

Kategórie FS - 4Way

ROOKIES, A, AA, AAA

Tvary a bloky pre kategórie:

ROOKIE	A, B, C, D, E, F, G, H, J, K, L, M, N, O, P, Q, - zoskoky 3 bodové
A	Tvary A - Q, + bloky 2, 4, 6, 7, 8, 9, 19, 21, - zoskoky 3-4 bodové
AA	tvary A - Q, + bloky 1, 2, 4, 6, 7, 8, 9, 11, 13, 14, 15, 18, 19, 20, 21, 22 - zoskoky 4-5 bodové
AAA	Plný rozsah, tvary A-Q, + bloky 1 - 22, zoskoky 5-6 bodové.

Kedy sa začína pracovný čas:

ROOKIE	Od vstupu posledného člena tímu do vzduchu. Pracovný čas 35s.
A	Od vstupu posledného člena tímu do vzduchu. Pracovný čas 35s.
AA	Od vstupu prvého člena tímu do vzduchu. Pracovný čas 35s.
AAA	Od vstupu prvého člena tímu do vzduchu. Pracovný čas 35s.

Ako sa penalizuje:

Zlý tvar - 0b, dobrý tvar 1b. Zápis 0, alebo 1.
Blok je za dva body - ako sa hodnotí :

1. Ak je chyba v prvom tvare bloku - zápis 0, 1
2. Ak je chyba v prechode - zápis 1, 0
3. Ak je chyba v druhom tvare bloku - zápis 1, 0
4. Ak je chyba v prvom tvare aj v prechode- zápis 0, 0
5. Ak je chyba v prvom tvare aj v druhom tvare - zápis 0, 0
6. Ak je vynechaný tvar alebo blok - 3b

Kedy a čo je platný úchop

ČO JE PLATNÝ ÚCHOP

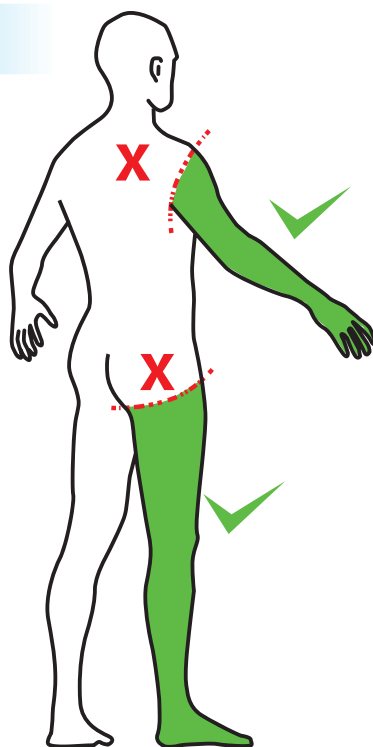
Statický kontakt akoukoľvek časťou dlane alebo prstami jedného, za ruku alebo nohu iného skokana.

RUKA

Platný úchop /grip/ za ruku - je priestor celej ruky od ramenného kĺbu až po prsty na dlani. - viď náčrt .
/Úchop nad kĺbom, krk s hlavou, to je grip neplatný, čiže foul/ .

NOHA

Platný úchop /grip/ za nohu - je priestor celej nohy od bederného kĺbu až po chodílo. - viď náčrt .
/Úchop nad kĺbom, alebo za zadok je grip neplatný, čiže foul/ .



Symbols

Povinné točenie



Indikátor smeru povinnej otáčky skupiny alebo jednotlivca pri prechodoch.



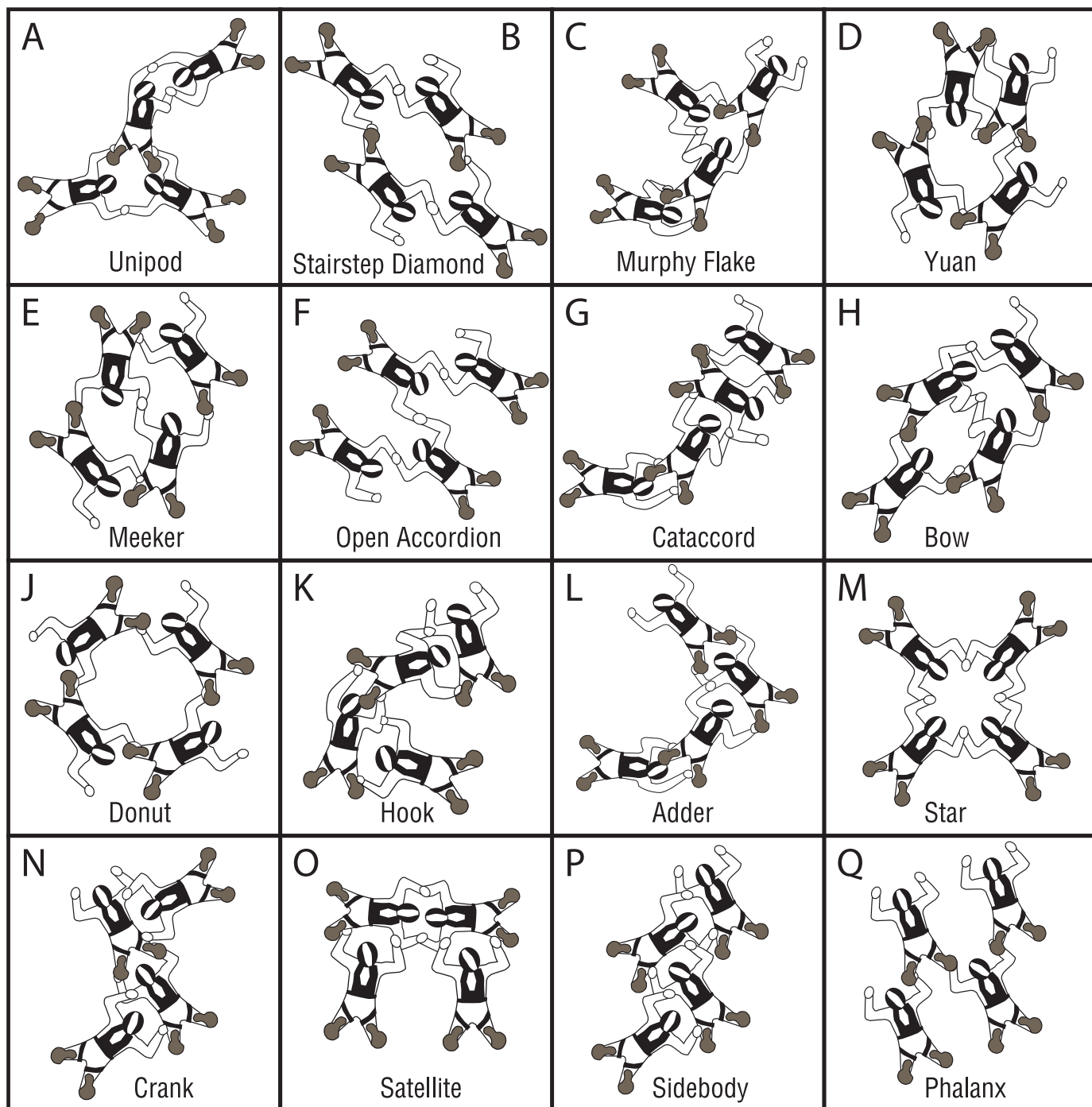
Indikátor ľubovoľného smeru povinnej otáčky skupiny alebo jednotlivca pri prechodoch.

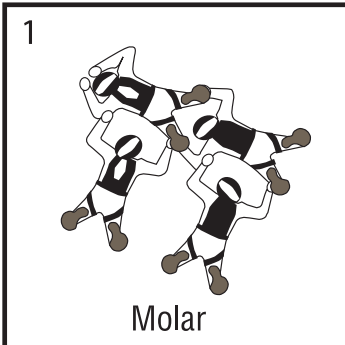
180°

Ukazovateľ o koľko stupňov sa musí vykonať otočenie skupiny, alebo jednotlivca pri povinnom prechode.

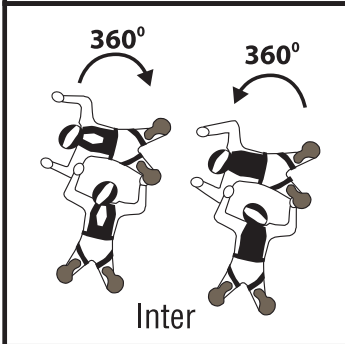
Zrkadlenie a posty

- Tvary a bloky sa **môžu** v ktorejkoľvek časti zoskoku zrkadliť.
- Pozície športovcov v tvaroch nie sú fixné. Športovci si môžu miesta medzi sebou ľubovoľne vymeniť . Dôležité je držanie tvaru, ktoré sa musí zhodovať s náčrtom.

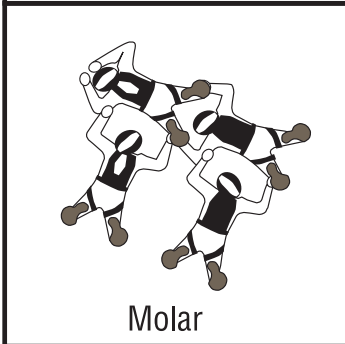




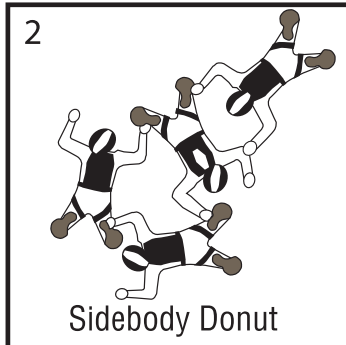
Molar



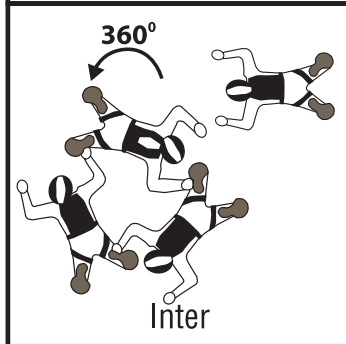
Inter



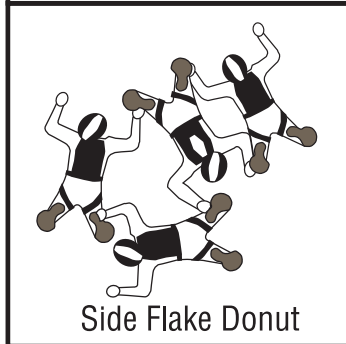
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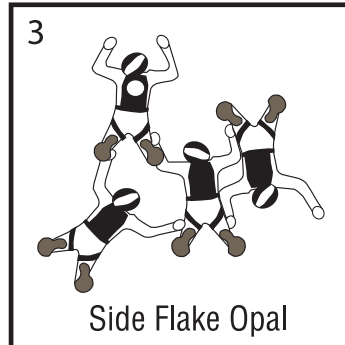
Sidebody Donut



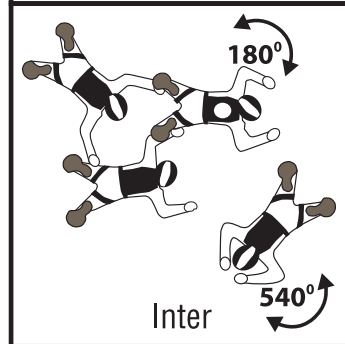
Inter



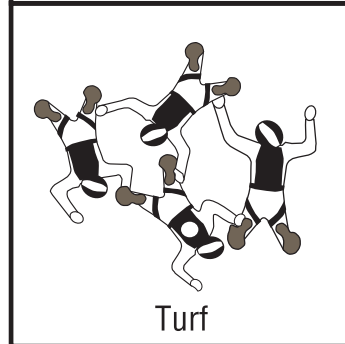
Side Flake Donut



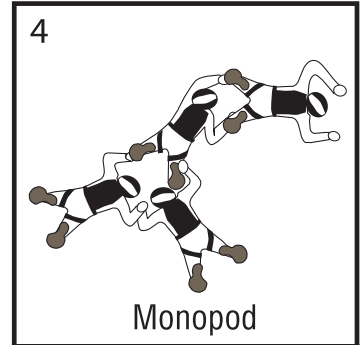
Side Flake Opal



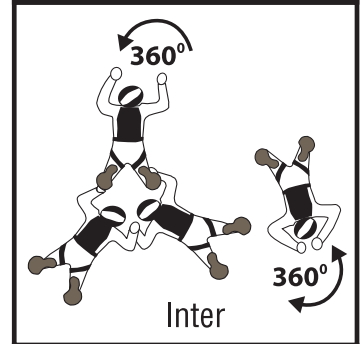
Inter



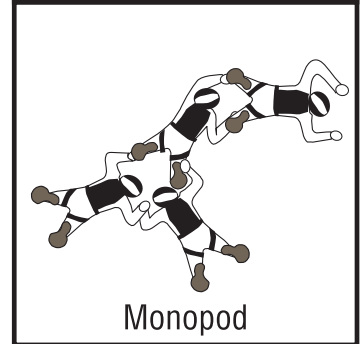
Turf



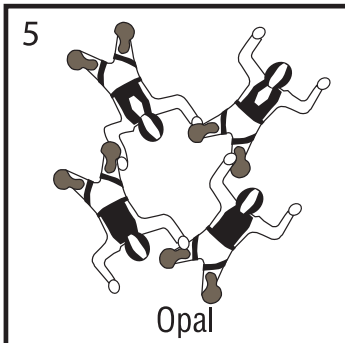
Monopod



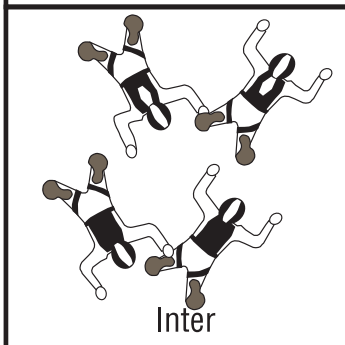
Inter



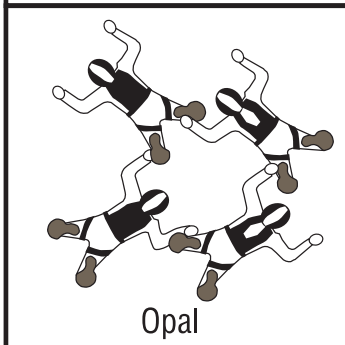
Monopod



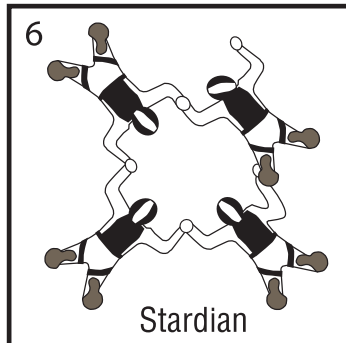
Opal



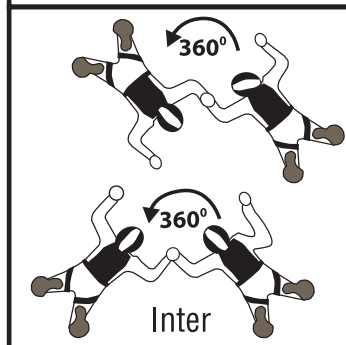
Inter



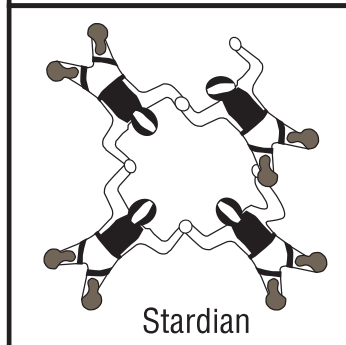
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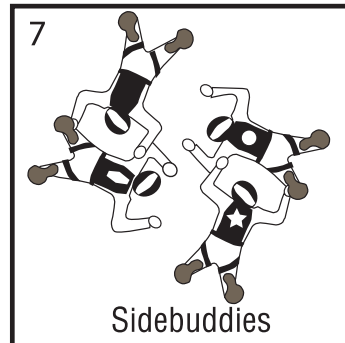
Stardian



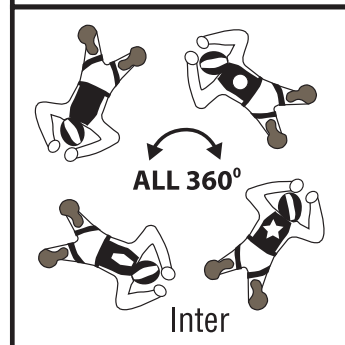
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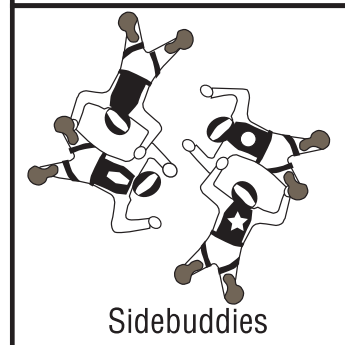
Stardian



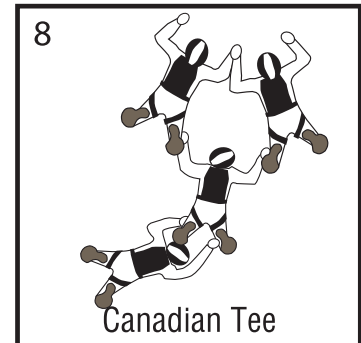
Sidebuddies



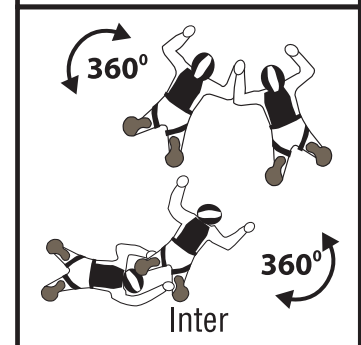
Inter



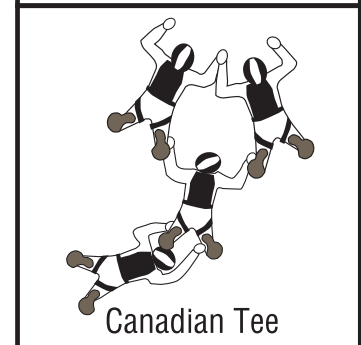
Sidebuddies



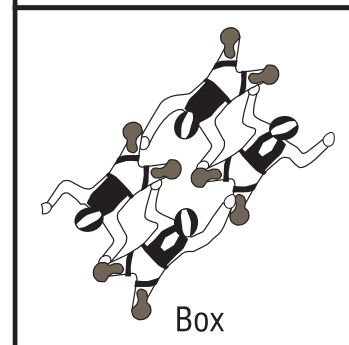
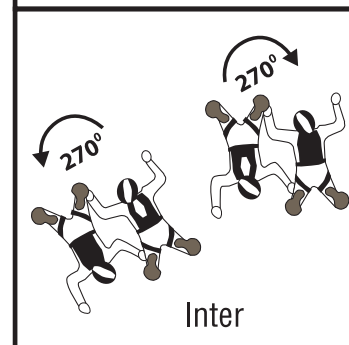
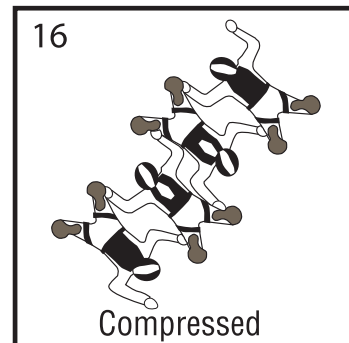
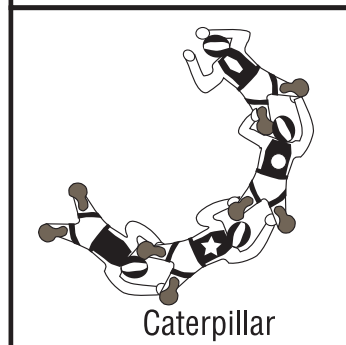
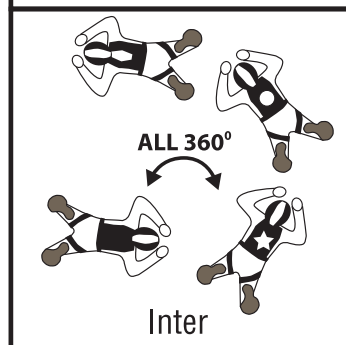
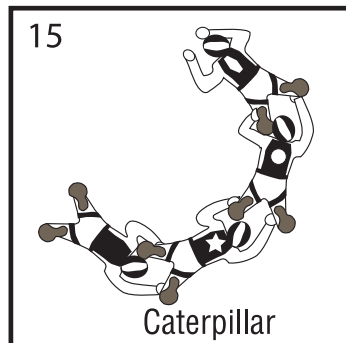
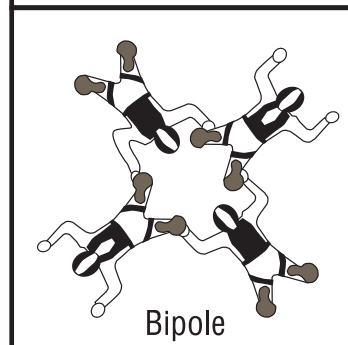
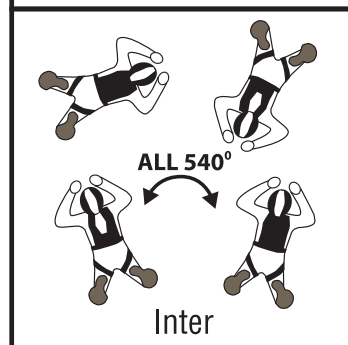
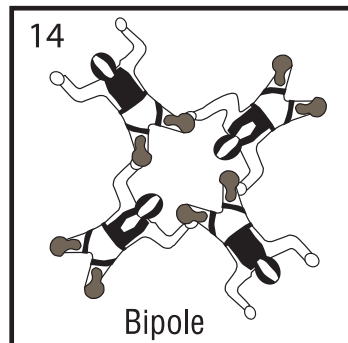
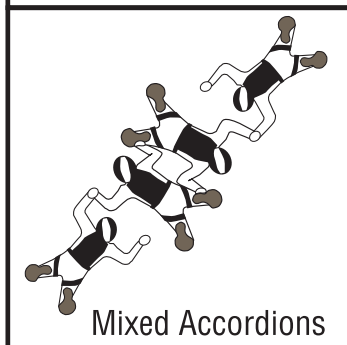
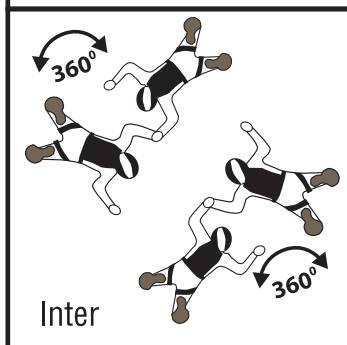
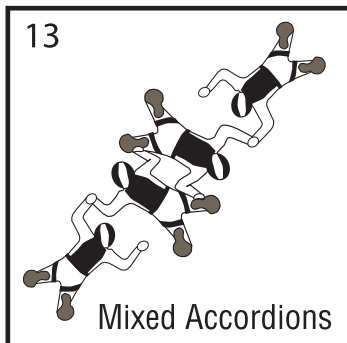
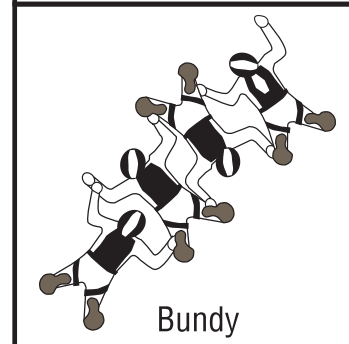
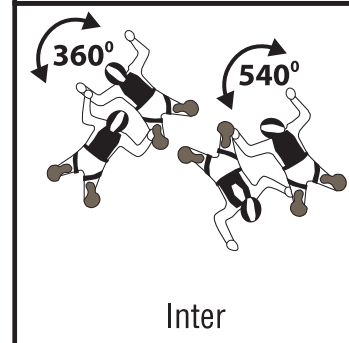
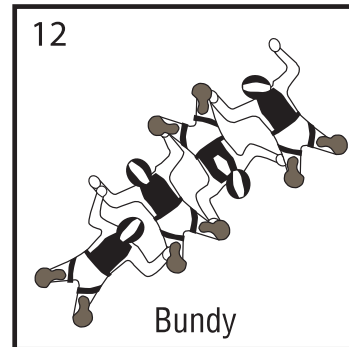
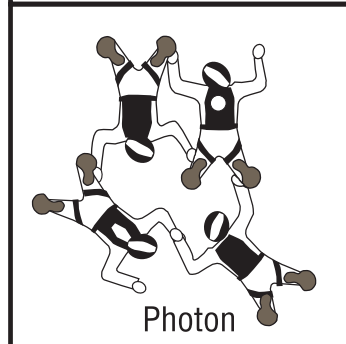
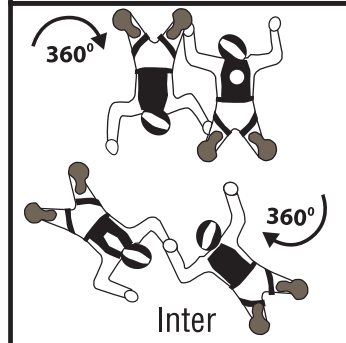
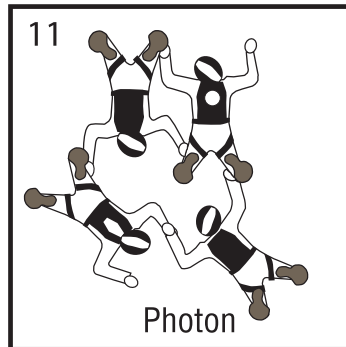
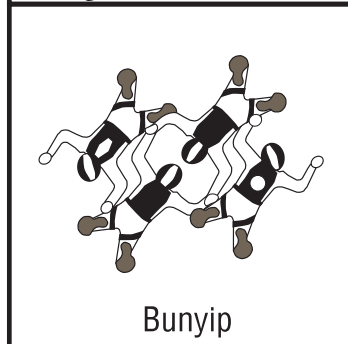
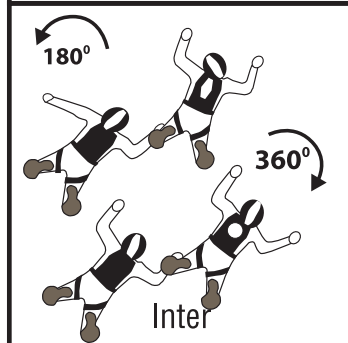
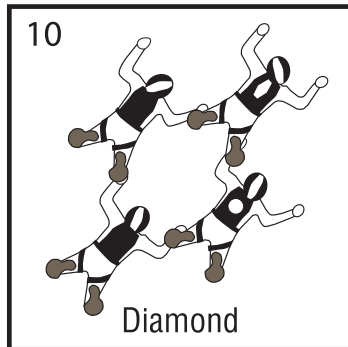
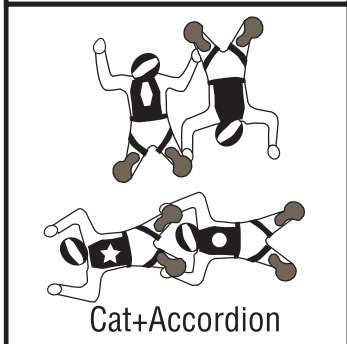
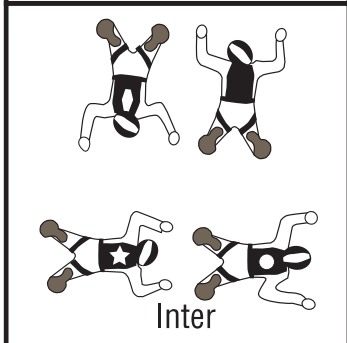
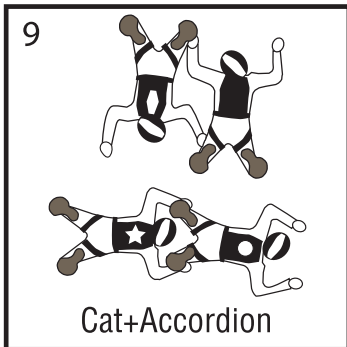
Canadian Tee



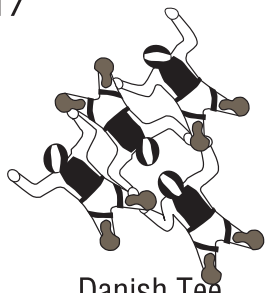
Inter



Canadian Tee

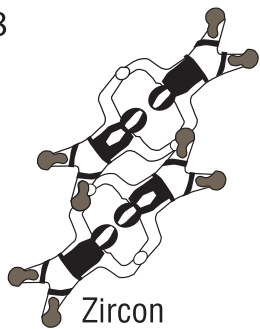


17



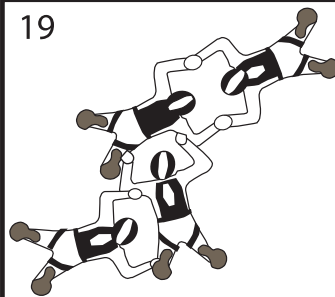
Danish Tee

18



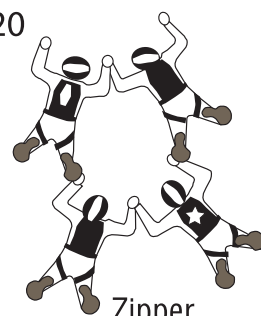
Zircon

19

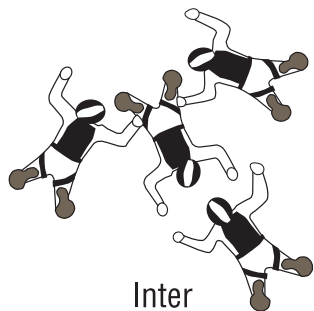


Ritz

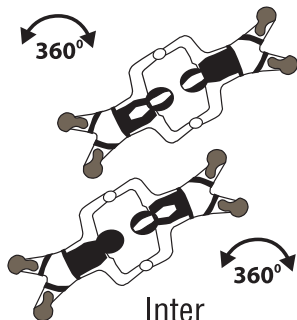
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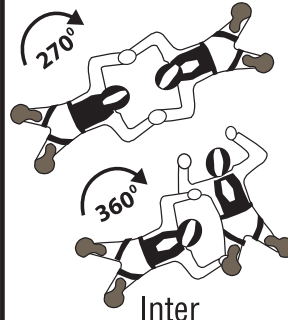
Zipper



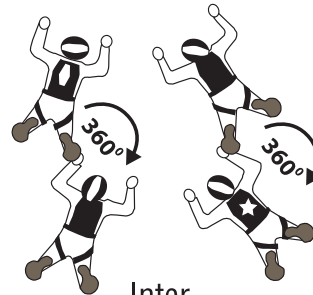
Inter



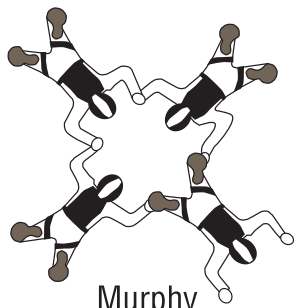
Inter



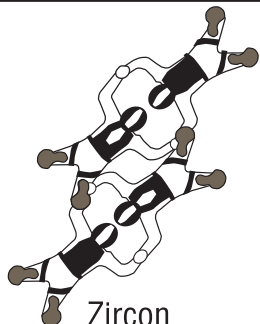
Inter



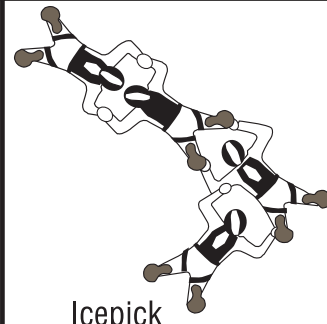
Inter



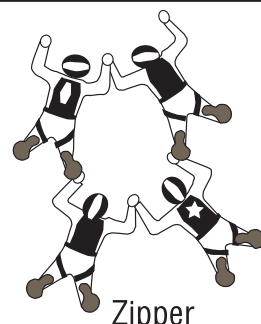
Murphy



Zircon

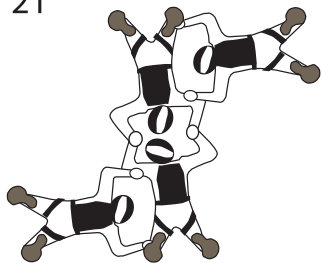


Icepick



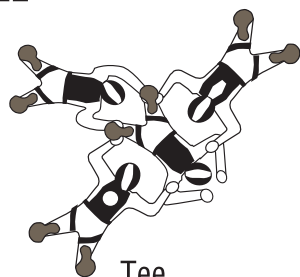
Zipper

21

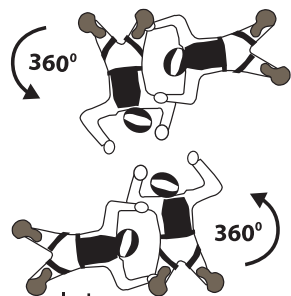


Zig Zag

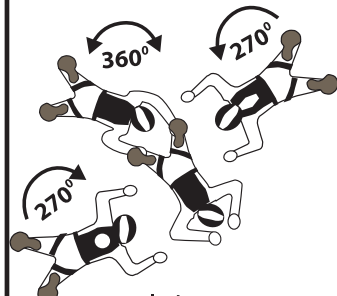
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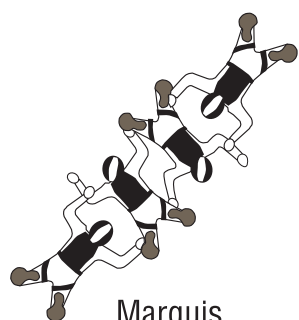
Tee



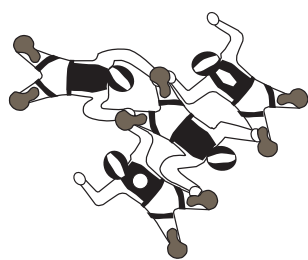
Inter



Inter



Marquis



Chinese Tee

