

## **3.4 FLATLAND OVERVIEW**

### **Age Group:**

Junior (0-14) and Senior class (15-UP), male/female separated (3 riders are the minimum requirement for each category). If there are less than 3 riders for one of the categories, those riders will compete in the older age groups. If there are less than three females or less than three males overall, the male and female categories are merged.

### **Time Limit:**

Preliminary round: Two minutes. Competitors are allowed to finish a line that was started before the limit elapsed, as long the line is continued without interruption. If more than 20 competitors are present, the chief judge may choose to reduce the time to 1:30 if time restrictions are present.

### **Battle finals:**

Each battle will last two minutes total. No rider may ride for over 15 seconds at one time without allowing the other rider to perform. A timekeeper is responsible for keeping track of time for both riders. If a rider exceeds the 15-second limit, a beep will indicate they must dismount. Riders do not need to ride for the whole 15 seconds; they should generally perform 2-3 tricks then allow the other rider to go.

### **Unicycles:**

Standard unicycles only (see definition), though any number can be used.

MUSIC, COSTUME AND PROPS: Riders may provide their own music, but it is not judged. Costume is not judged. Props and obstacles are not allowed.

### **Competition Format:**

Riders perform a two-minute preliminary run and the top riders continue on to tournament-style Battle finals.

### **Battle Style Overview:**

In a flatland battle, riders compete head-to-head in groups of two, taking turns performing lines of tricks. The winner of each battle is determined immediately following the battle by the judges. The winner continues to the next battle and the loser is eliminated.

### **Number Of Competitors Entering Battles:**

The final battles will consist of the top 4 or 8 riders, based on their scores in the preliminary round. If the judges consider there to be less than 8 top-level riders, the 4 with the highest scores from the Preliminary Round will advance to the Finals. If there are 4 or fewer riders competing, there will be no battles and the results from the preliminary runs will be final results.

### **Final Tricks:**

Prelims: With 15 seconds left, the announcer will announce "last trick." At that time, the rider will attempt their final trick. If they fail, the rider will be given one more attempt.

### **Final Trick In Battles:**

Once the 2-minute battle is completed, the announcer will announce that it is time for the final tricks. Each rider has three attempts to land their final trick.

### **Note:**

The rider is not obligated to try the same trick in every attempt. A final trick cannot last longer than 15 seconds to complete.

### **additional part from chapter 3.11:**

#### **3.11.5 Flatland Competition Performing Area**

A 11 x 14 meter area is required. The audience may be as close to the boundaries as possible. It can be done indoor and outdoor depending on the host's possibilities and weather conditions. For indoor competitions the host should think about the free use of unicycles and cover the ground.

## 3.24 Scoring

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### 3.24.1 Removing The High And Low

After determining placing points as above, discard the highest and lowest placing score for each rider. If Rider A has scores of 1,2,1,3,2, take out one of the ones, and the three. Then Rider A has 1,2,2, for a total of 5. If Rider B has scores of 2,2,2,2,2, he will end up with 2,2,2, a total of 6. The winner is the competitor with the lowest total placing points score after the high and low have been removed.

### 3.24.4 Scoring For The Flatland Competition

In the preliminary round, raw scores from the judges are added to determine the placing of the riders. The highest and lowest scores are removed as described in 3.24.1. If there are two riders with equal points in places 1 – 8, the rider with most points in “last trick” get an additional fraction of a point to break the tie. The additional fraction of a point cannot result in that rider receiving a higher score than any previously higher-scoring rider. If the riders' “last trick” scores are equal, they must show a last line and the judges must vote for the best, like later in battles. Once place 1 – 8 is figured out, the battles can be configured like described in 4.5.4.1 For battles, judges must decide on a single rider to vote on, they cannot tie the riders. If a judge feels both riders performed equally based on their judging criteria, they must look at the “last trick.” The rider with the best score for “last

## 4.5 FLATLAND JUDGING:

### 4.5.1 Number of Judges:

There must always be an odd number of judges to prevent ties.

### 4.5.2 Performing Area:

A 11 x 14 meter area is required. The audience may be as close to the boundaries as possible. It can be done indoor and outdoor depending on the host's possibilities and weather conditions. For indoor competitions the host should think about the free use of unicycles and cover the ground.

### 4.5.3 Prelims:

Difficulty, consistency, variety, and last trick contribute to the total score. Scoring: A total of 40 points is possible. Higher numbers are better scores. The judges will add up all scores for each competitor and rank then accordingly. Rankings from individual judges are averaged to determine overall ranking. The points are allocated as following:

#### 4.5.3.1 VARIETY (score of 1-15 is given):

High scores are awarded to competitors who perform a wide range of tricks. For example, a rider who does crank-rolling into wheel walking will score higher than those who only roll on the cranks the whole time. A rider does who does the same tricks over and over will score low in this category.

#### 4.5.3.2 CONSISTENCY/FLOW (score of 1-10 is given):

Fewer falls relative to number of landed skills results in higher score. Higher points are rewarded to skills completed smoothly with minimal corrective hops or drastic movements to regain balance.

#### 4.5.3.3 DIFFICULTY (score of 1-10 is given):

Technical, difficult tricks result in high scores only if they are completed successfully. If a rider completes part of a flat line then falls, they are awarded points for everything they did up until the fall. A longer line of difficult tricks deserves a higher score than a short one, or one that is broken by a dismount.

#### 4.5.3.4 LAST TRICK (score of 0-5 is given):

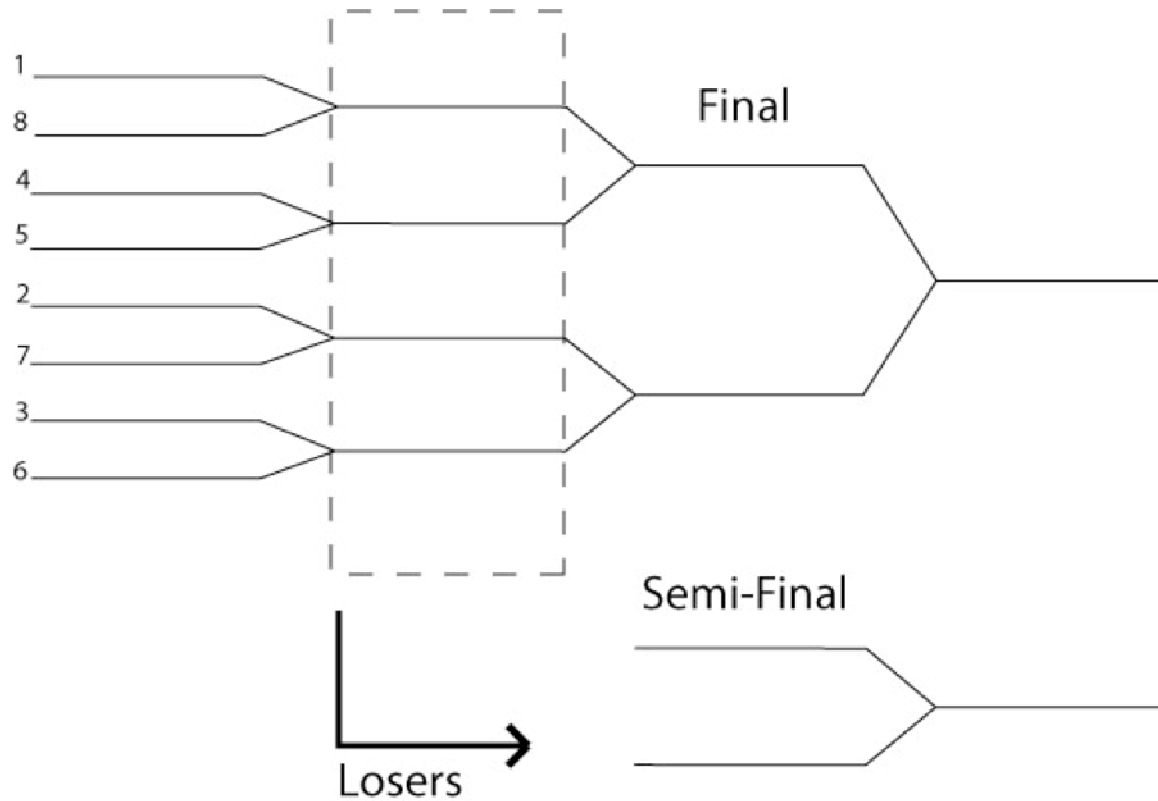
The last trick is supposed to judge how strong the rider is (physically and mentally) in the end. Partial points may be given for a trick that is almost landed. The best attempt counts, other failed attempts do not subtract from the score.

### 4.5.4 BATTLE:

Battles are judged using the same criteria as the preliminary round. Judges must determine a winner individually, then the chief judge holds a vote to decide on the winner of that battle. Judges are not required to write down scores for each category during battles. If a rider repeatedly rides longer than their allowed time, distracting the audience and other rider, the judges may choose to eliminate that rider.

#### 4.5.4.1 BATTLE ASSIGNMENTS:

In the first round of battles, the riders who competed best in the preliminary round will compete against the lower scoring competitors. For example, 1 will battle 8, 2 will battle 7, etc. The rest will follow the following chart.



**4.5.4.2 FINALS / SEMI FINALS:**

The two competitors who make it to the last battle compete for 1st and 2nd place in the Finals. The two competitors who lose in the second round of battles will continue to the Semi-Finals where they will battle for 3rd and 4th place.