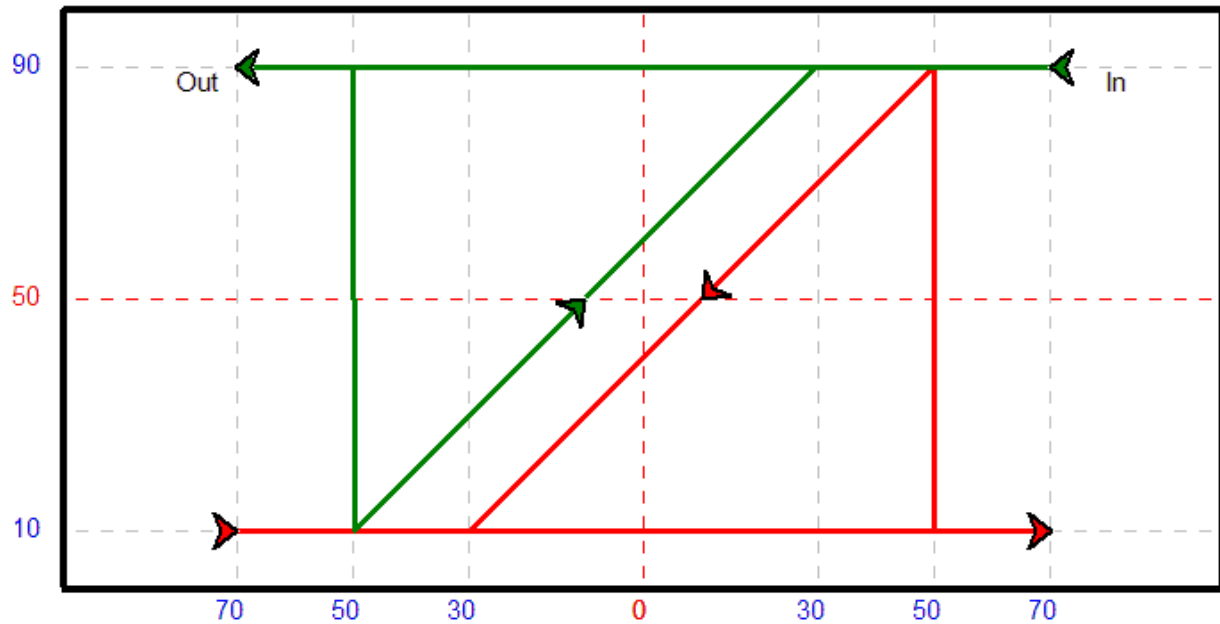
- Speed control
- Spacing

## Explanation

- Other components:
- Timing
  - Circles
  - Straight lines
  - Other angles

# DP 10 - Split Pair Square

Version 2002-07-01



## Critical Components

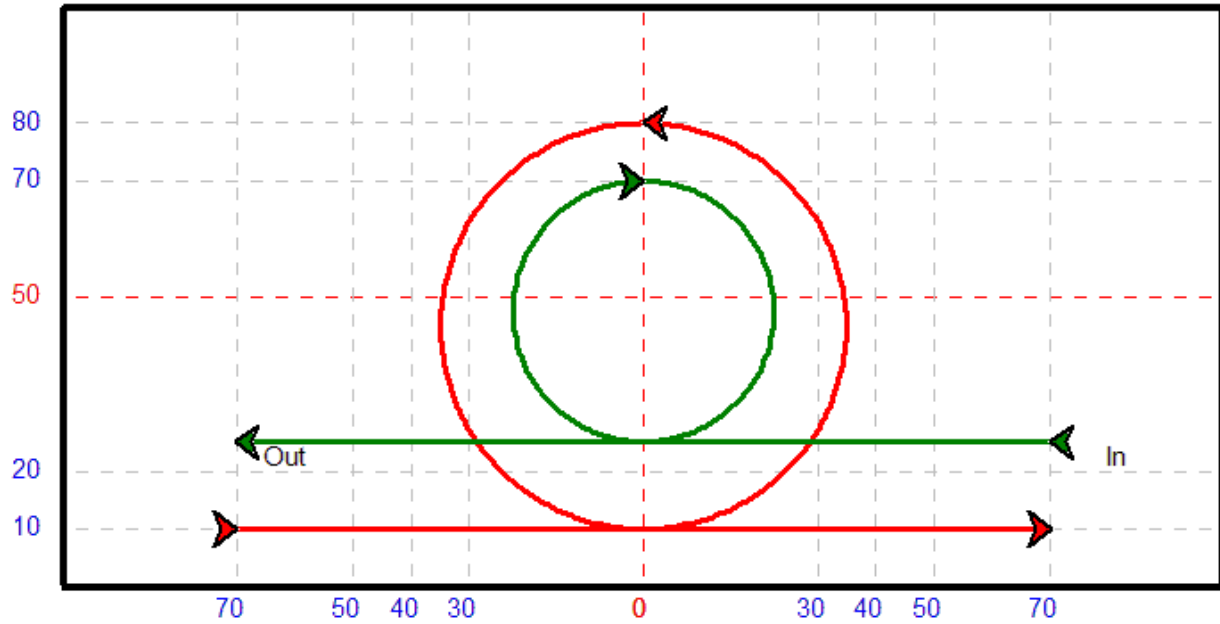
- Parallel lines
- Position within the precision grid

## Explanation

- Other components:
- Other angles
  - Timing
  - Spacing

# DP 11 - Meet Again

Version 2002-07-01



## Critical Components

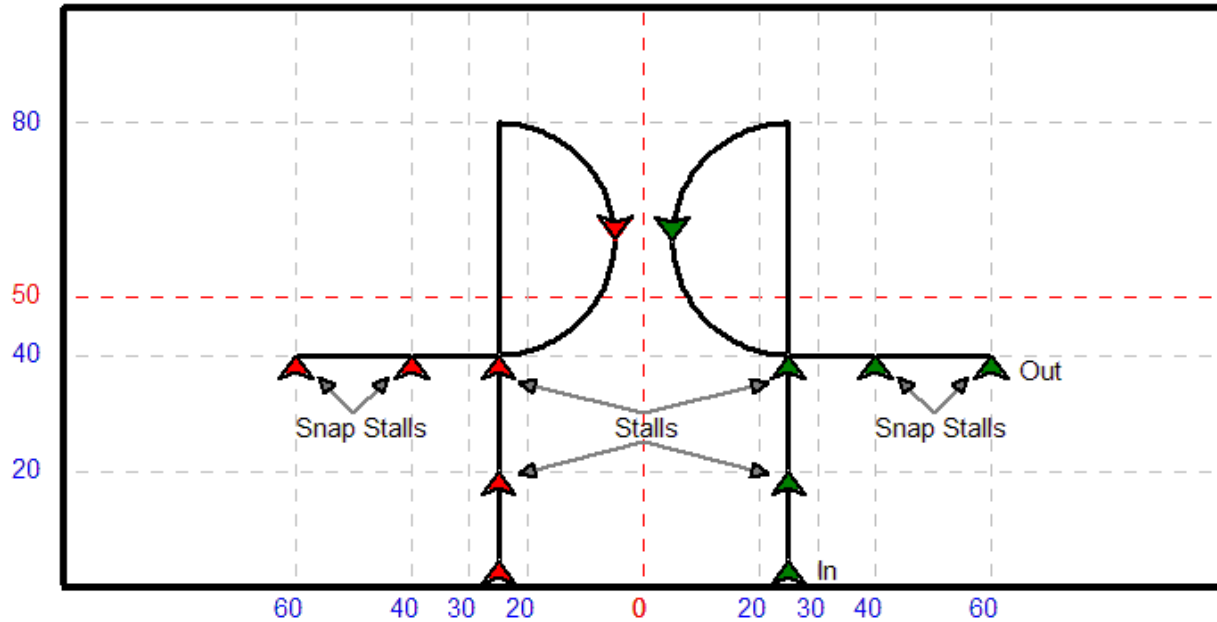
Circles  
Speed control

## Explanation

Other components:  
Timing  
Relative placement of components

# DP 12 - Pair Stops

Version 2002-07-01



## Critical Components

- Stall
- Speed control

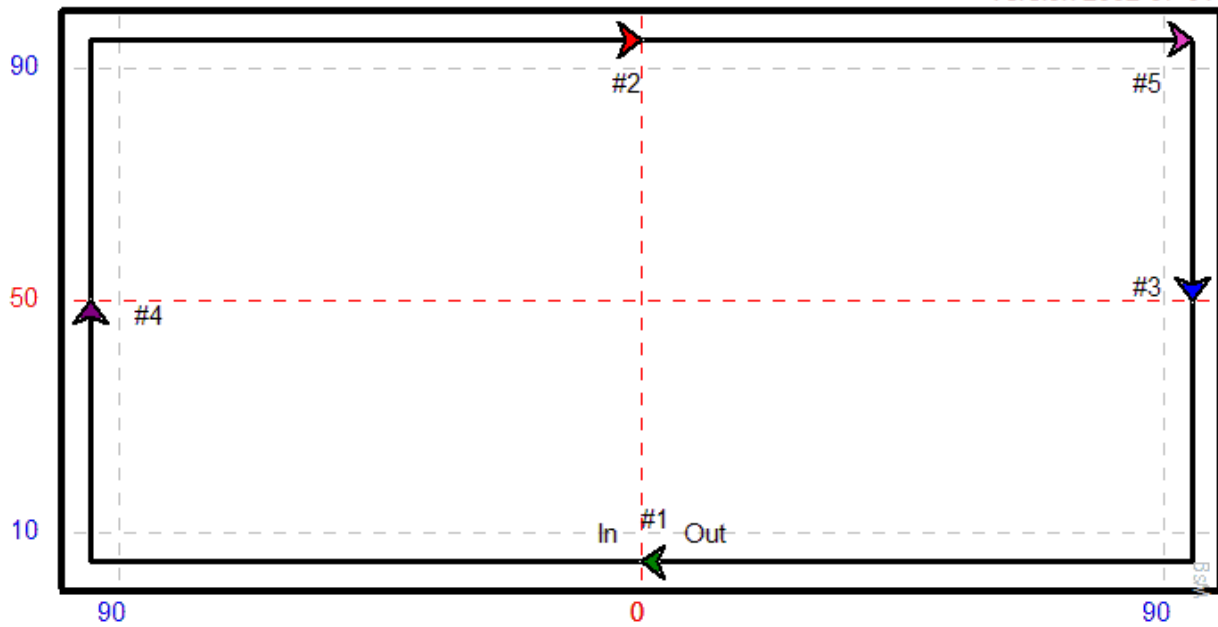
## Explanation

- Other components:
- Launch
  - Relative placement of components
  - Straight lines
  - Position within the precision grid



# DT 01 - Team Rectangle

Version 2002-07-01



## Critical Components

Position within the precision grid  
 Straight lines

## Explanation

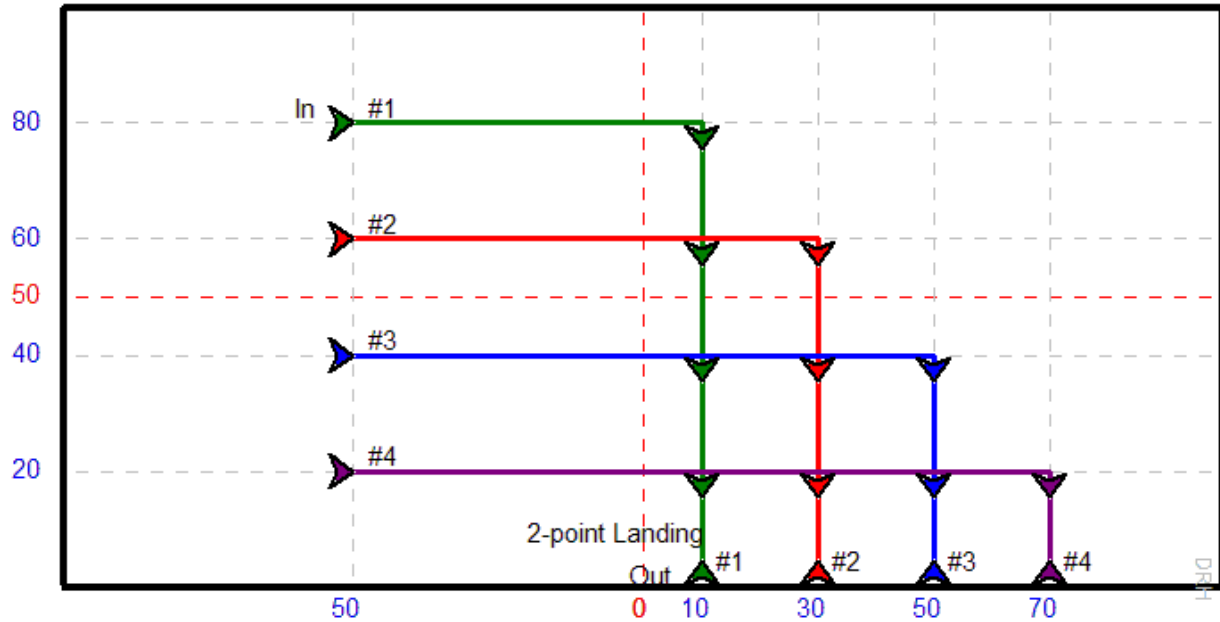
A kite would start and end at  $95^5$ , and so on.

Other components:

- Spacing
- Speed control
- Parallel lines
- Right angles

# DT 02 - Pick-up Sticks

Version 2002-07-01



## Critical Components

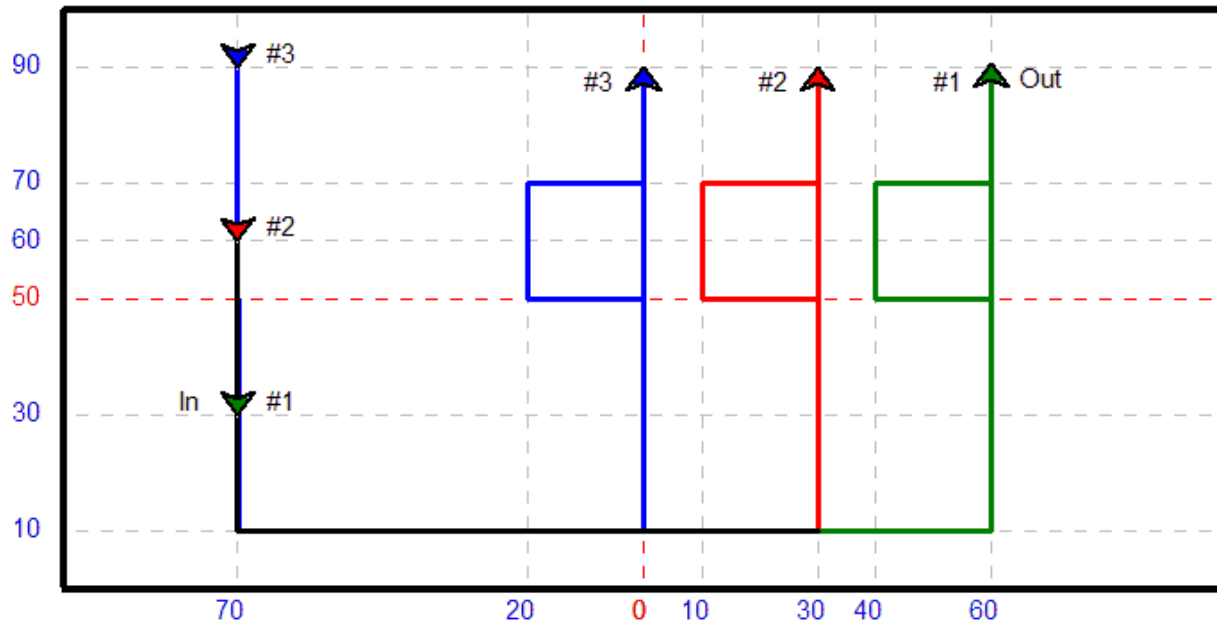
Relative placement of components  
Speed control

## Explanation

Other components  
Straight lines  
Landing

# DT 03 - Follow, Flank Up and Square

Version 2002-07-01



## Critical Components

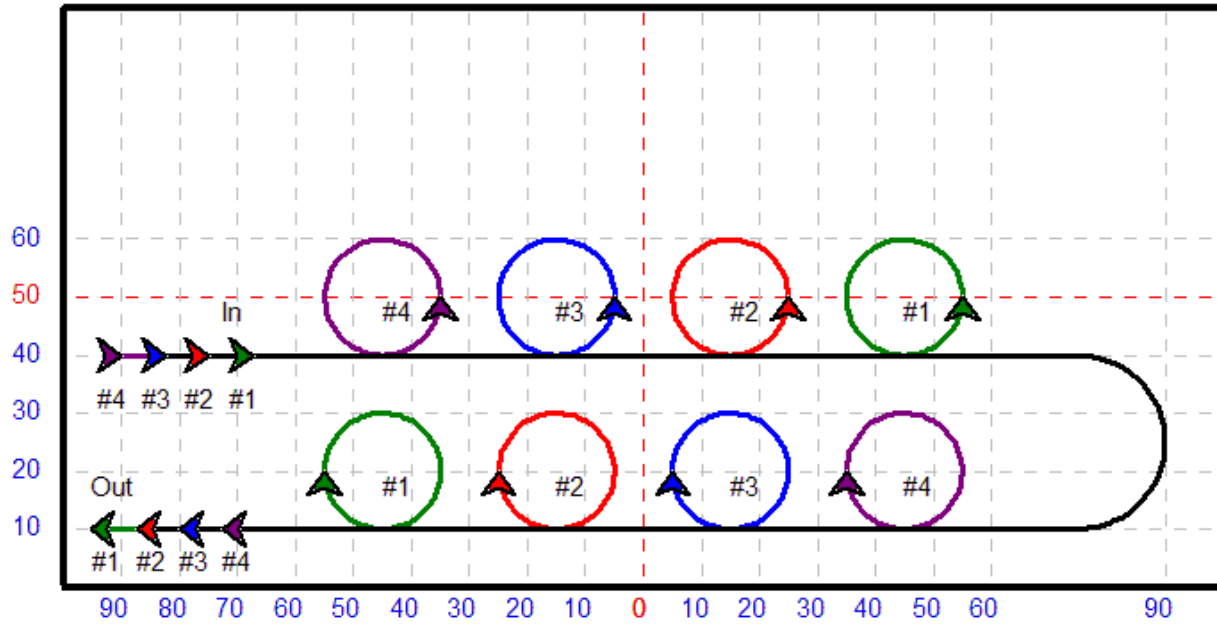
- Parallel lines
- Right angles

## Explanation

- Other components:
- Relative placement of components
  - Timing

# DT 04 - Team Hairpin

Version 2002-07-01



## Critical Components

- Circles
- Spacing

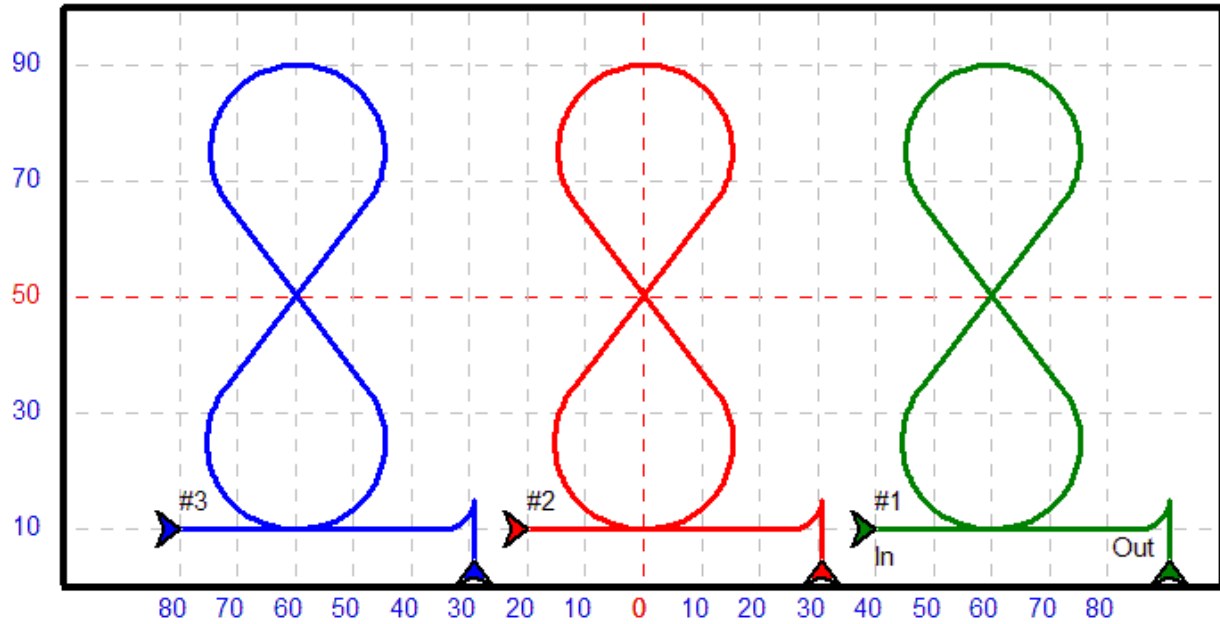
## Explanation

- Other components:
- Position within the precision grid
  - Relative placement of components



# DT 06 - Inverted Eight with Landing

Version 2002-07-01



## Critical Components

- Landing
- Relative placement of components

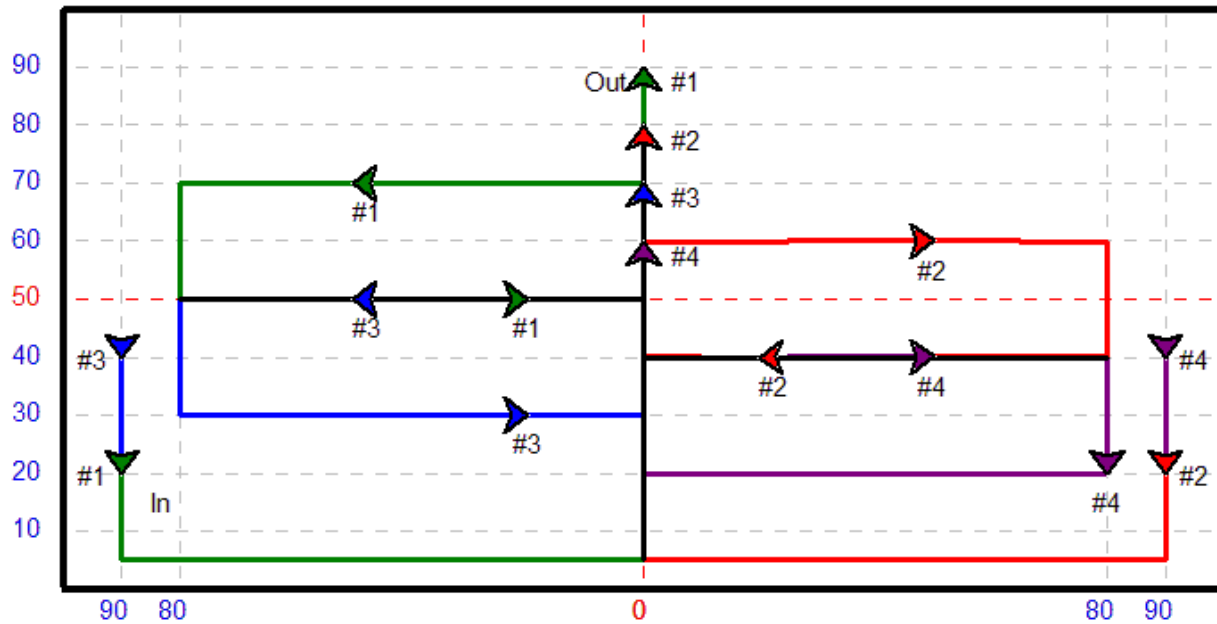
## Explanation

Other components:

- Arcs
- Straight lines
- Parallel lines

# DT 07 - Sorted Rectangle

Version 2002-07-01



## Critical Components

- Timing
- Relative placement of components

## Explanation

Kites come down from the outside of the window and turn toward the center into a ground pass.

A zipper-merge is performed as the kites turn to go up the center of the window.

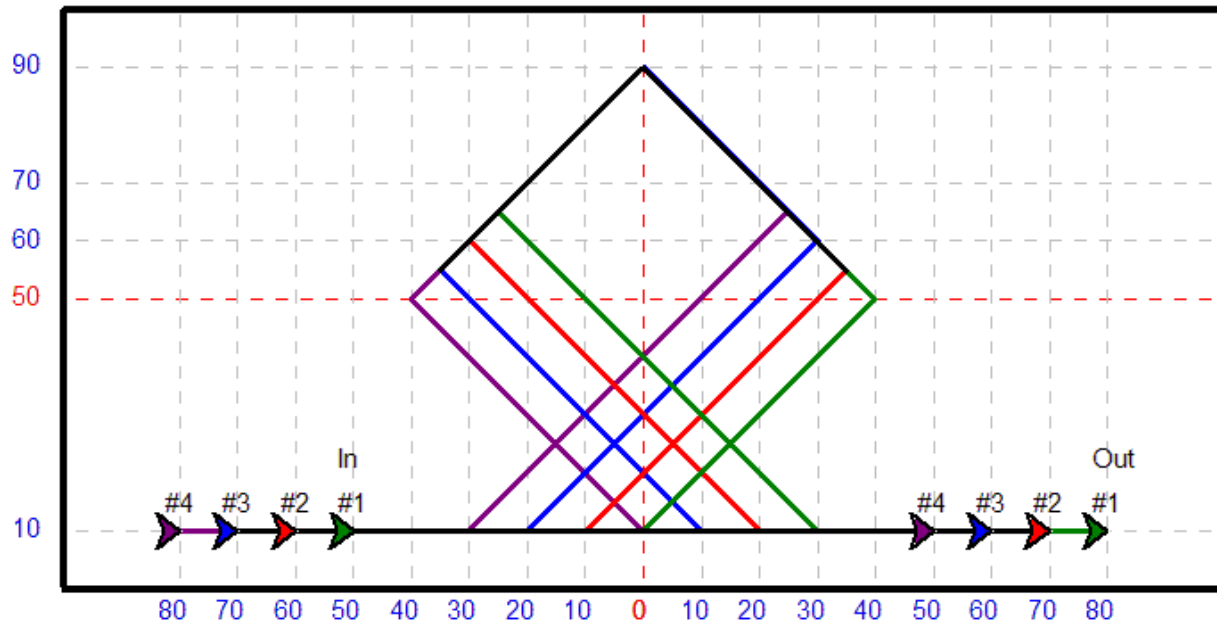
Kites alternate going left and right into rectangles that meet back at center window.

Other components:

- Ground pass
- Parallel lines

# DT 08 - The Basket

Version 2002-07-01



## Critical Components

- Speed control
- Spacing

## Explanation

Kites come abreast in the middle of the diagonal descent.

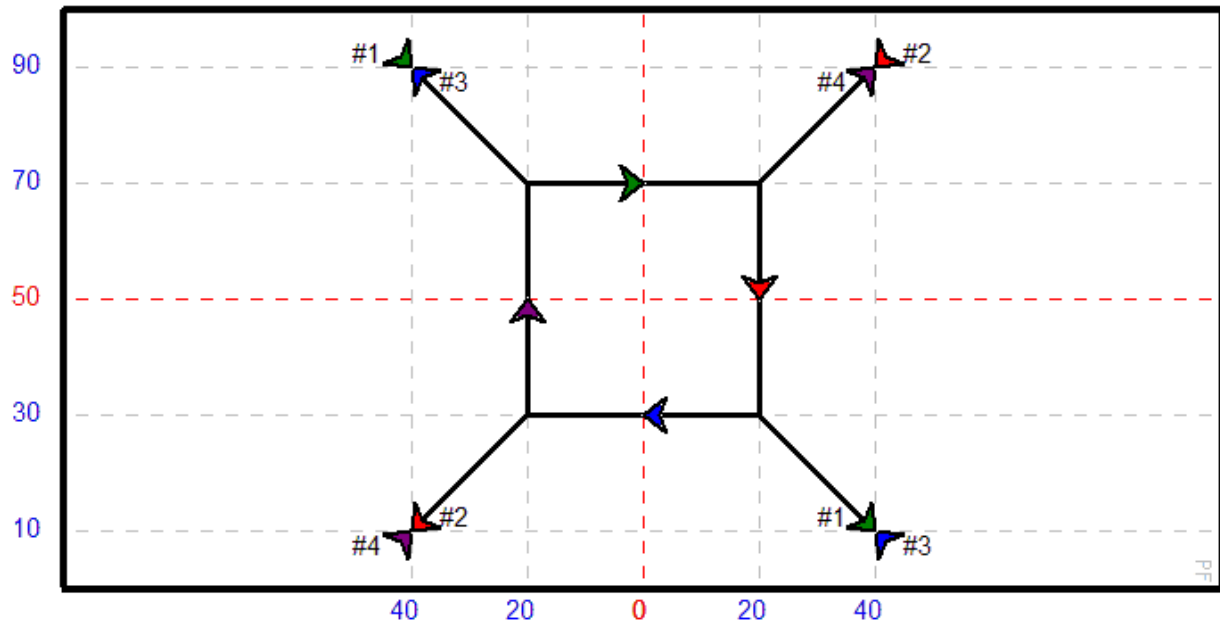
Other components:

- Timing
- Right angles
- Parallel lines



# DT 09 - Spiderweb

Version 2002-07-01



## Critical Components

- Parallel lines
- Timing

## Explanation

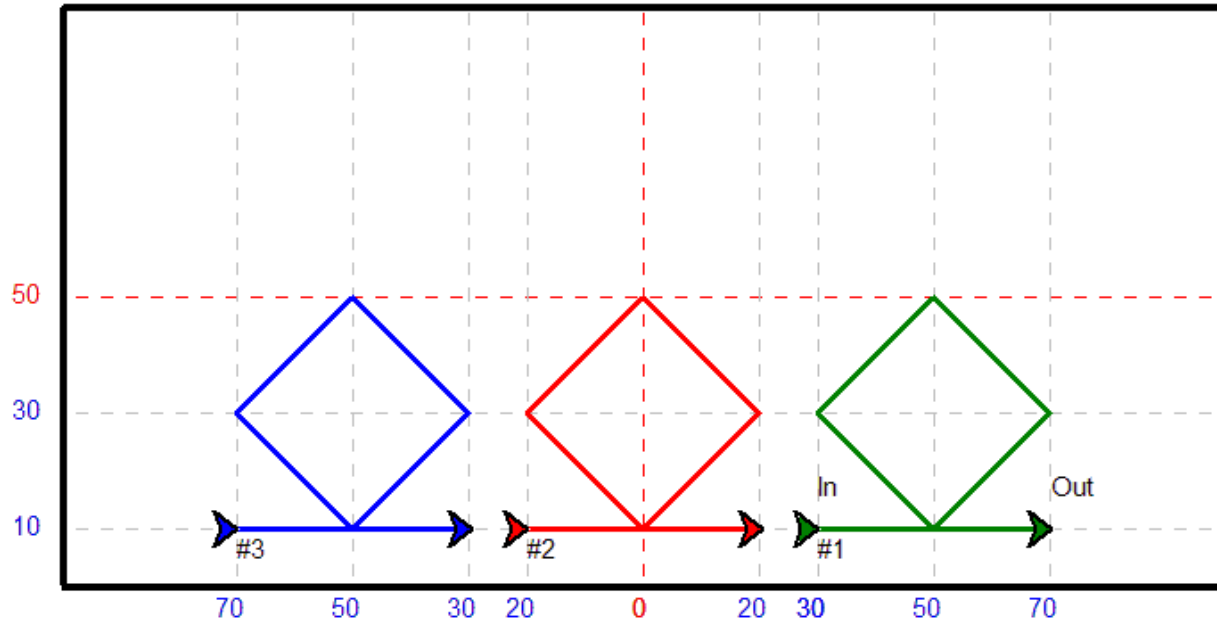
Each kite flies two sides of the square and exits at the opposite corner.

Other components:

- Relative placement of components
- Speed control

# DT 10 - Team Diamonds

Version 2002-07-01



## Critical Components

Relative placement of components

Timing

## Explanation

Other components:

Spacing

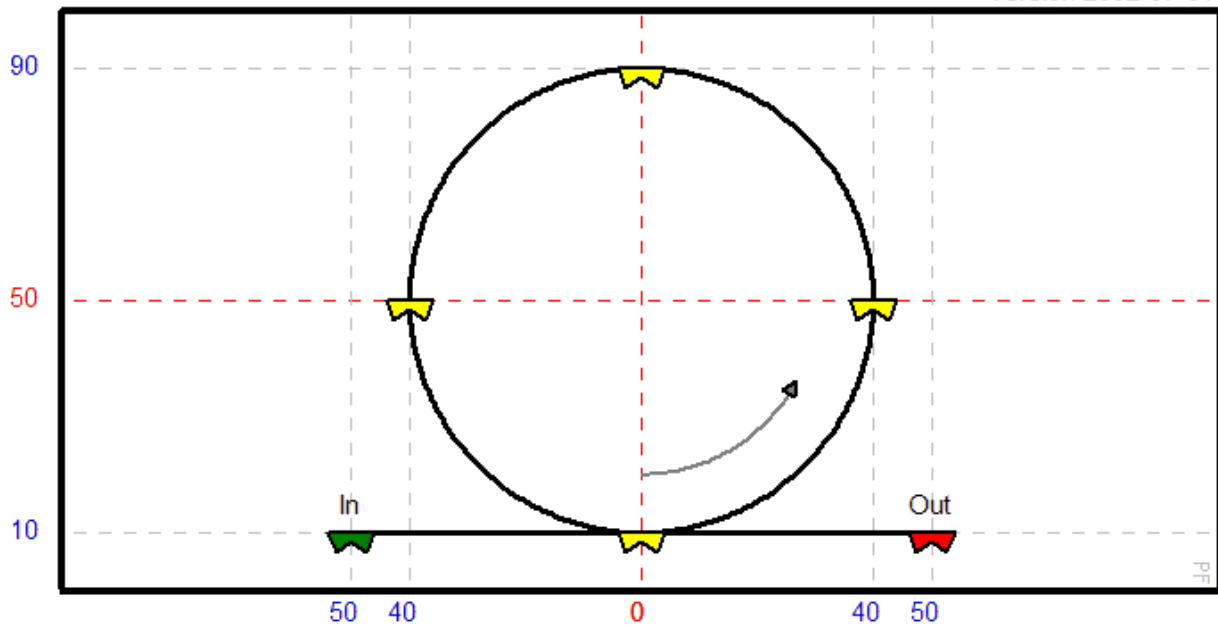
Right angles





# MI 01 - Circle

Version 2002-07-01



## Critical Components

Circle  
Orientation

## Explanation

The kite is oriented nose-up throughout the figure.

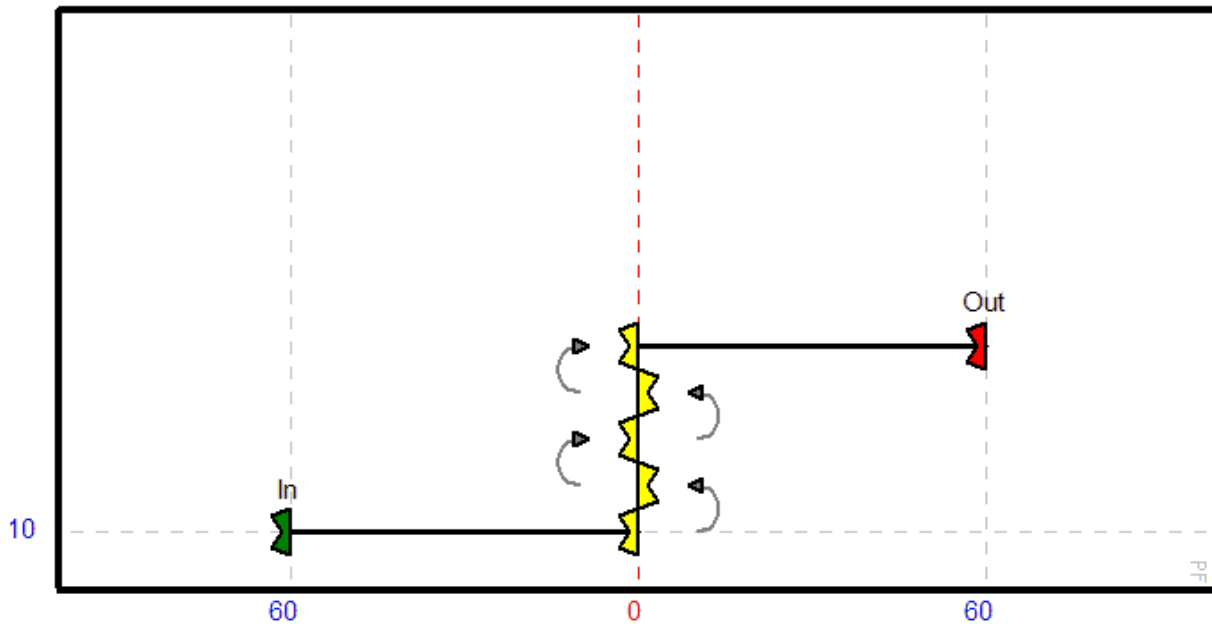
Other components

Multi-line slide

Position within the precision grid

# MI 02 - Ladder Up

Version 2002-07-01



## Critical Components

- Rotation
- Position within the precision grid

## Explanation

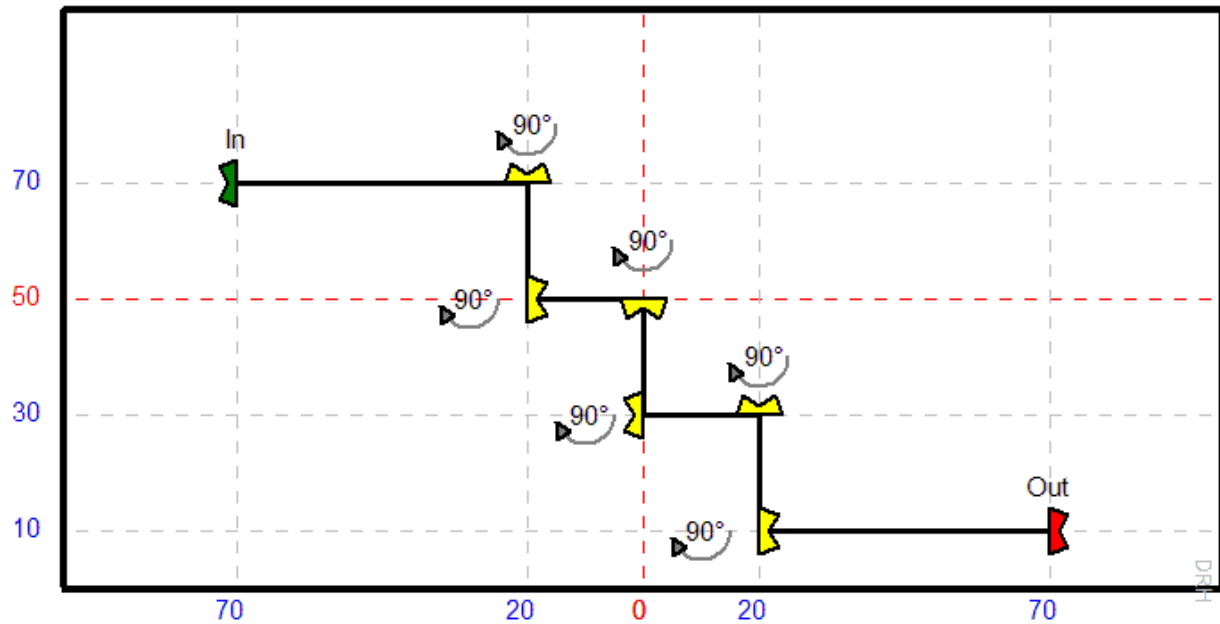
The kite rotates forward around one wingtip after the other as it climbs. The position of the kite after each rotation is determined by the width of the kite. Therefore, the vertical position of the kite at the end of each rotation and the last horizontal line are undefined.

### Other components

- Relative placement of components
- Parallel lines

# MI 03 - Steps and Turns

Version 2002-07-01



## Critical Components

Relative placement of components  
 Rotation

## Explanation

The kite rotates 90° around its center at each change of direction.

Other components

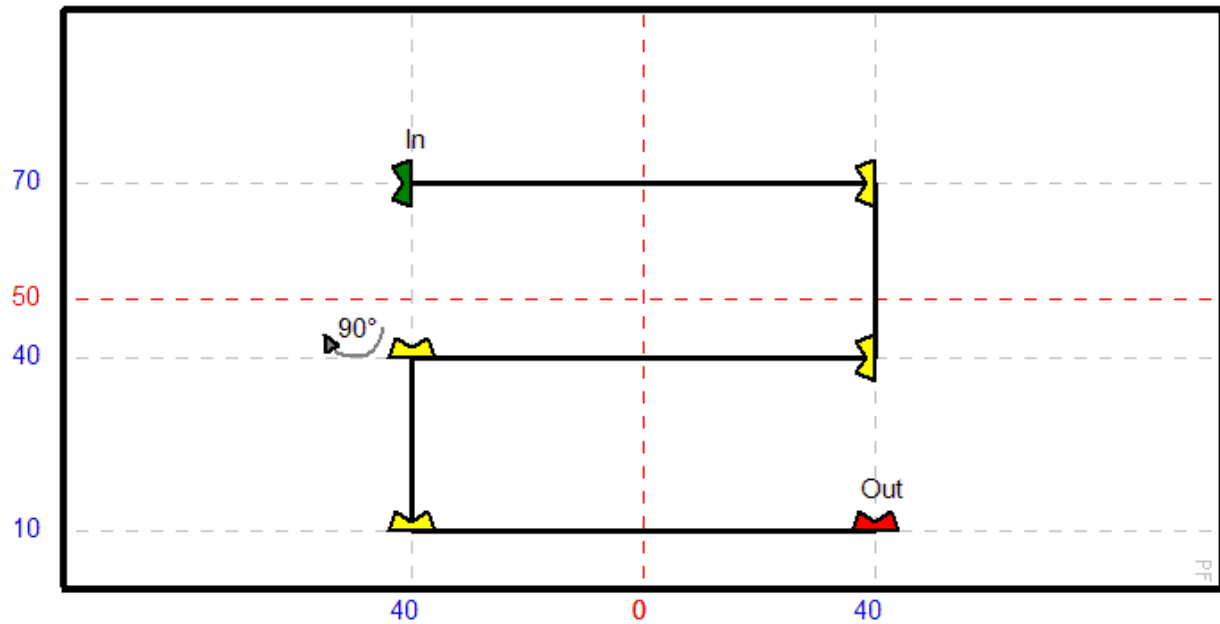
Straight lines

Position within the precision grid

Backward flight

# MI 04 - Two Down

Version 2002-07-01



## Critical Components

- Parallel lines
- Inverted flight

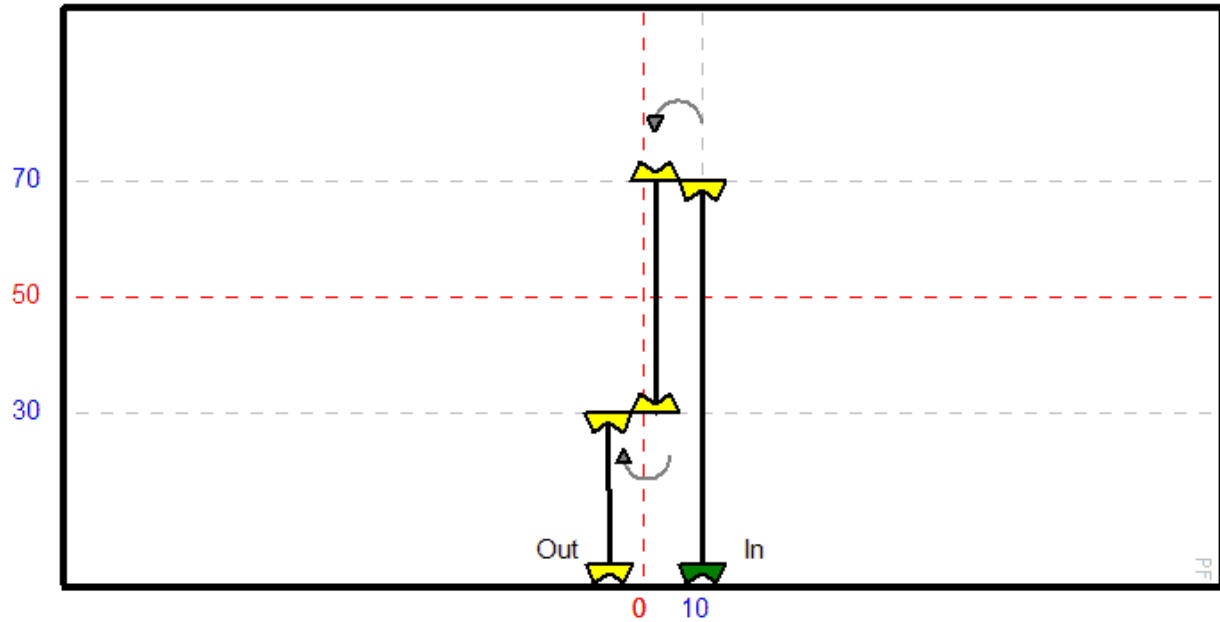
## Explanation

- Other components
  - Center rotation
  - Speed control



# MI 05 - Swing

Version 2002-07-01



## Critical Components

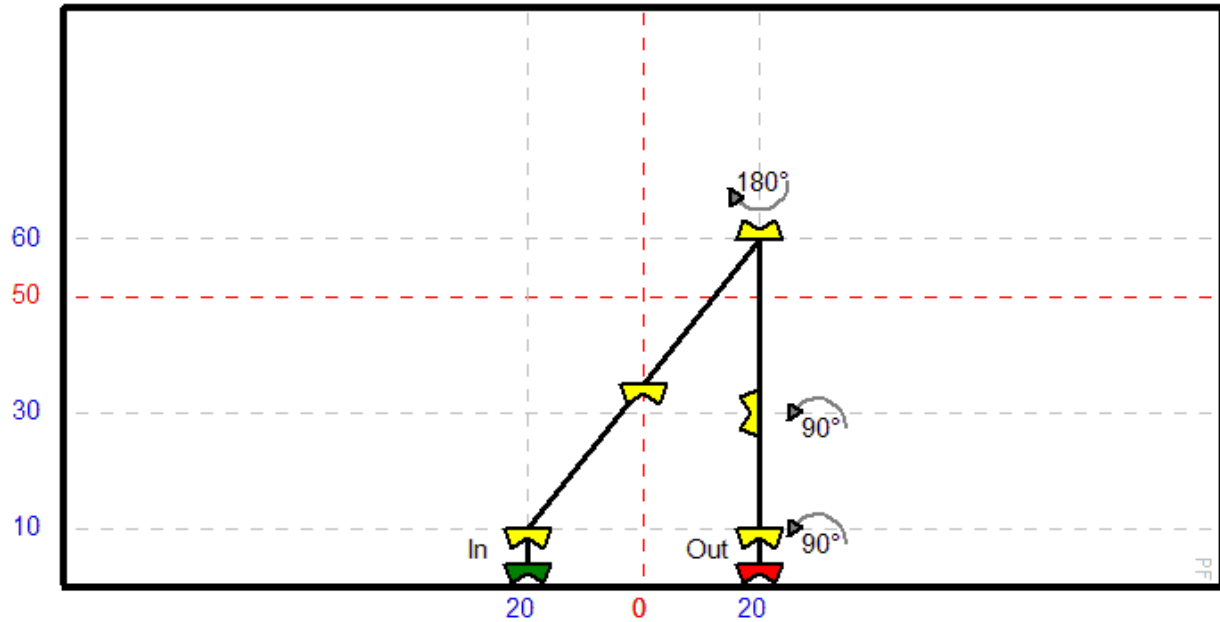
- Wingtip rotation
- Parallel lines

## Explanation

- Other components
  - Launch
  - Landing

# MI 06 - Peak

Version 2002-07-01



## Critical Components

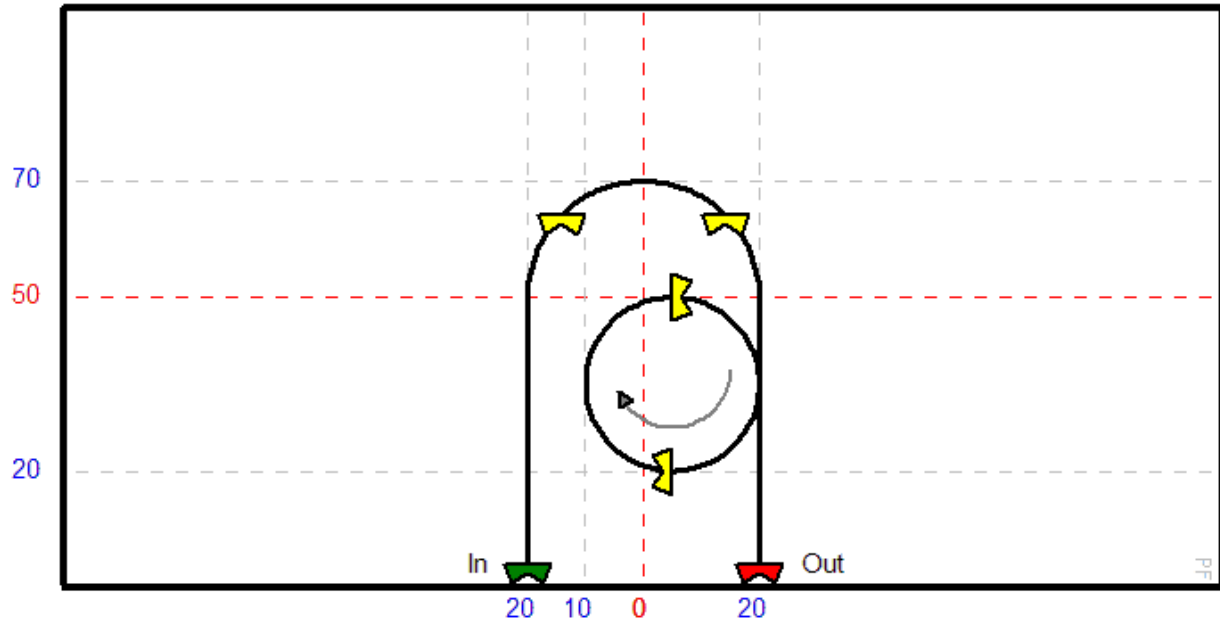
- Diagonal flight
- Relative placement of components

## Explanation

- Other components
- Launch
- Landing
- Center Rotation

# MI 07 - Arc Circle

Version 2002-07-01



## Critical Components

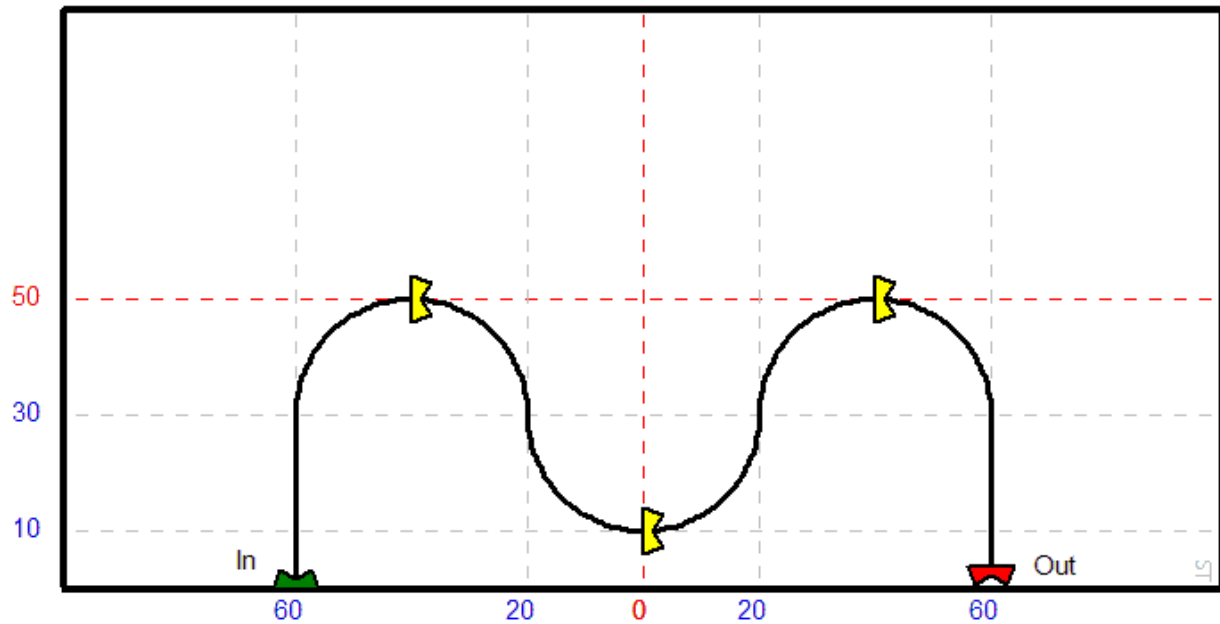
- Circle
- Backwards flight

## Explanation

- Other components
  - Arc
  - Launch
  - Landing

# MI 08 - Camel Back

Version 2002-07-01



## Critical Components

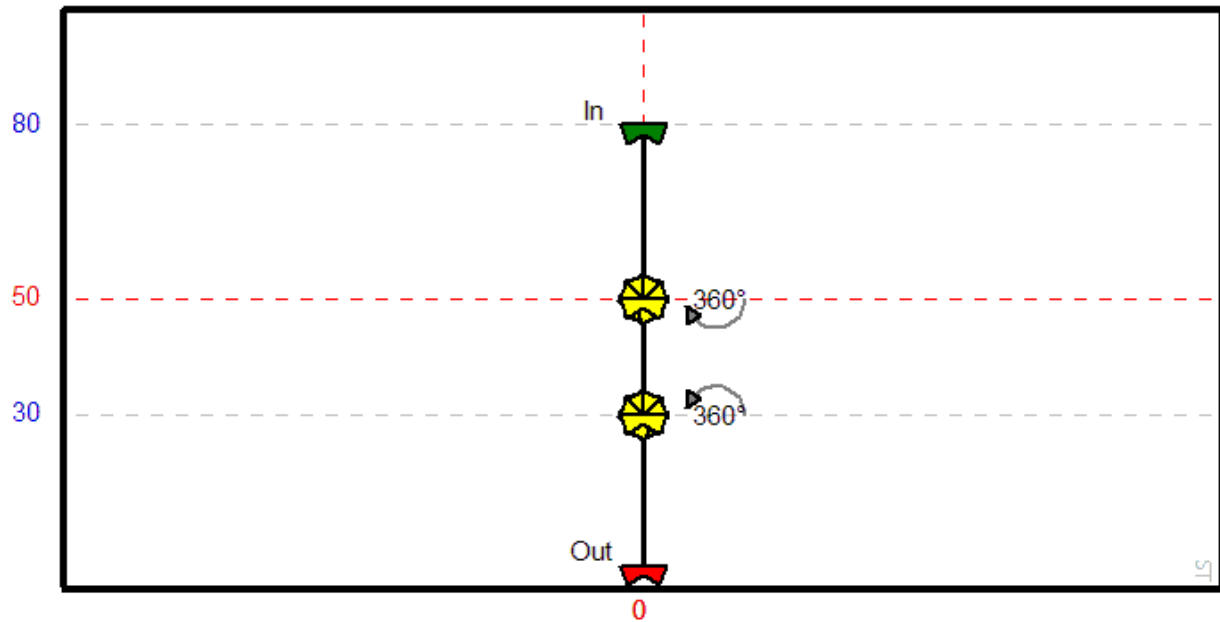
- Arcs
- Backward flight

## Explanation

- Other components
- Speed control
- Launch
- Landing
- Straight lines

# MI 09 - Clock Tower

Version 2002-07-01



## Critical Components

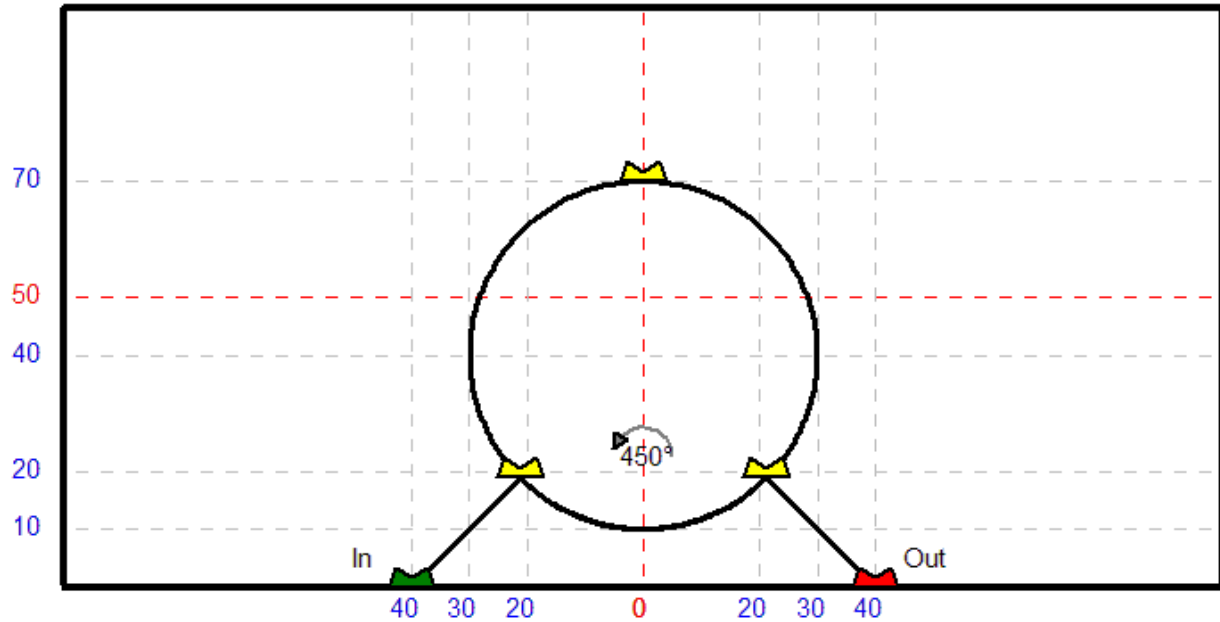
- Center Rotation
- Straight line

## Explanation

- Both  $360^\circ$  rotations are done in eight individual  $45^\circ$  steps.
- Other components
  - Speed control

# MI 10 - Crystal Ball

Version 2002-07-01



## Critical Components

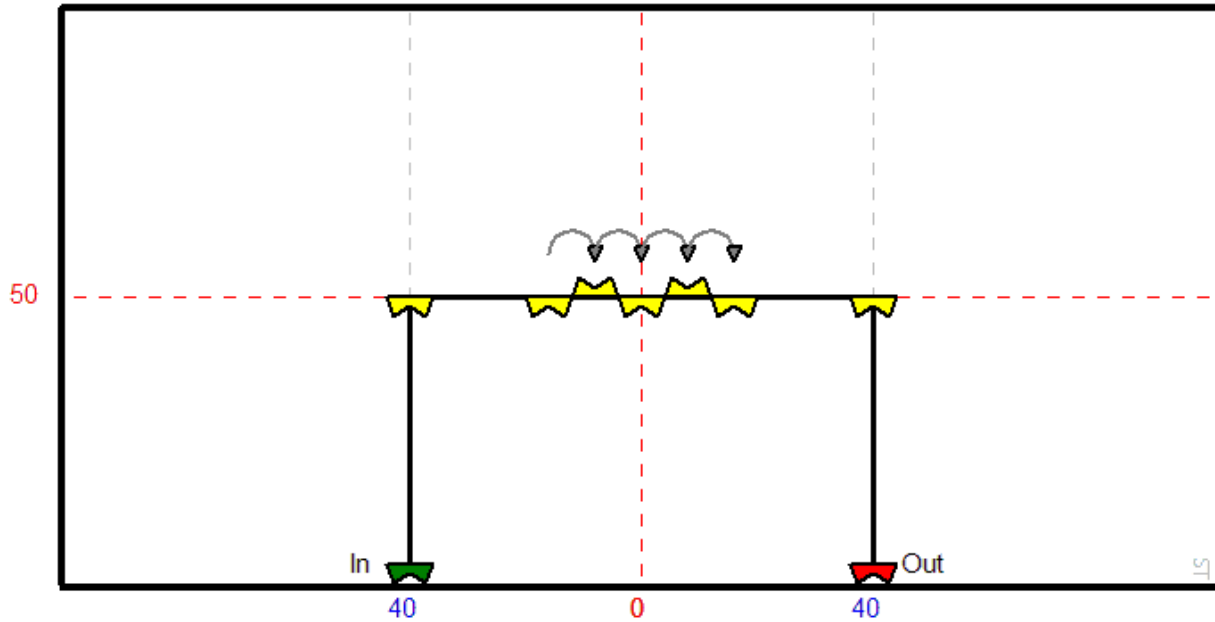
- Circle
- Inverted flight

## Explanation

- Other components
  - Speed control
  - Relative placement of components (size)

# MI 11 - Tip Pivots

Version 2002-07-01



## Critical Components

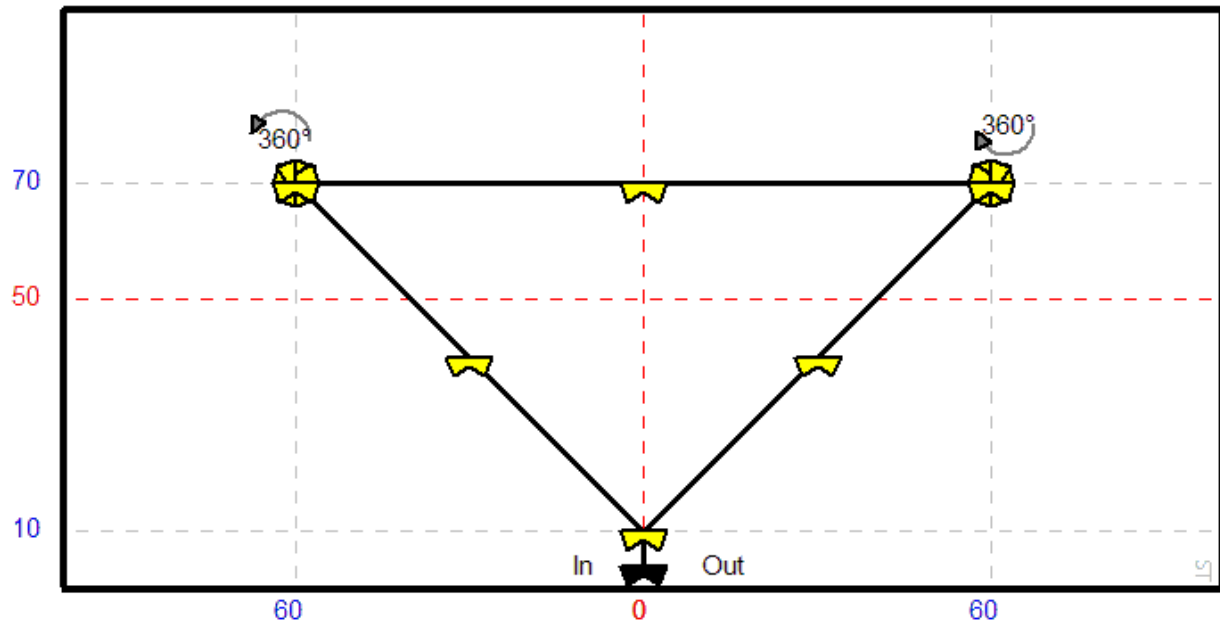
- Wingtip rotations
- Straight lines

## Explanation

- Other components
- Position within the precision grid
- Relative placement of components
- Speed control

# MI 12 - Martini Glass

Version 2002-07-01



## Critical Components

Straight lines  
Center rotation

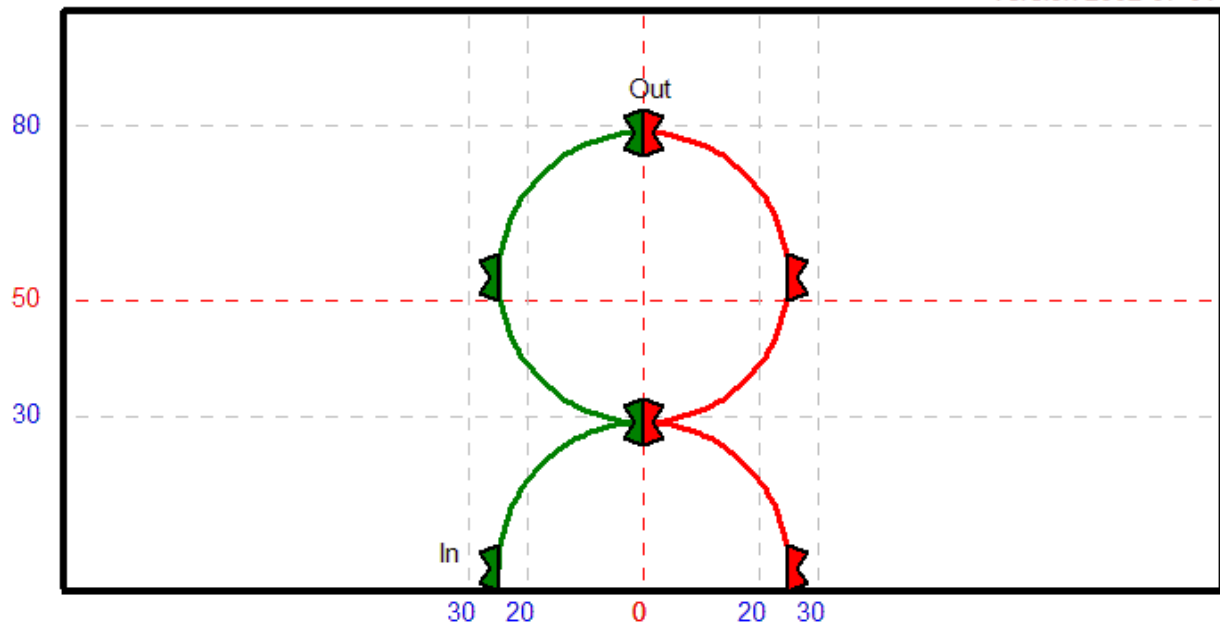
## Explanation

Other components  
Position within the precision grid  
Relative placement of components  
Speed control



# MP 01 - Qisses

Version 2002-07-01



## Critical Components

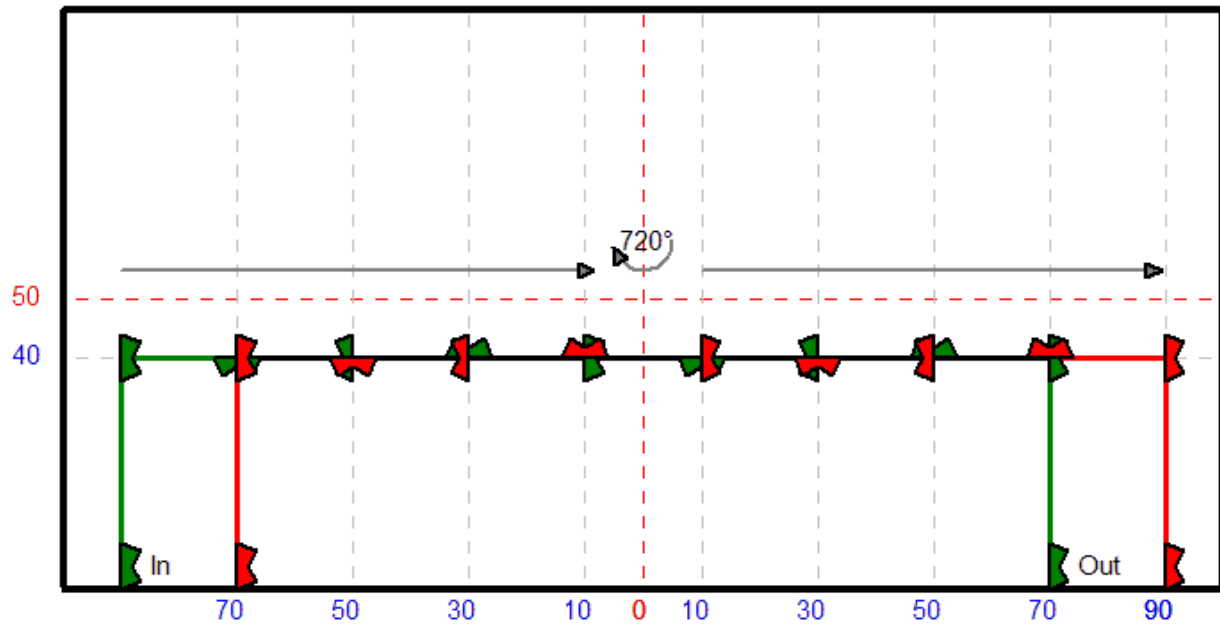
Relative placement of components  
Speed control

## Explanation

Other components  
Position within the precision grid  
Spacing

# MP 02 - Tandem

Version 2002-07-01



## Critical Components

- Center rotations
- Timing

## Explanation

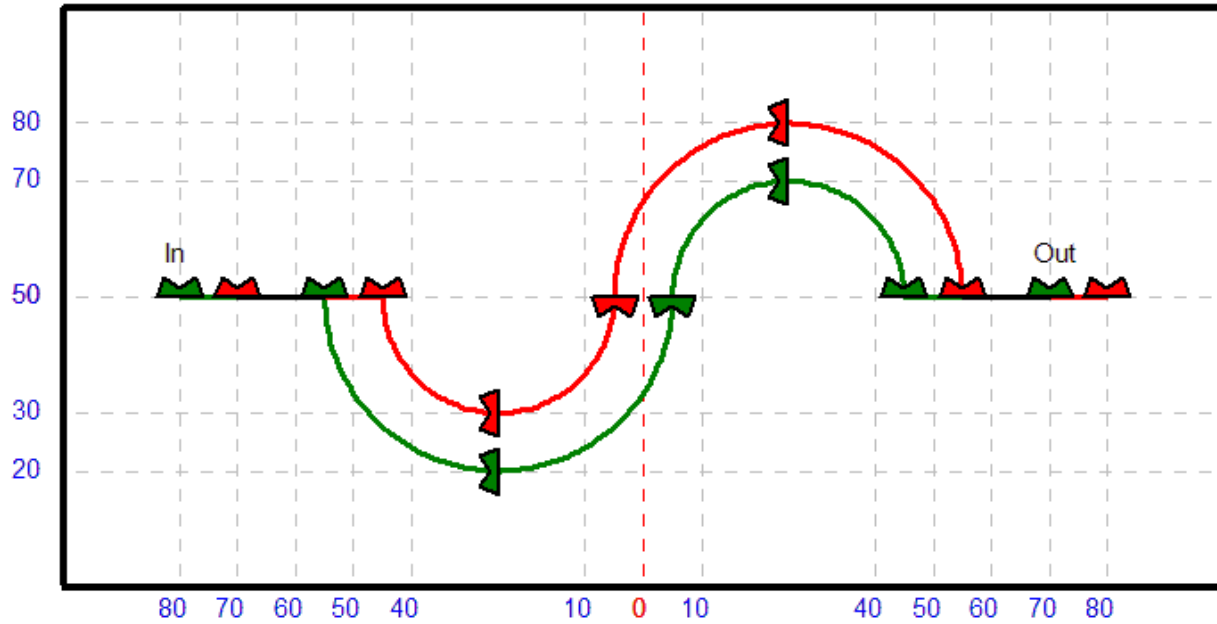
The two full rotations are done simultaneously as the kites travel across the grid.

### Other components

- Position within the precision grid
- Speed control
- Straight lines

# MP 03 - Quadouble-S

Version 2002-07-01



## Critical Components

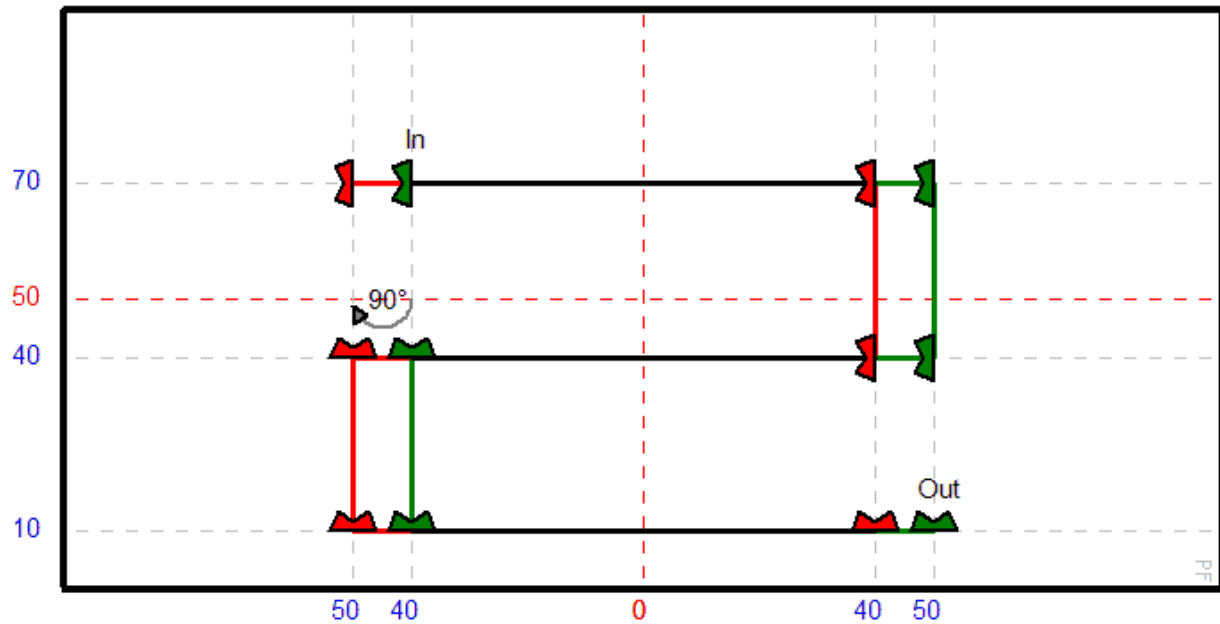
Arcs  
Spacing

## Explanation

Other components  
Inverted flight  
Position within the precision grid  
Speed control

# MP 04 - Two Down

Version 2002-07-01



## Critical Components

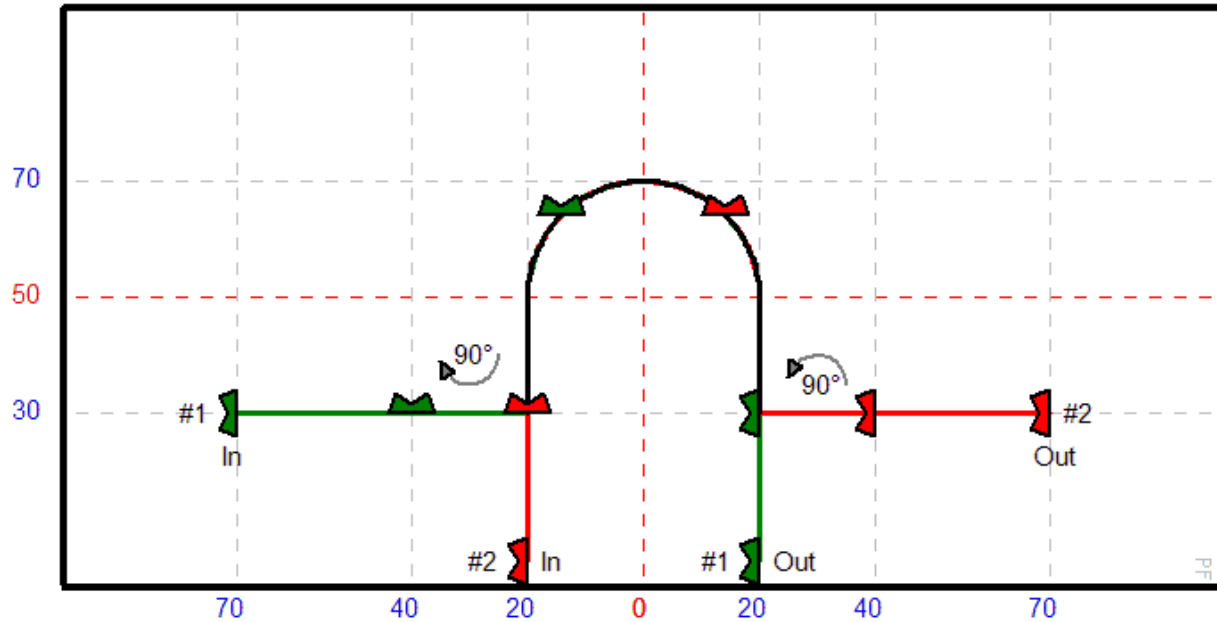
- Speed control
- Spacing

## Explanation

- Other components
- Position within the precision grid
- Straight lines
- Center rotation

# MP 05 - Sticky Wicket

Version 2002-07-01



## Critical Components

Arc  
Spacing

## Explanation

Kites #1 and #2 rotate right 90° simultaneously at <40 and <20 respectively.

Kites #1 and #2 rotate left 90° simultaneously at >20 and >40 respectively.

Kite #1 flies inverted from <40 to <20.

Kite #2 flies inverted from >20 to >40.

Other components

Center rotation

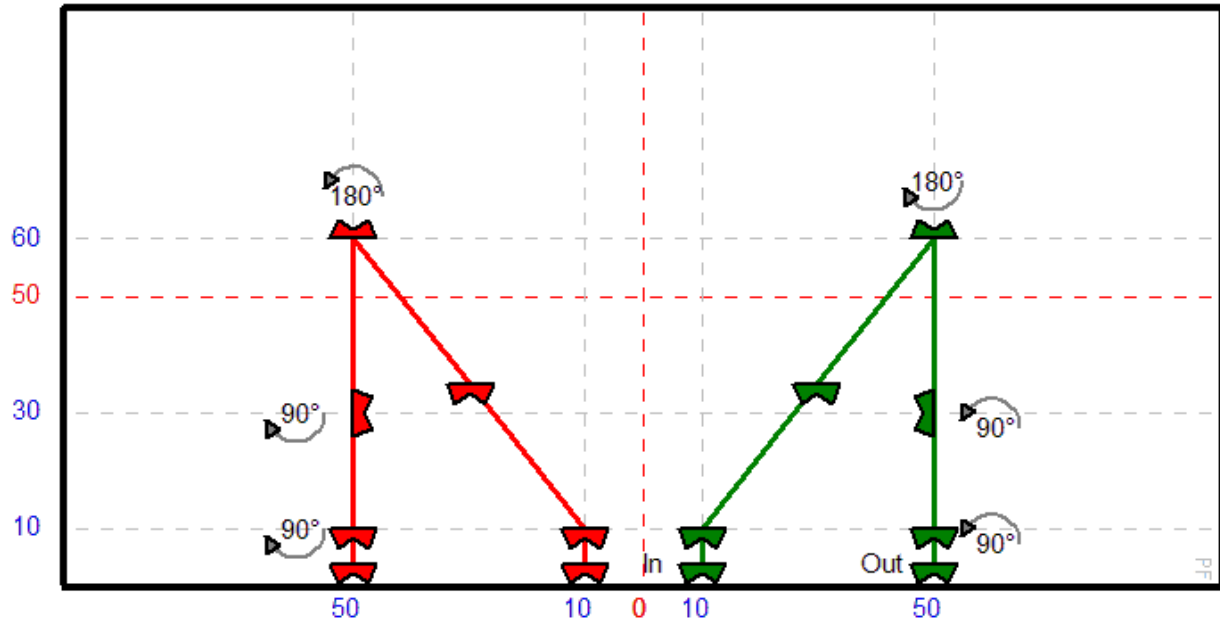
Position within the precision grid

Relative placement of components

Parallel lines

# MP 06 - Peaks

Version 2002-07-01



## Critical Components

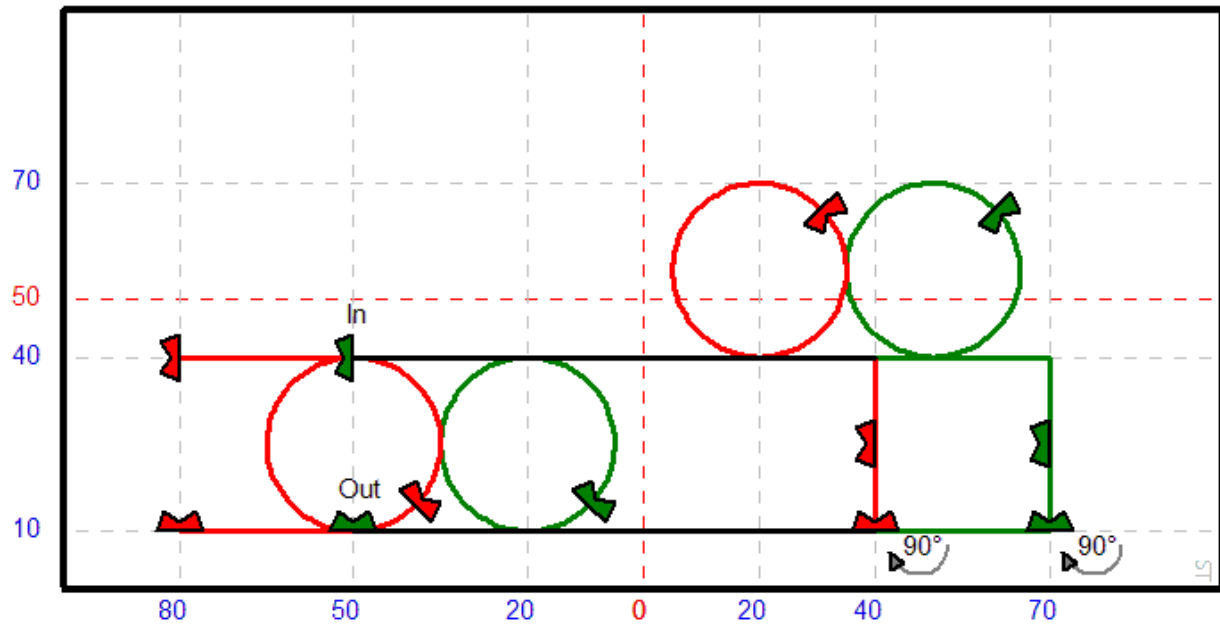
- Diagonal flight
- Relative placement of components

## Explanation

- Other components
- Launch
- Landing
- Center rotation

# MP 07 - Circles and Slides

Version 2002-07-01



## Critical Components

- Circles
- Inverted slide

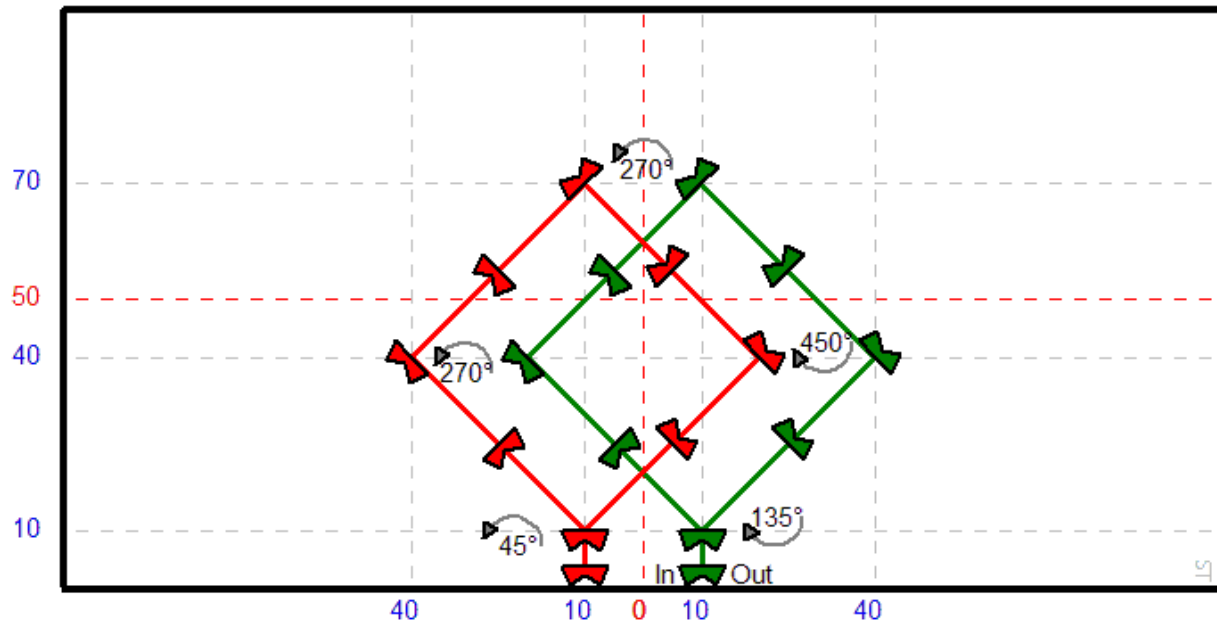
## Explanation

Both sets of circles are flown with the leading edge forward. The circles on the left are flown first and go downward.

- Other components
  - Parallel lines
  - Spacing

# MP 08 - Double Diamonds

Version 2002-07-01



## Critical Components

- Spacing
- Center rotation

## Explanation

Both kites make a 45° left turn at ^10 after launching.  
 Both kites make a 135° right turn at ^ 10 before landing.

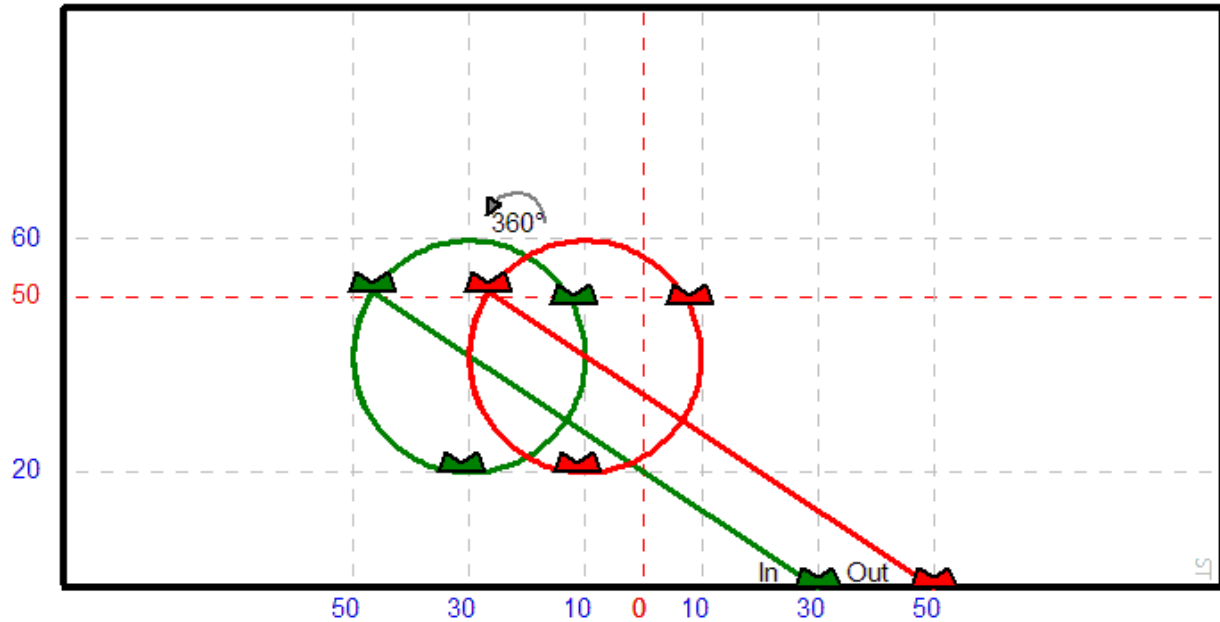
### Other components

- Parallel lines
- Straight lines
- Relative placement of components



# MP 09 - Lollypops

Version 2002-07-01



## Critical Components

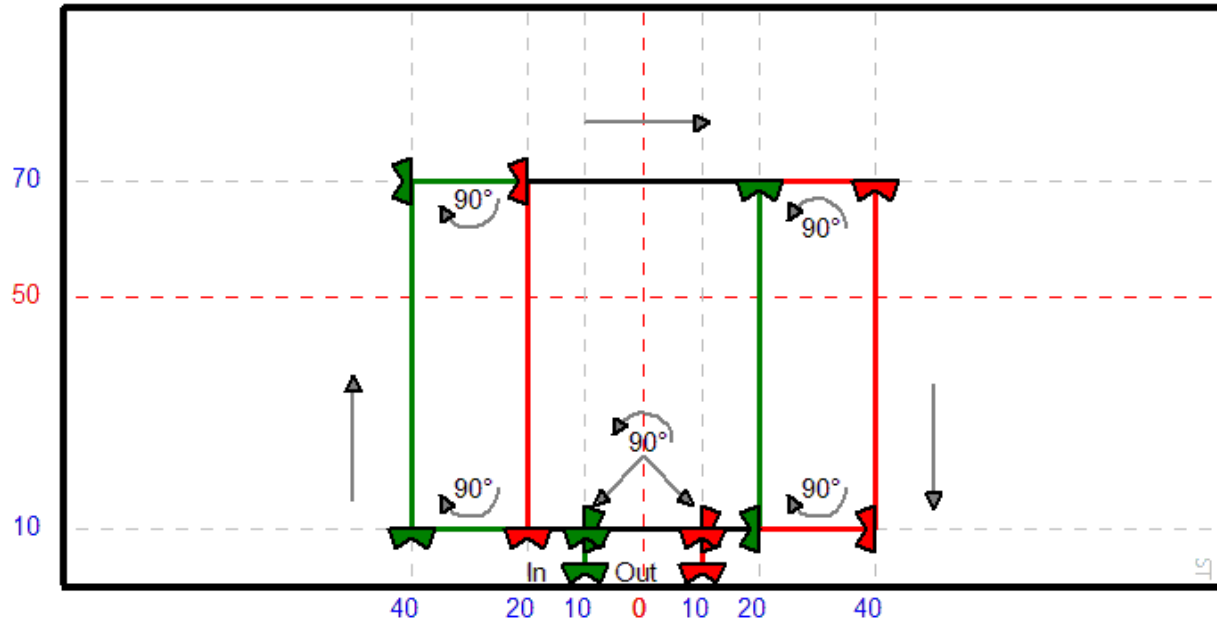
- Diagonal flight
- Circles

## Explanation

- Other components
- Inverted flight
- Parallel lines
- Spacing
- Relative placement of components

# MP 10 - Parallel Boxes

Version 2002-07-01



## Critical Components

Straight lines  
Speed control

## Explanation

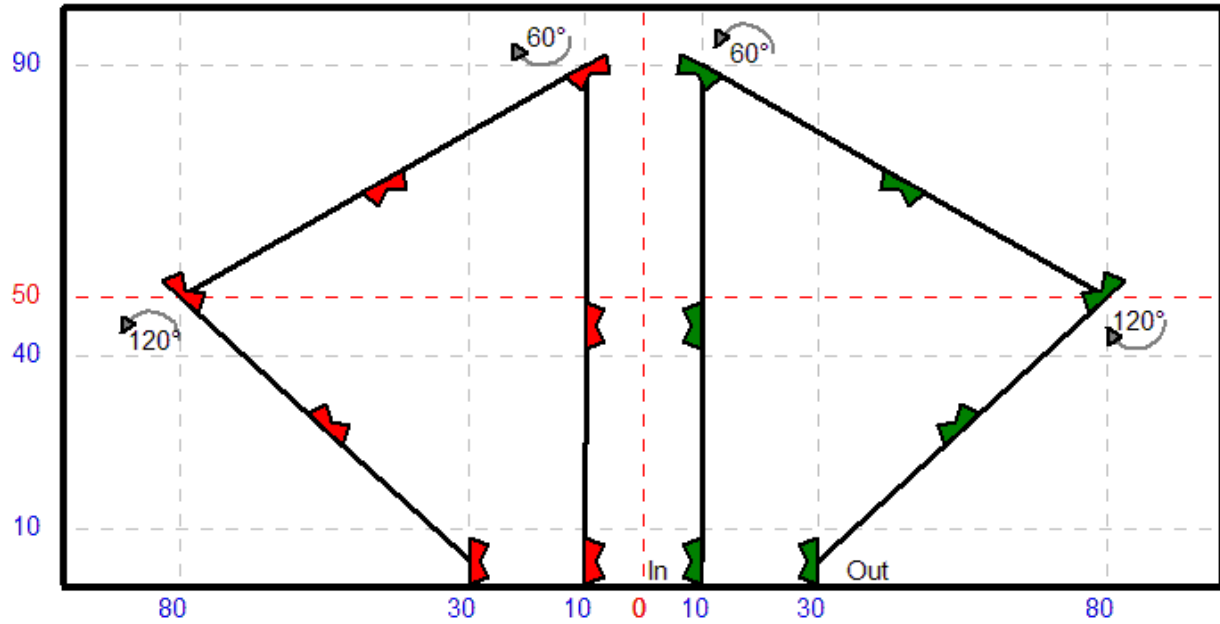
After launch and before landing, both kites rotate 90° left at ^10.

Other components

- Parallel lines
- Spacing
- Relative placement of components
- Center rotation

# MP 11 - Triangle Split

Version 2002-07-01



## Critical Components

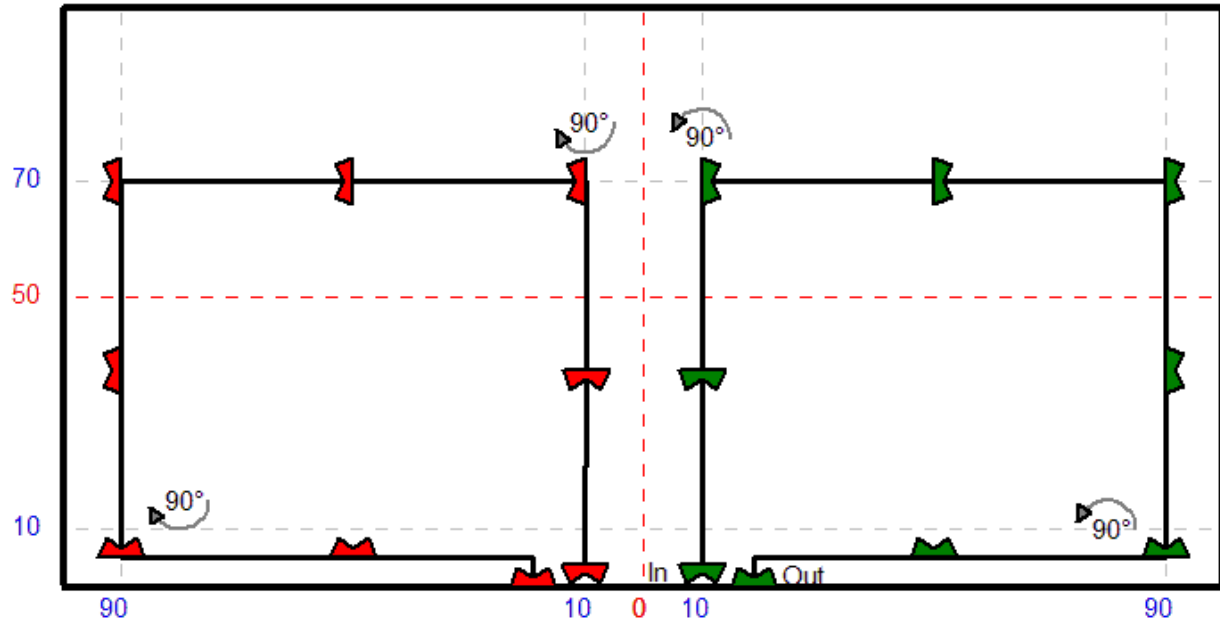
- Straight lines
- Position within the precision grid

## Explanation

- Other components
  - Timing
  - Center rotations
  - Backwards flight
  - Vertical slide

# MP 12 - Split Square

Version 2002-07-01



## Critical Components

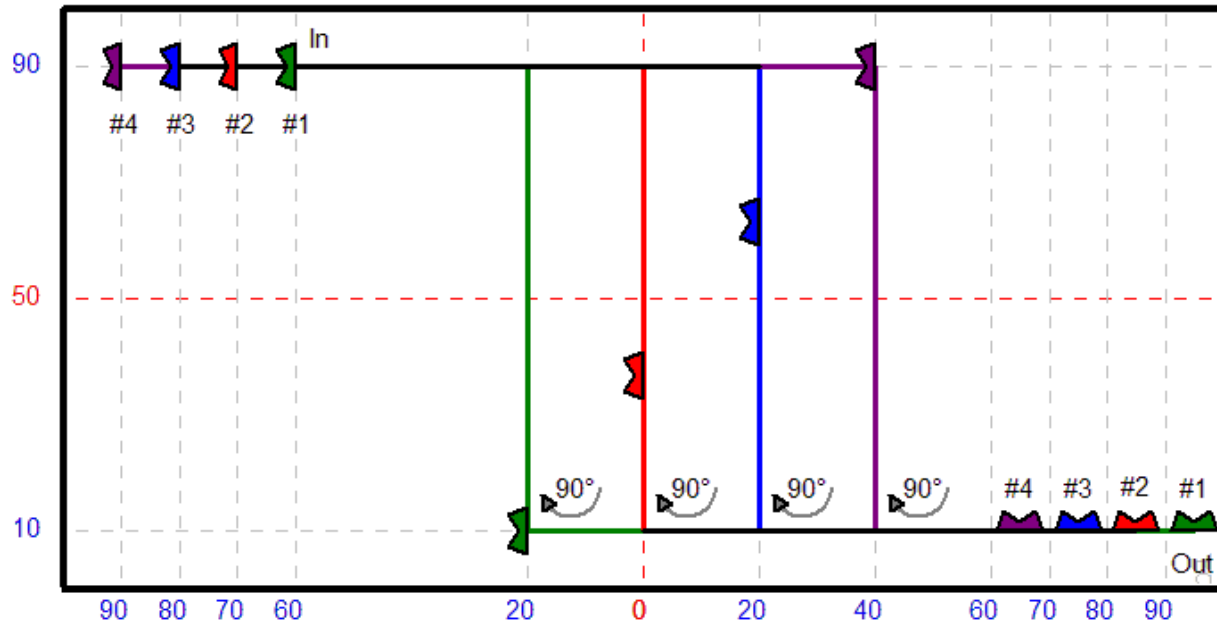
- Straight lines
- Relative placement of components

## Explanation

- Other components
- Inverted slide
- Vertical slide
- Center rotations
- Position within the precision grid

# MT 01 - Cascade

Version 2002-07-23



## Critical Components

- Spacing
- Speed control

## Explanation

At the end of each downward vertical slide each kite rotates 90° and slides to the right.

Kite #1 passes under kites #2, #3, and #4 as it slides to the right.

Kite #2 passes under kites #3, and #4 as it slides to the right.

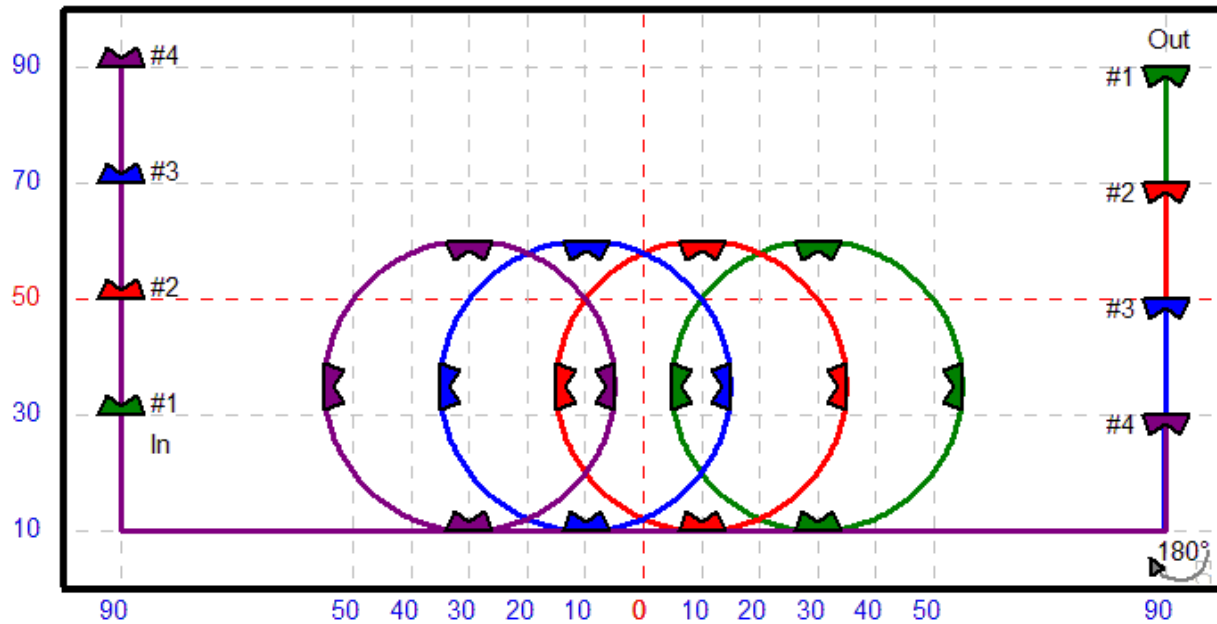
Kite #3 passes under kites #4 as it slides to the right.

Other components

- Position within the precision grid
- Straight lines
- Center rotations

# MT 02 - Follow, Slide, Roll

Version 2002-07-23



## Critical Components

- Circles
- Spacing

## Explanation

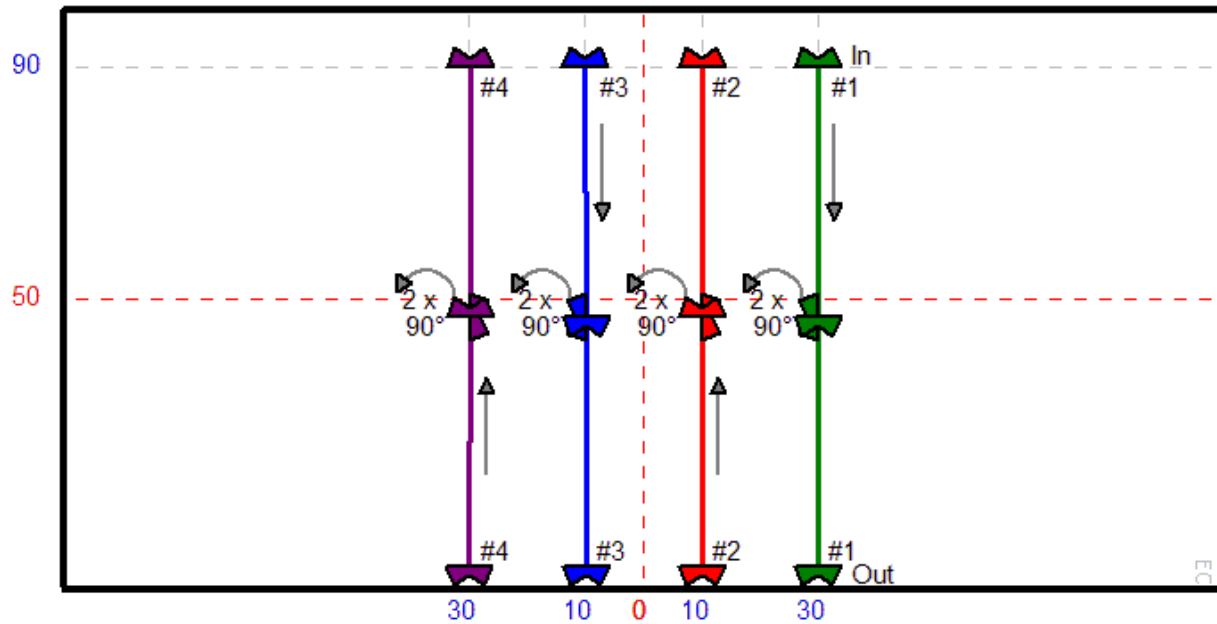
The circles are executed with the nose pointed outside the circle throughout.

Other components

- Straight lines
- Relative placement of components
- Inverted slide
- Center rotations

# MT 03 - Vertical Thread and Rotate

Version 2002-08-04



## Critical Components

- Straight lines
- Center rotations

## Explanation

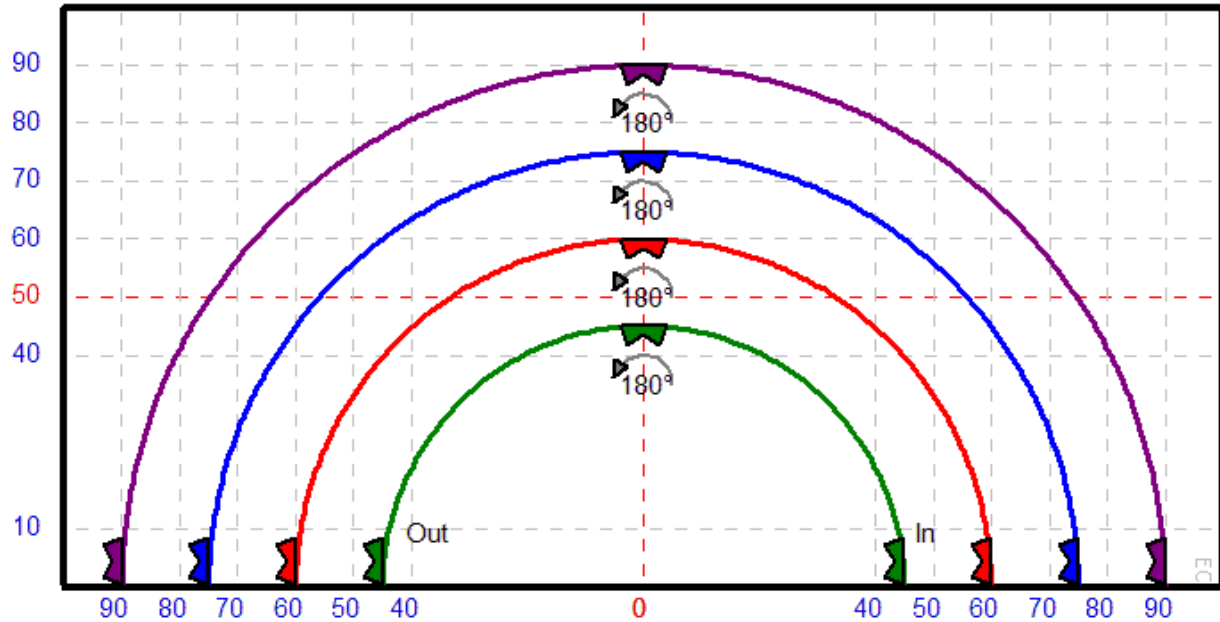
The center rotations at ^50 are composed of two separate 90° rotations with a stop before and after each.

Other components

- Spacing
- Relative placement of components

# MT 04 - Rainbow Slide

Version 2002-07-23



## Critical Components

- Spacing
- Speed control

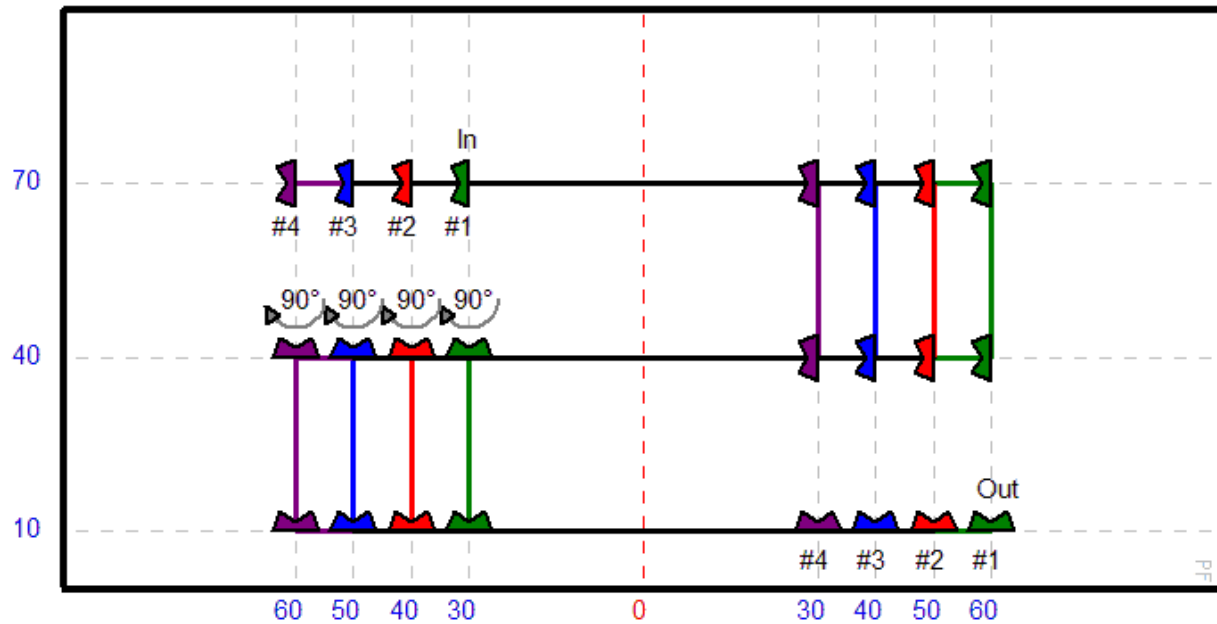
## Explanation

The launch is from a wingtip stand.  
 The 180° center rotations are executed in unison and end in a stop.  
 Other components  
     Position within the precision grid  
     Center rotations



# MT 05 - Two Down

Version 2002-07-23



## Critical Components

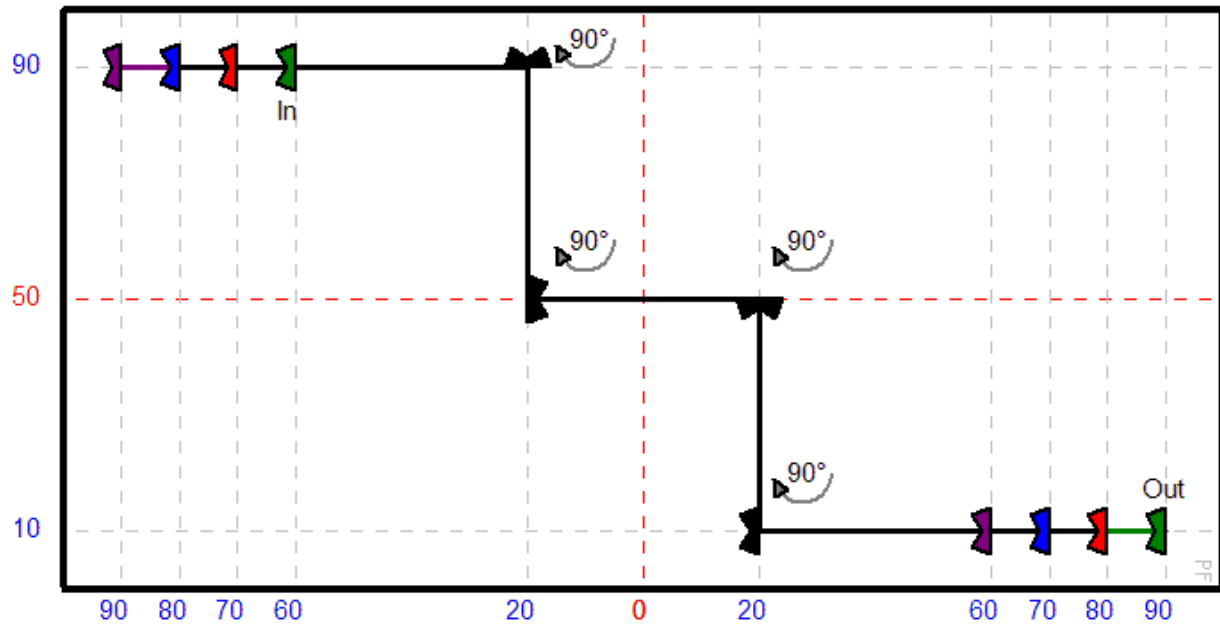
Speed control  
Spacing

## Explanation

Other components  
Vertical slide  
Center rotation  
Position within the precision grid  
Straight lines

# MT 06 - Steps and Turns

Version 2002-07-25



## Critical Components

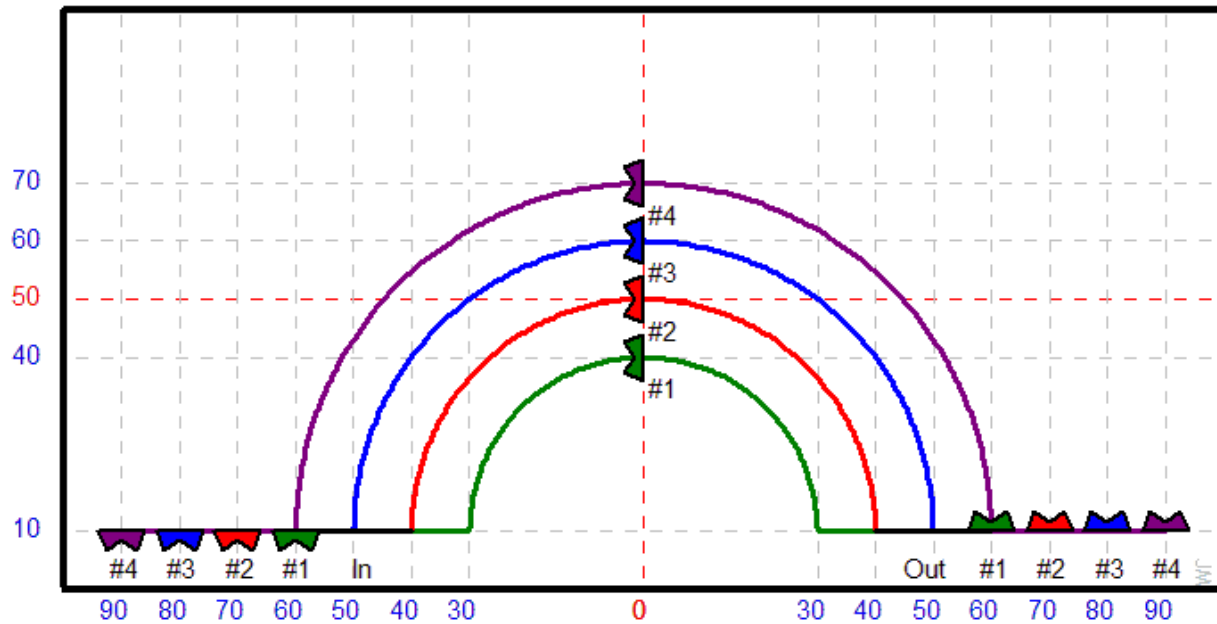
- Relative placement of components
- Center rotations

## Explanation

- The kites rotate 90° clockwise at each corner.
- Other components
  - Straight lines
  - Position within the precision grid
  - Backward flight

# MT 07 - Arch du Carousel

Version 2002-07-23



## Critical Components

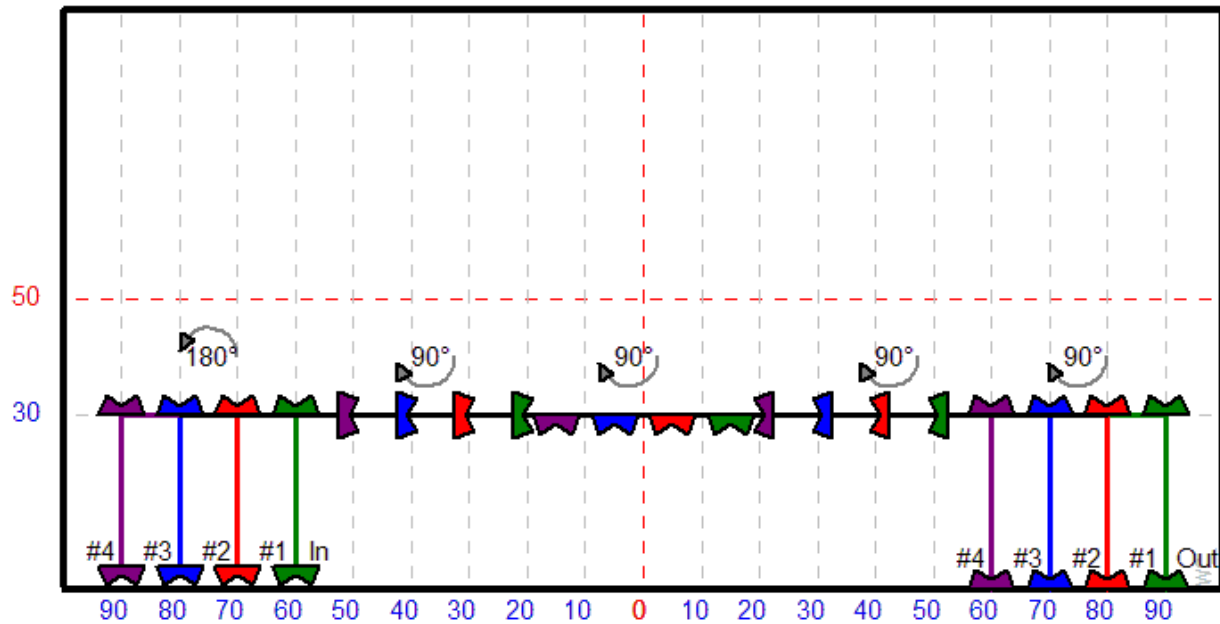
- Arcs
- Speed control

## Explanation

- Other components
  - Relative placement of components
  - Position within the precision grid
  - Timing

# MT 08 - Pivots

Version 2002-07-23



## Critical Components

- Center rotations
- Straight lines

## Explanation

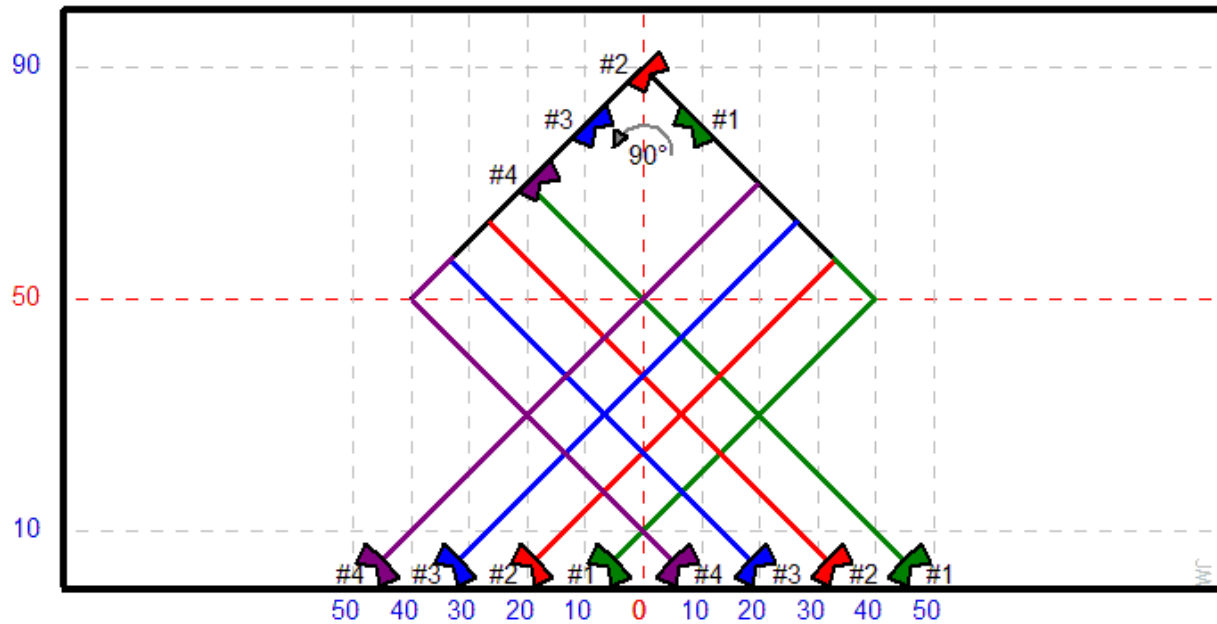
All rotations by all kites are executed simultaneously.

Other components

- Position within the precision grid
- Relative placement of components
- Speed control
- Backward flight
- Horizontal slide

# MT 09 - The Basket

Version 2002-07-23



## Critical Components

- Speed control
- Spacing

## Explanation

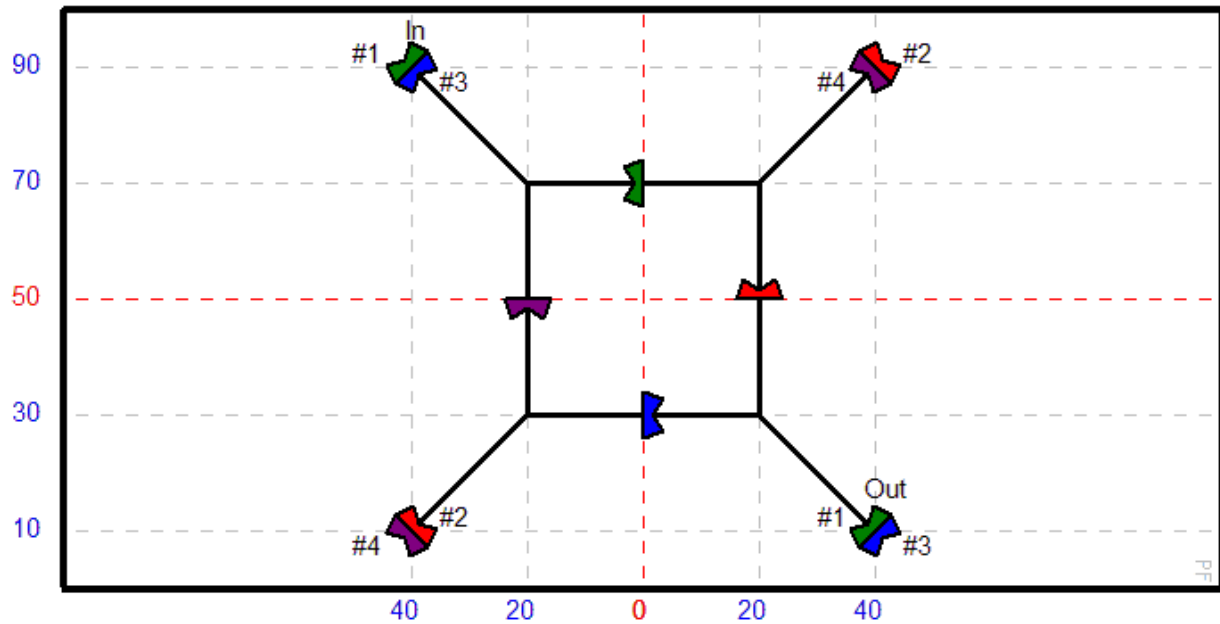
- All kites launch at the same time with the noses pointed at a 45° angle to the right.
- All kites reach the top right side of the basket at the same time.
- All kites slide diagonally up to and down from  $0^\circ$  to  $90^\circ$
- All kites land at the same time with the noses pointed at a 45° angle to the left.

### Other components

- Timing
- Right angles
- Parallel lines

# MT 10 - Spiderweb

Version 2002-07-23



## Critical Components

Parallel lines  
Timing

## Explanation

Each kite flies two sides of the square and exits at the opposite corner.

Other components

- Relative placement of components
- Speed control