



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

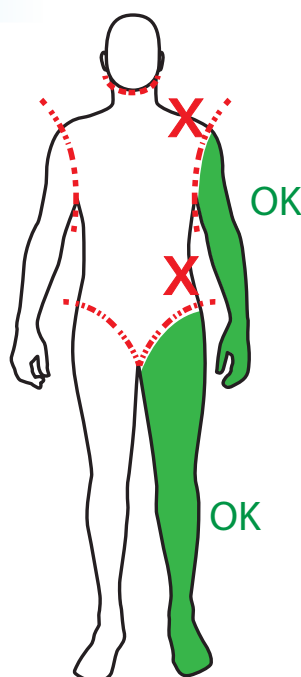
Statický kontakt akoukoľvek časťou dlane alebo prstami jedného a rukou alebo nohou iného skokana

RUKA

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

NOHA

Platný úchop /grip/ za nohu - je priestor celej nohy od bederného kĺbu až po chodilo. - viď náčres .
/Úchop nad kĺbom, je grip neplatný, čiže faul/



Povinné točenie



Indikátor smeru povinnej otáčky skupiny alebo jednotlivca pri prechodoch.



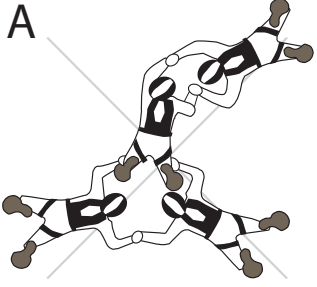
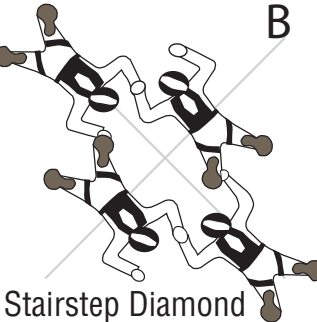
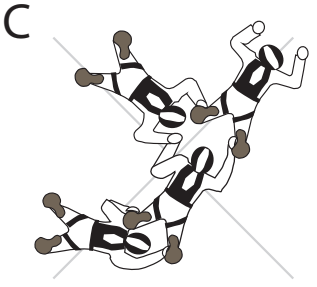
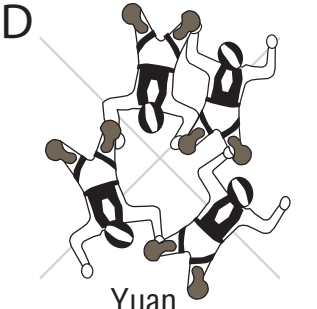
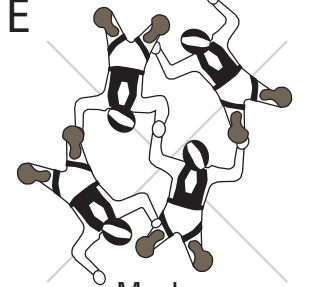
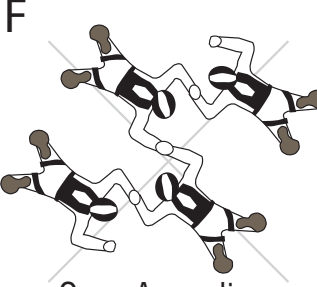
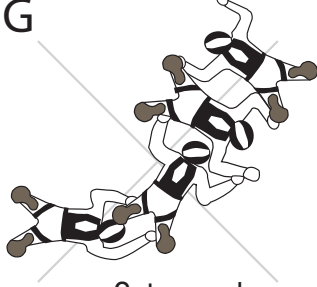
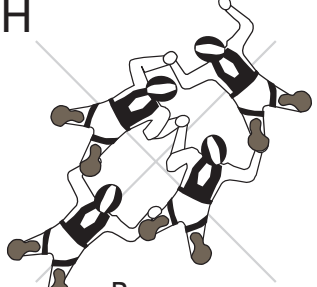
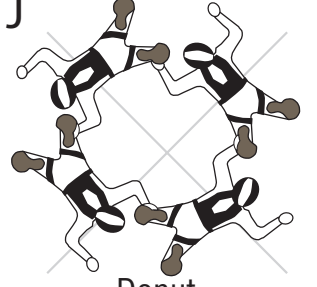
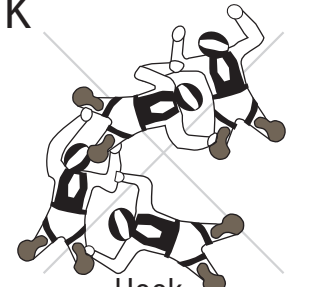

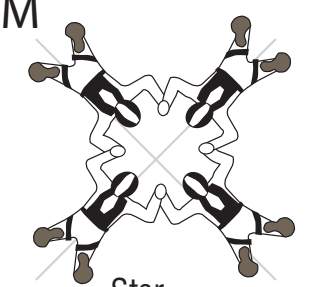
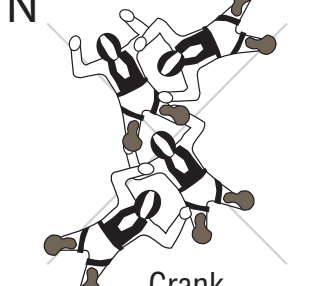

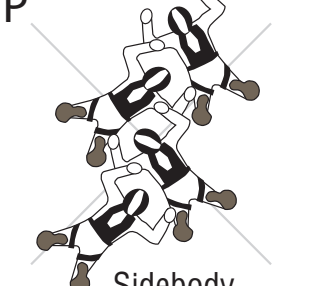
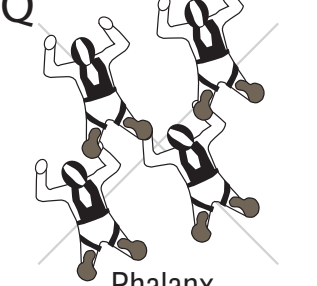
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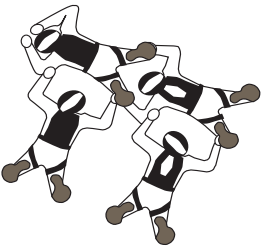

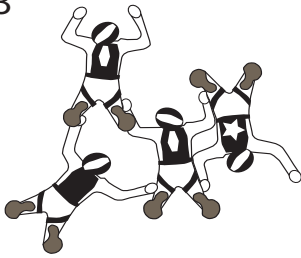
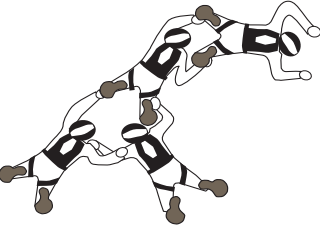
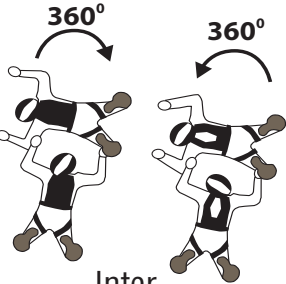
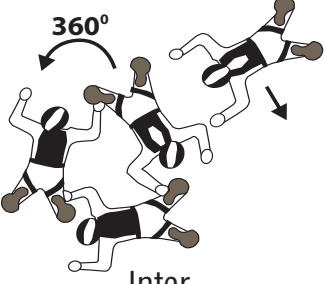
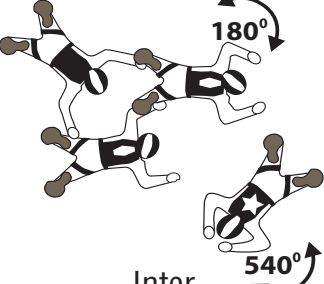
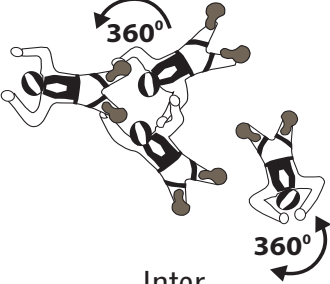
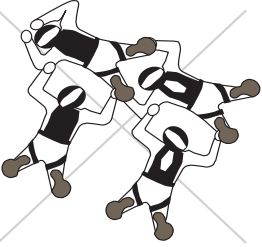

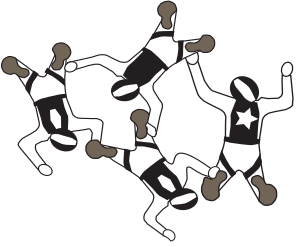
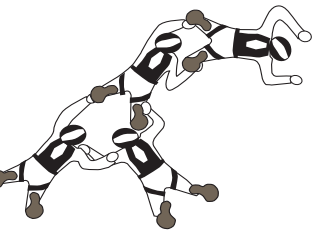
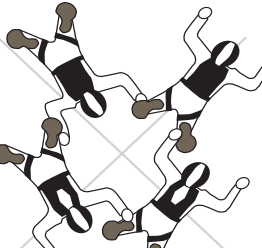
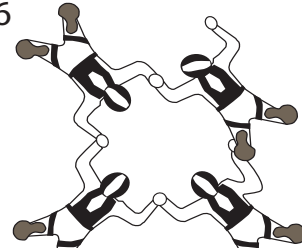
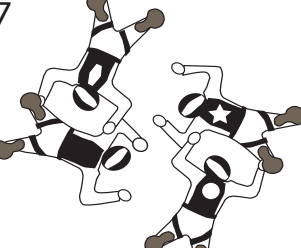
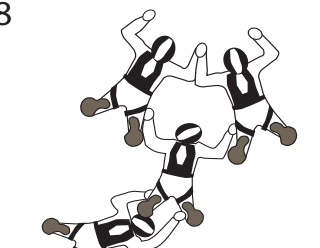

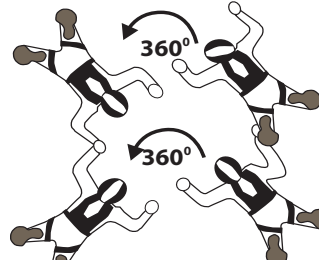
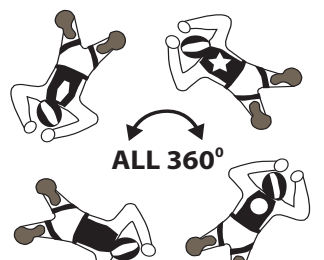
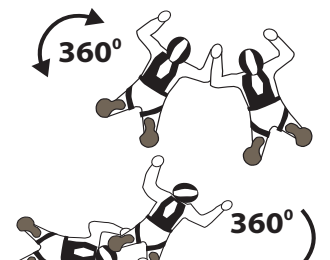
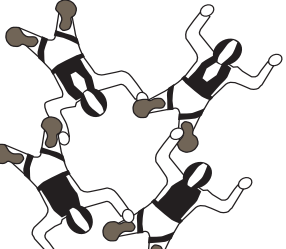
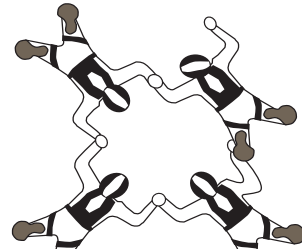
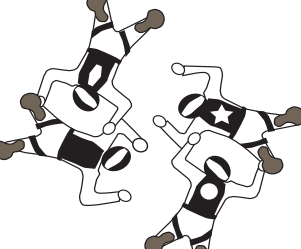
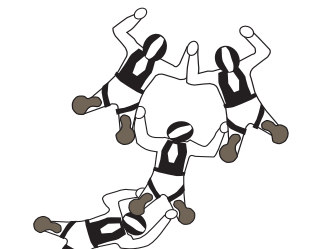
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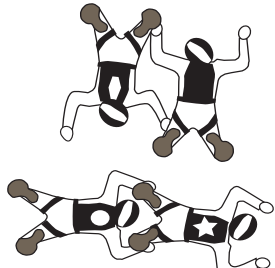
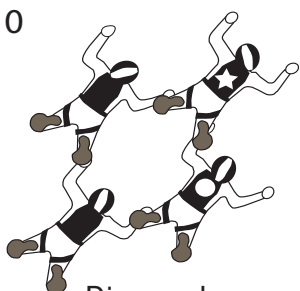
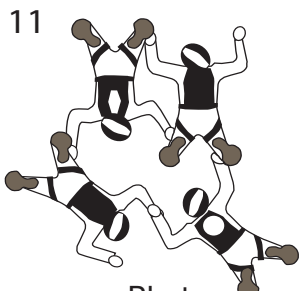
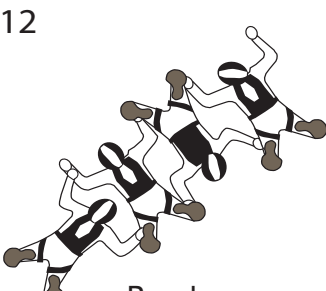
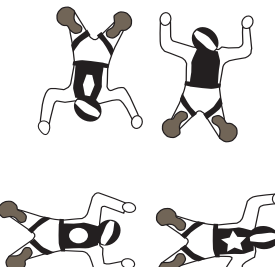
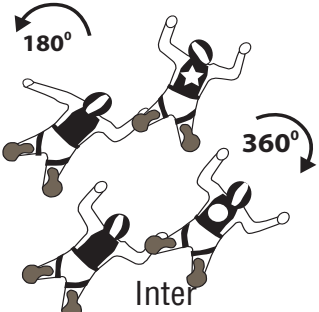
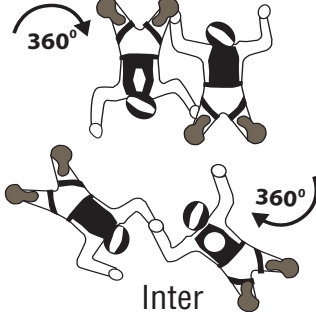
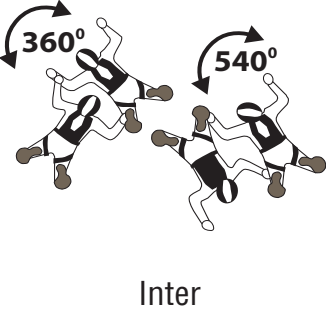
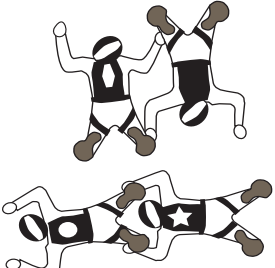
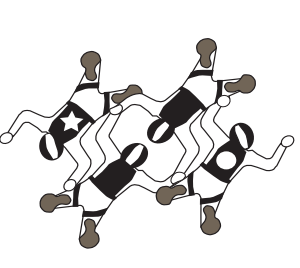
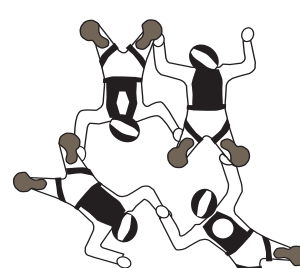

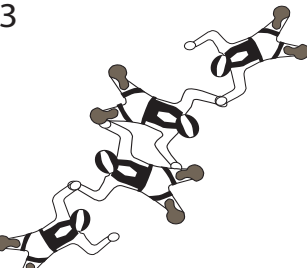
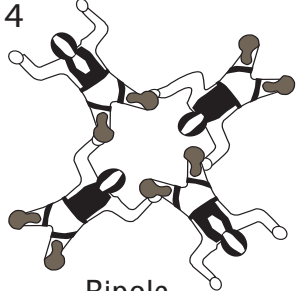
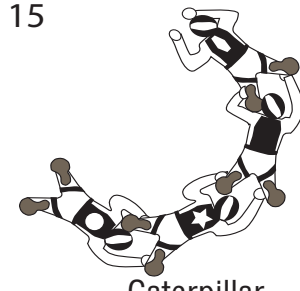
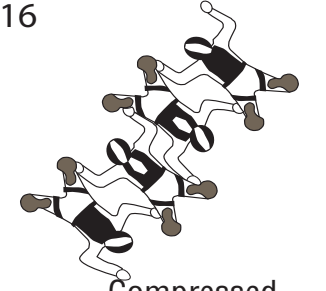
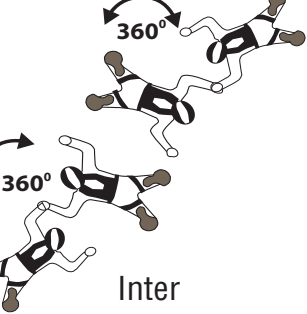
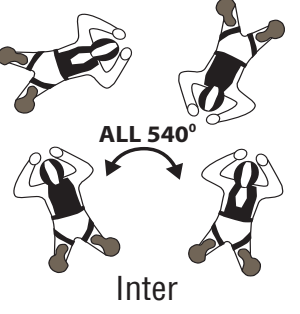
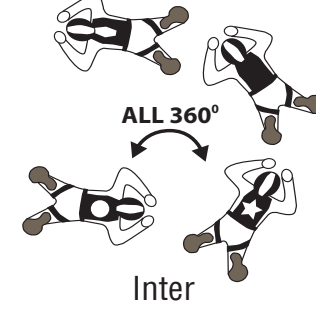
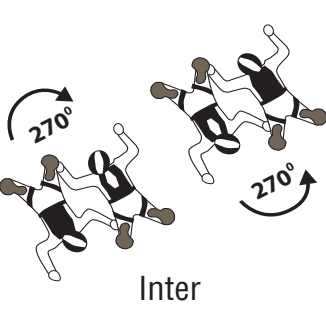
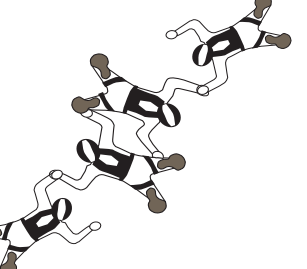
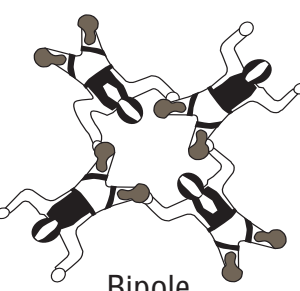
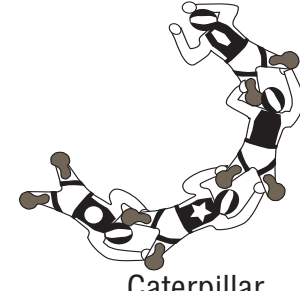
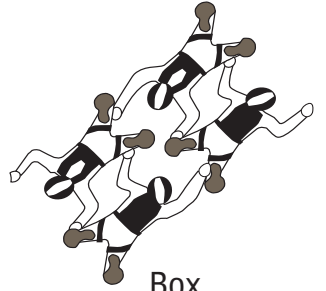
Ukazovateľ o koľko stupňov sa musí vykonať otočenie skupiny, alebo jednotlivca pri povinnom prechode.

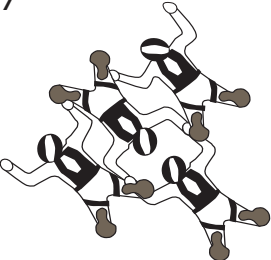
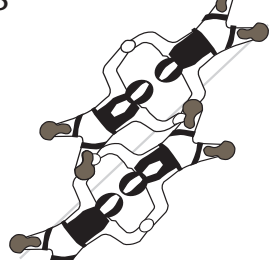
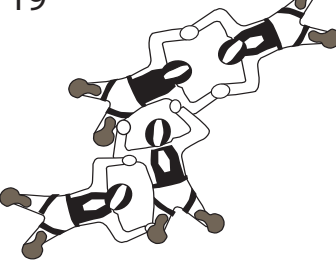
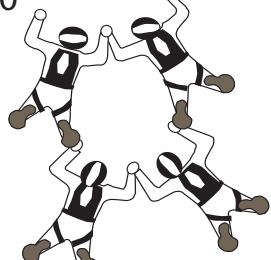
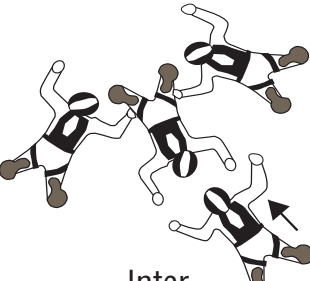
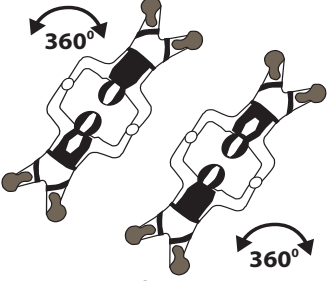
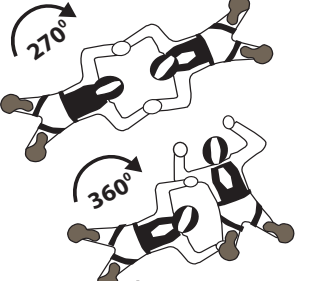
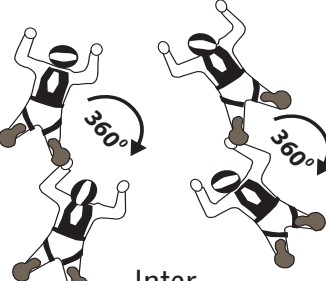
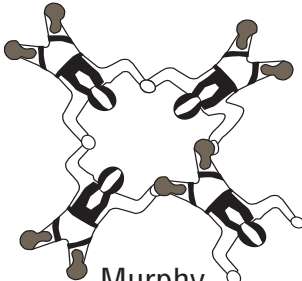
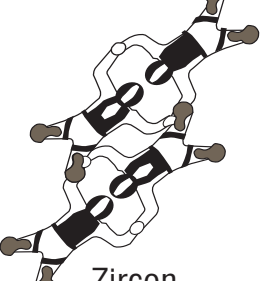
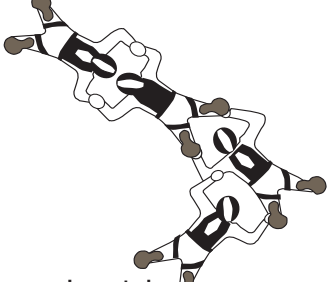
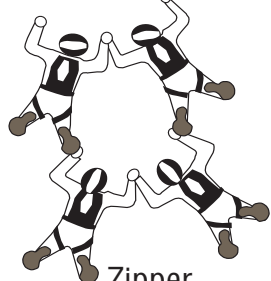
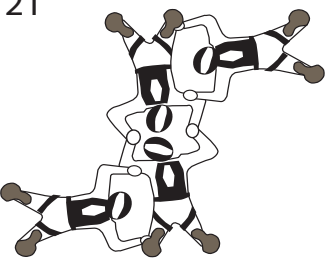
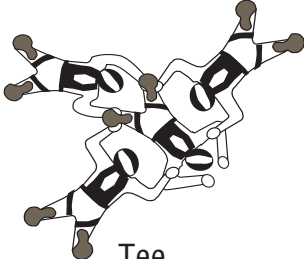
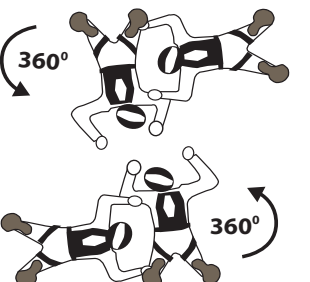
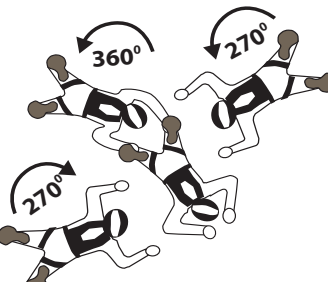
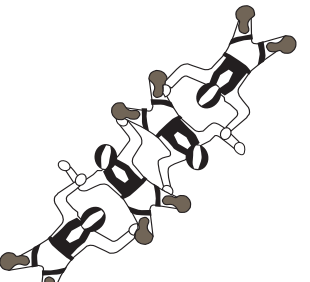
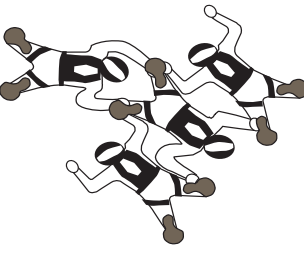
Zrkadlenie a posty

- 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 náčresom.

<p>A</p>  <p>Unipod</p>	<p>B</p>  <p>Stairstep Diamond</p>	<p>C</p>  <p>Murphy Flake</p>	<p>D</p>  <p>Yuan</p>
<p>E</p>  <p>Meeker</p>	<p>F</p>  <p>Open Accordion</p>	<p>G</p>  <p>Cataccord</p>	<p>H</p>  <p>Bow</p>
<p>J</p>  <p>Donut</p>	<p>K</p>  <p>Hook</p>	<p>L</p>  <p>Adder</p>	<p>M</p>  <p>Star</p>
<p>N</p>  <p>Crank</p>	<p>O</p>  <p>Satellite</p>	<p>P</p>  <p>Sidebody</p>	<p>Q</p>  <p>Phalanx</p>

<p>1</p>  <p>Molar</p>	<p>2</p>  <p>Sidebody Donut</p>	<p>3</p>  <p>Side Flake Opal</p>	<p>4</p>  <p>Monopod</p>
 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p>
 <p>Molar</p>	 <p>Side Flake Donut</p>	 <p>Turf</p>	 <p>Monopod</p>
 <p>Opal</p>	<p>6</p>  <p>Stardian</p>	<p>7</p>  <p>Sidebuddies</p>	<p>8</p>  <p>Canadian Tee</p>
 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p>
 <p>Opal</p>	 <p>Stardian</p>	 <p>Sidebuddies</p>	 <p>Canadian Tee</p>

<p>9</p>  <p>Cat+Accordian</p>	<p>10</p>  <p>Diamond</p>	<p>11</p>  <p>Photon</p>	<p>12</p>  <p>Bundy</p>
 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p>
 <p>Cat+Accordian</p>	 <p>Bunyip</p>	 <p>Photon</p>	 <p>Bundy</p>
<p>13</p>  <p>Mixed Accordian</p>	<p>14</p>  <p>Bipole</p>	<p>15</p>  <p>Caterpillar</p>	<p>16</p>  <p>Compressed</p>
 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p>
 <p>Mixed Accordian</p>	 <p>Bipole</p>	 <p>Caterpillar</p>	 <p>Box</p>

<p>17</p>  <p>Danish Tee</p>	<p>18</p>  <p>Zircon</p>	<p>19</p>  <p>Ritz</p>	<p>20</p>  <p>Zipper</p>
 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p>
 <p>Murphy</p>	 <p>Zircon</p>	 <p>Icepick</p>	 <p>Zipper</p>
<p>21</p>  <p>Zig Zag</p>	<p>22</p>  <p>Tee</p>		
 <p>Inter</p>	 <p>Inter</p>		
 <p>Marquis</p>	 <p>Chinese Tee</p>		