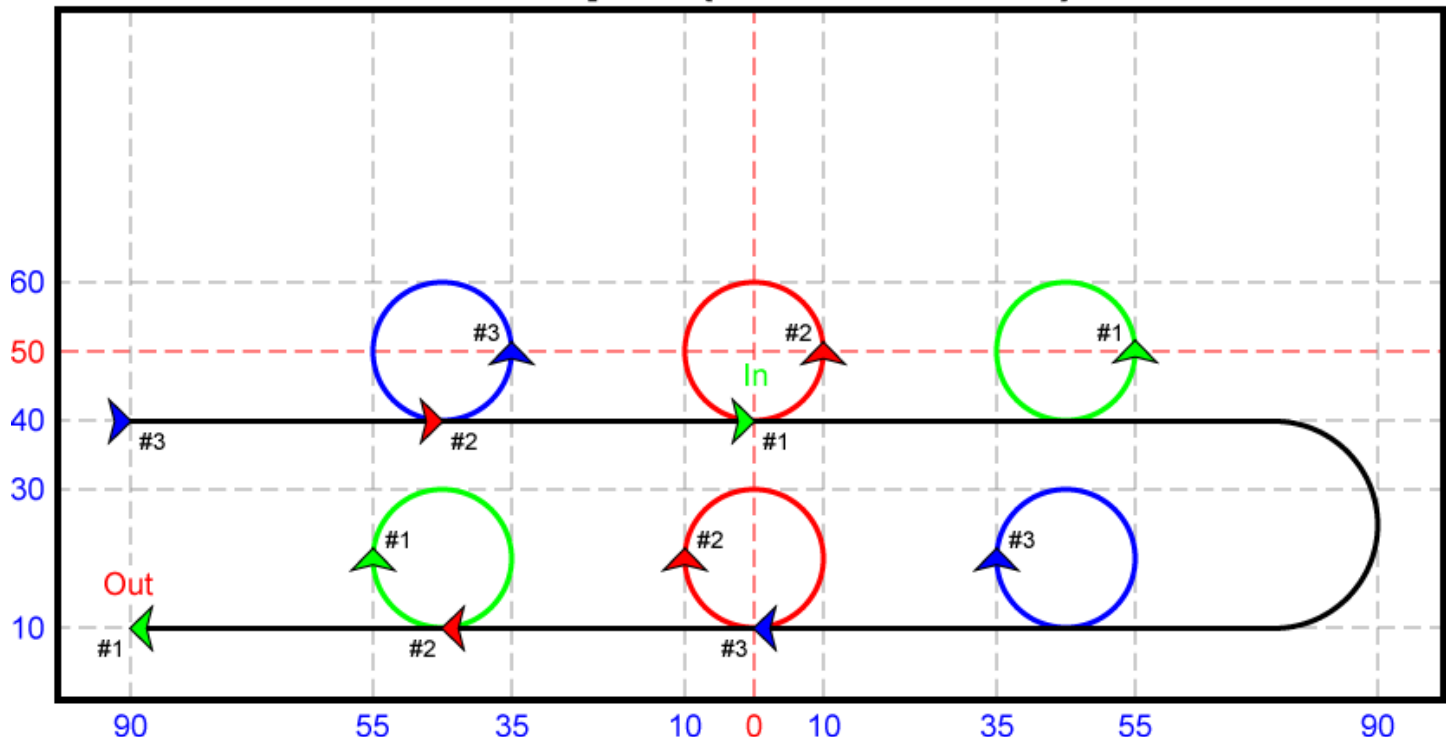


DT 04 - Team Hairpin (3 man team)

Version 2011-12-05



Version 2011-12-05

DT 04 – Team Hairpin

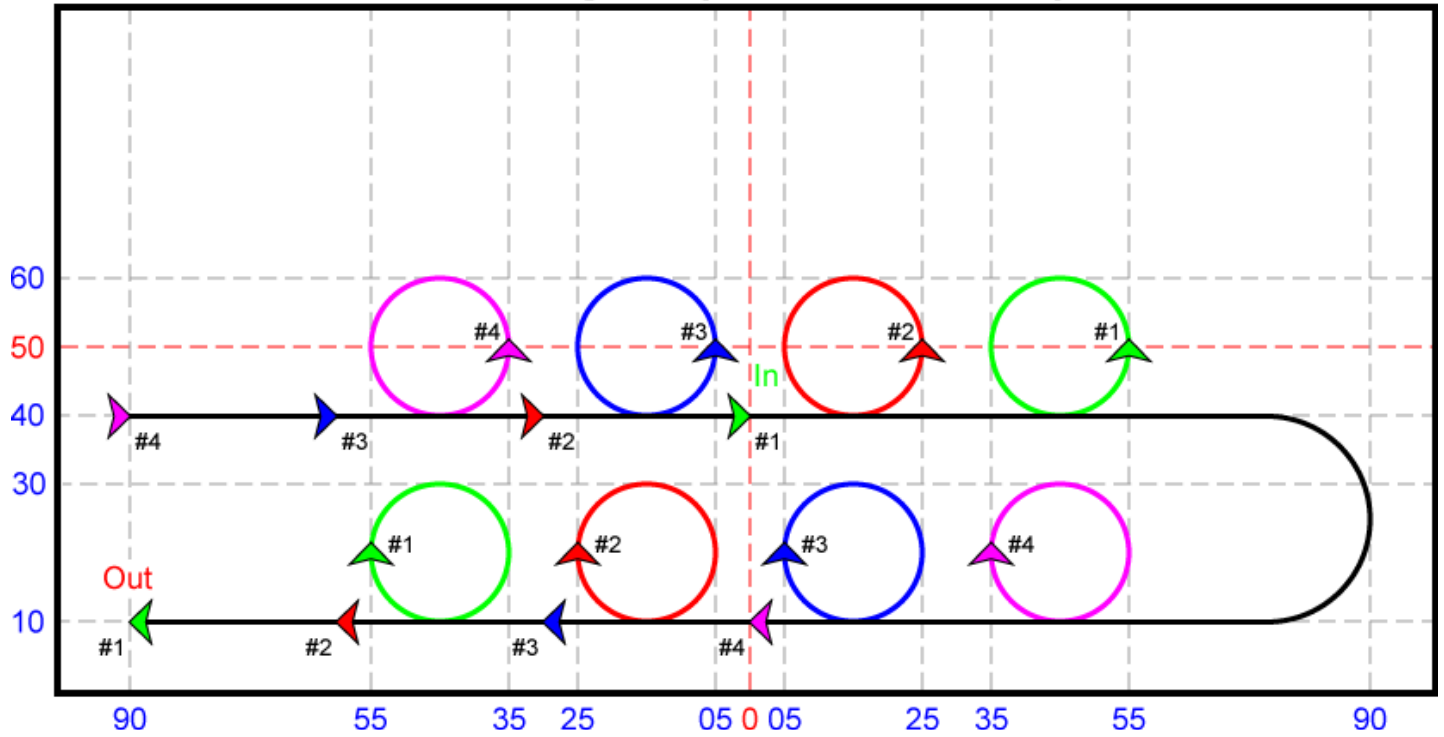
Judges will Particularly Consider

- Matching size of circles
- Matching placement of kites within their respective circles
- Even spacing throughout
- Position within the precision grid
- Relative placement of components

Explanation

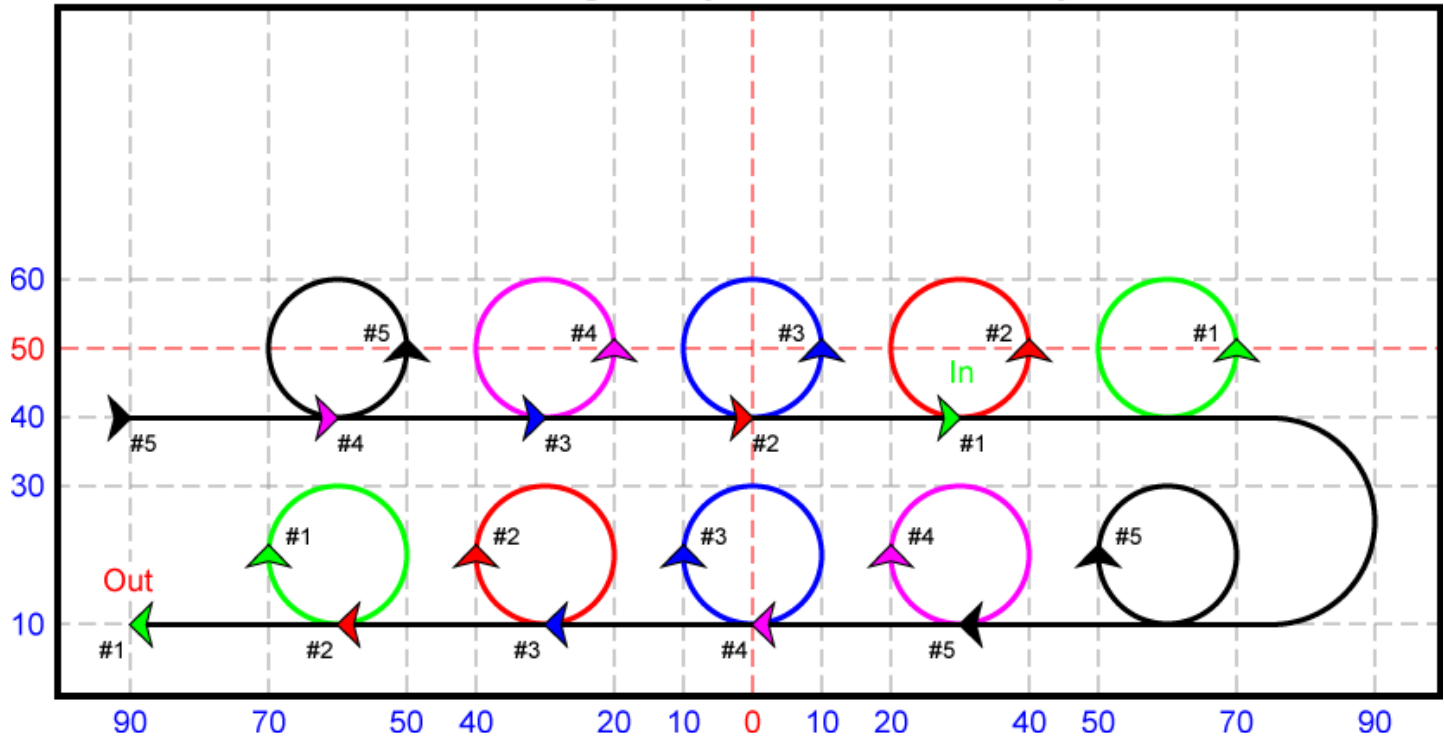
DT 04 - Team Hairpin (4 man team)

Version 2011-12-05



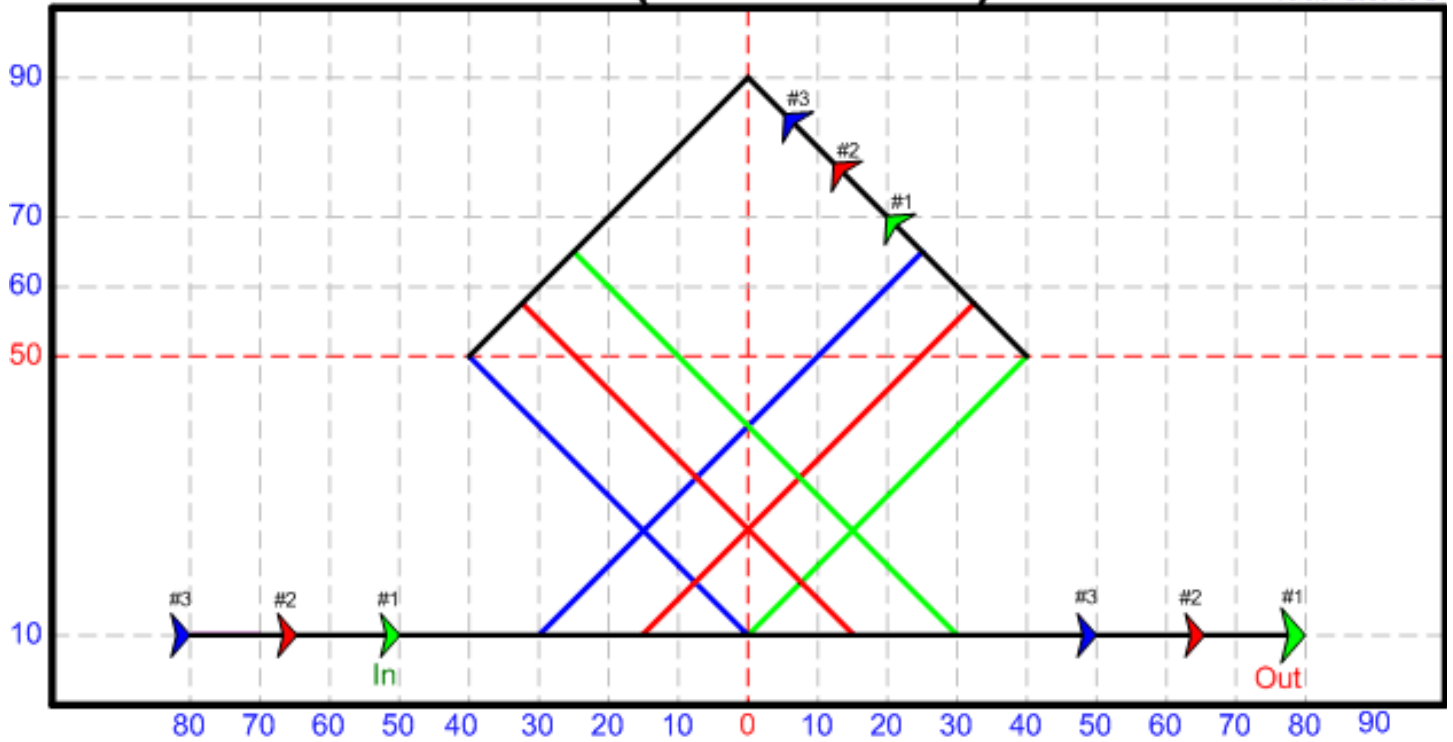
DT 04 - Team Hairpin (5 man team)

Version 2011-12-05



DT 08 - The Basket (3 man team)

Version 2006-06-21



Version 2005-07-07

DT 08 – The Basket

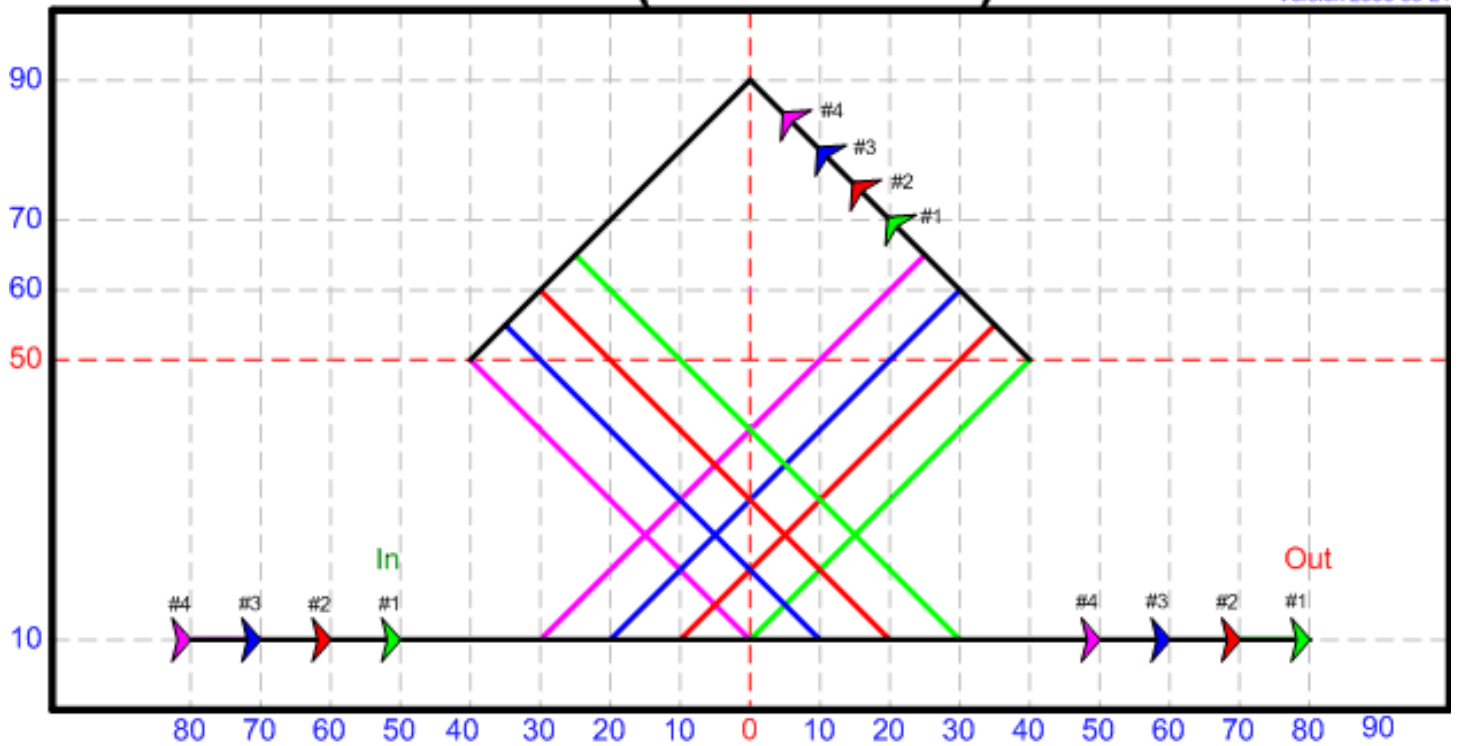
Judges will Particularly Consider

- Speed control
- Spacing
- Timing
- Right angles
- Parallel lines

Explanation

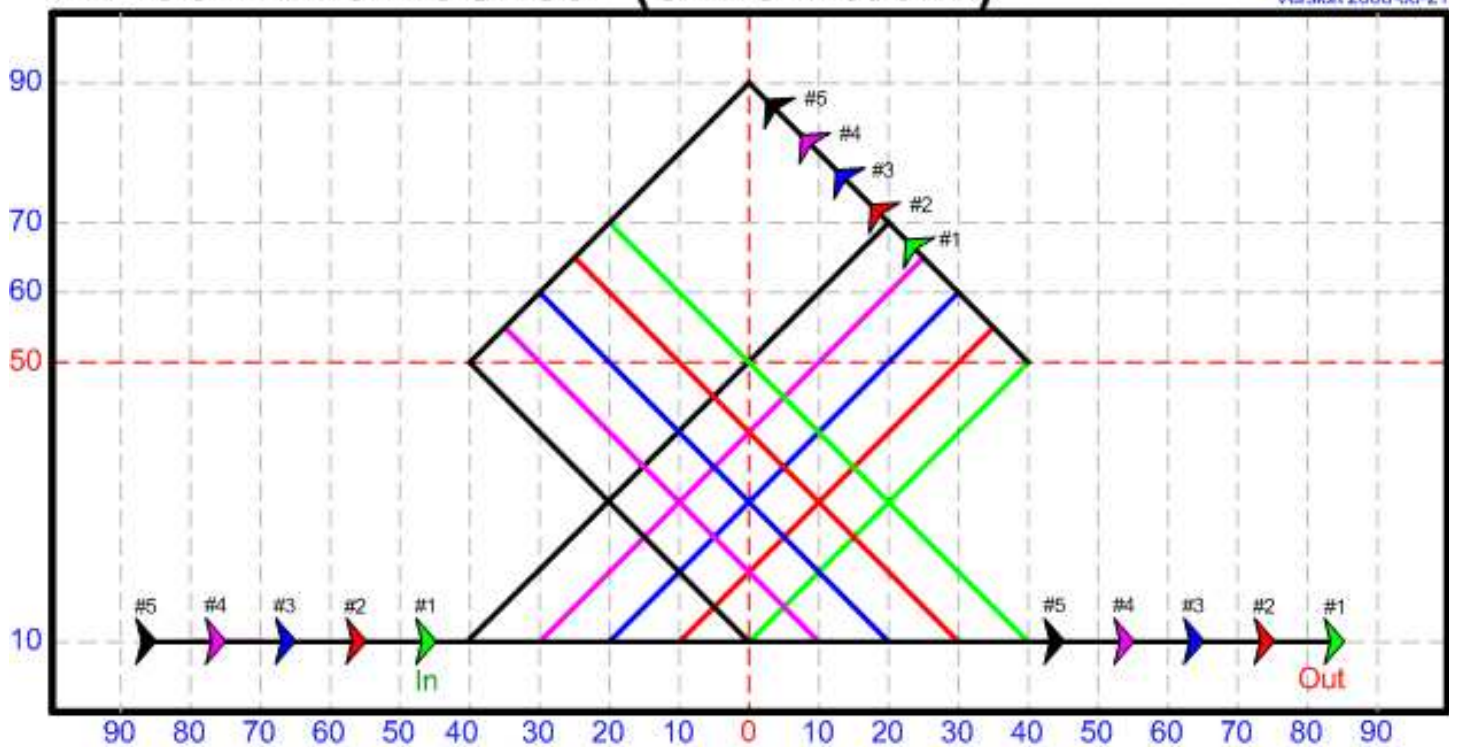
DT 08 - The Basket (4 man team)

Version 2006-06-21



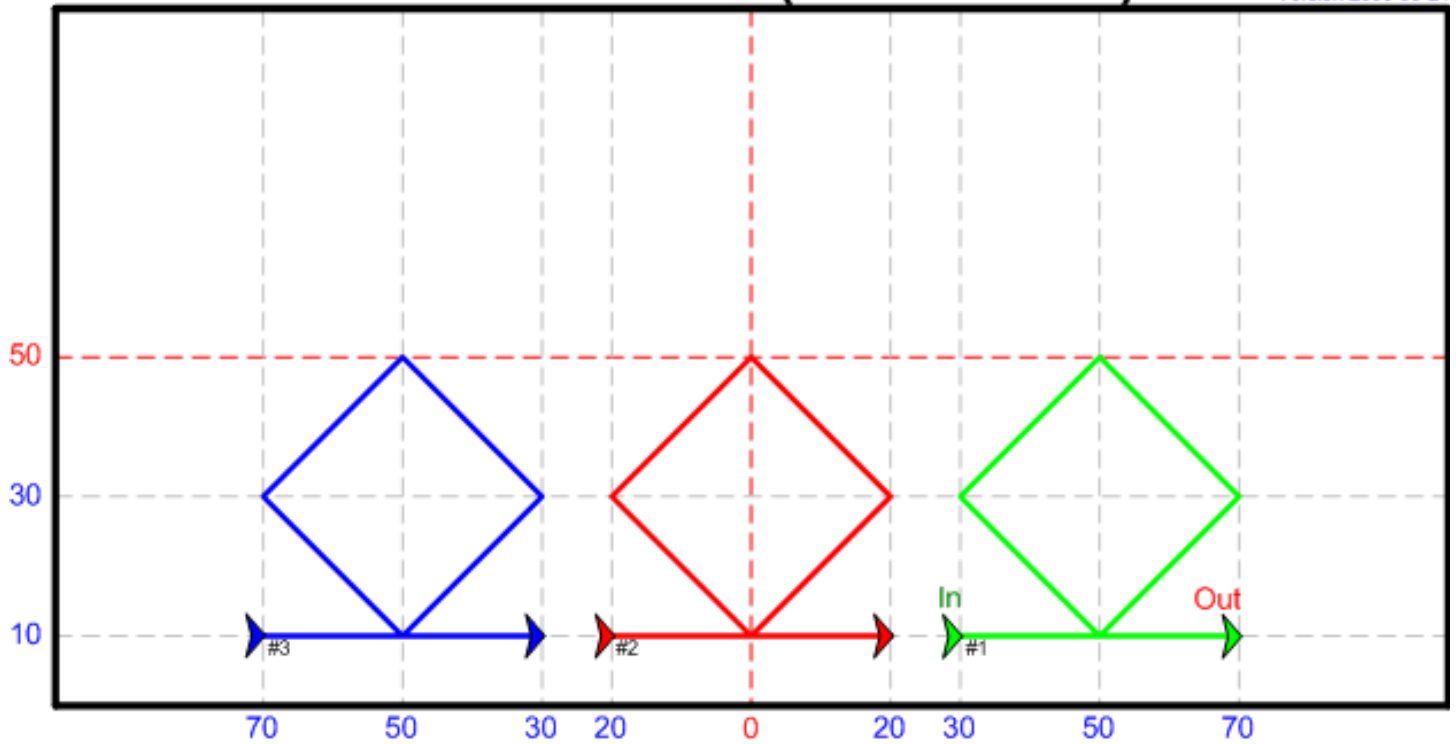
DT 08 - The Basket (5 man team)

Version 2006-06-21



DT 10 - Team Diamonds (3 man team)

Version 2006-06-21



2006-06-30

DT 10 – Team Diamonds *Version*

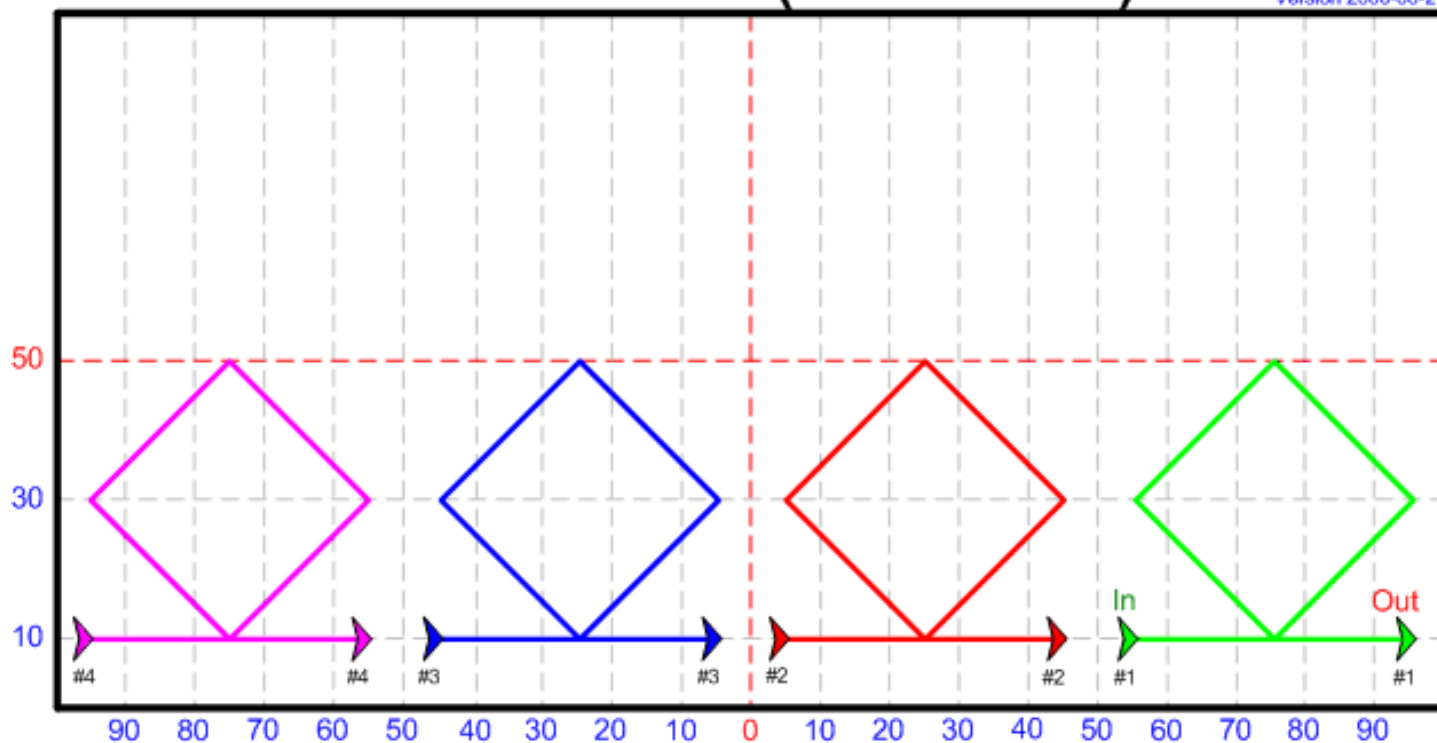
Judges will Particularly Consider

- Timing
- Relative placement of components
- Spacing
- Right angles

Explanation

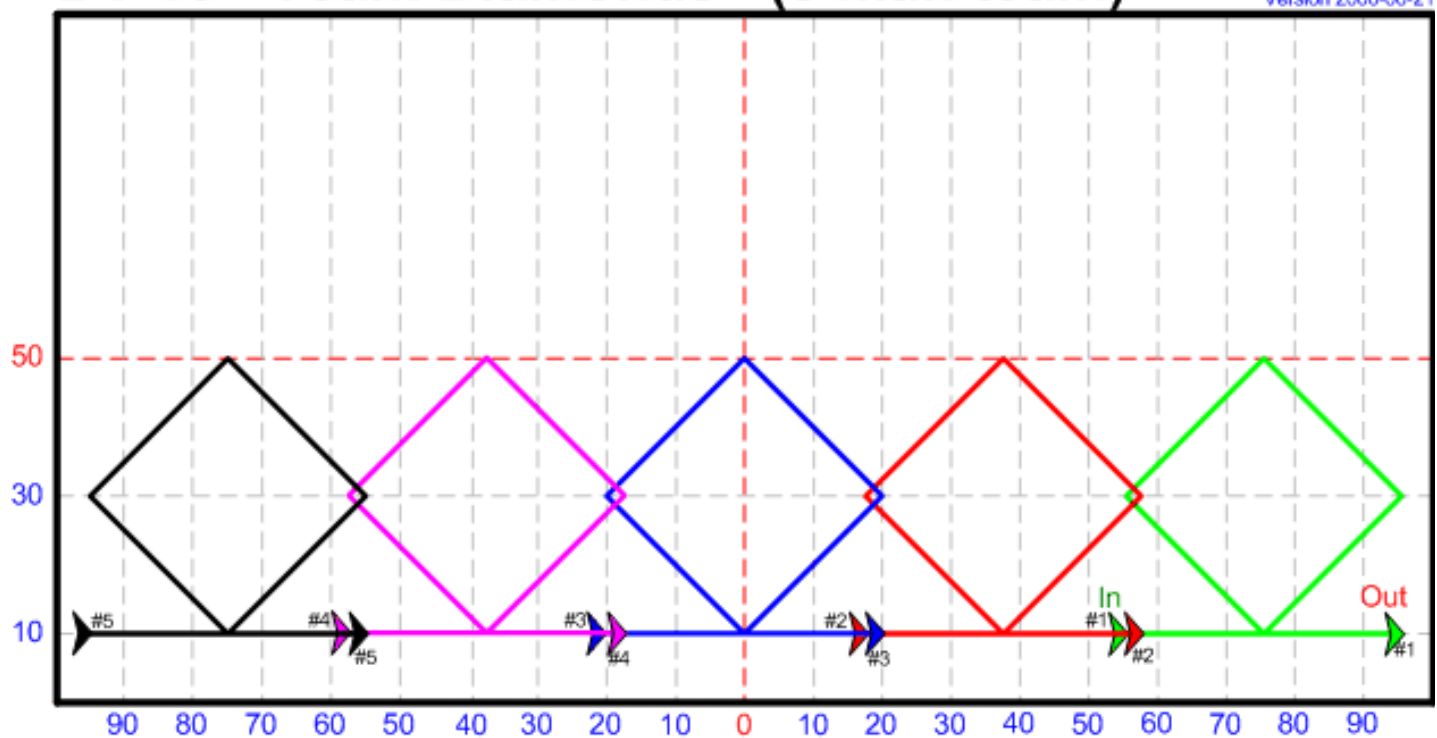
DT 10 - Team Diamonds (4 man team)

Version 2006-06-21



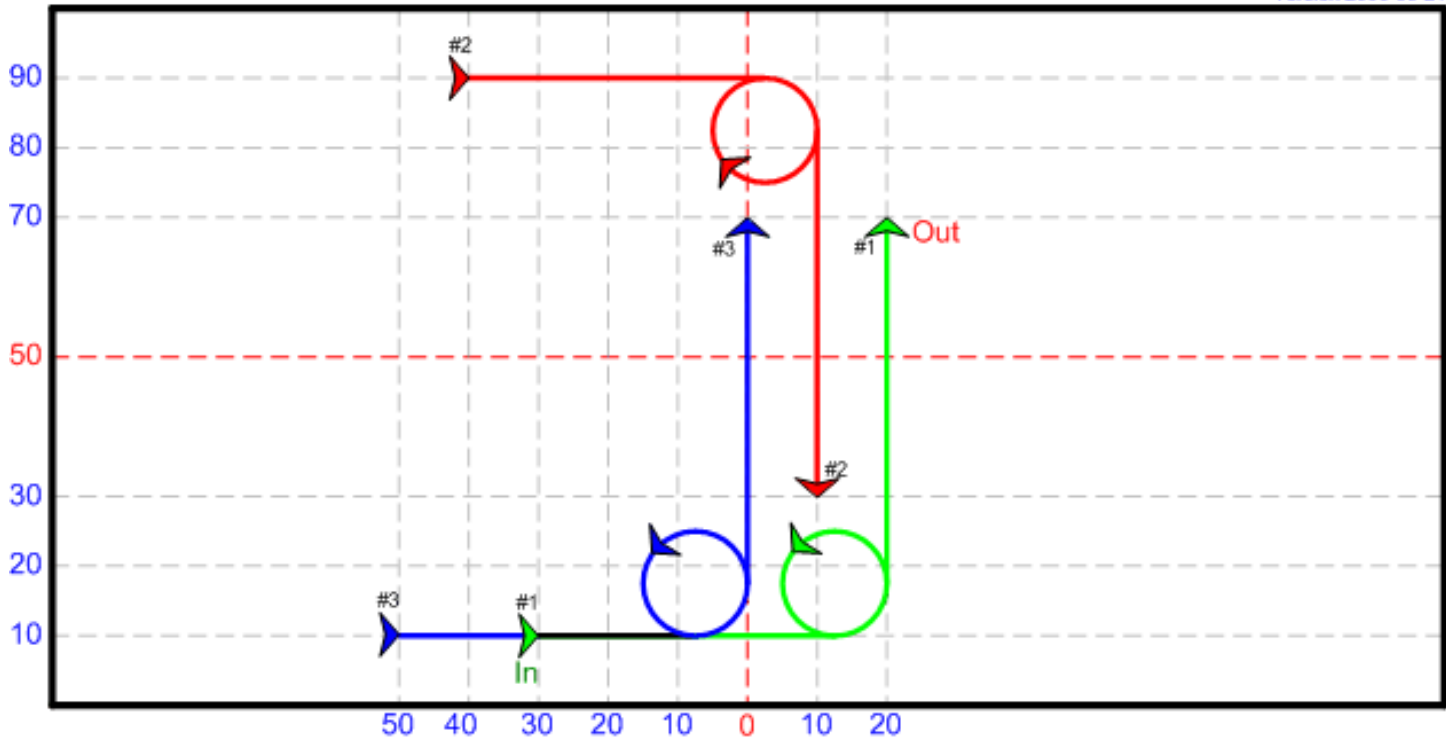
DT 10 - Team Diamonds (5 man team)

Version 2006-06-21



DT 12 - Loops and Vertical Threads (3 man team)

Version 2006-06-21



Version 2006-06-30

DT 12 – Loops and Vertical Threads

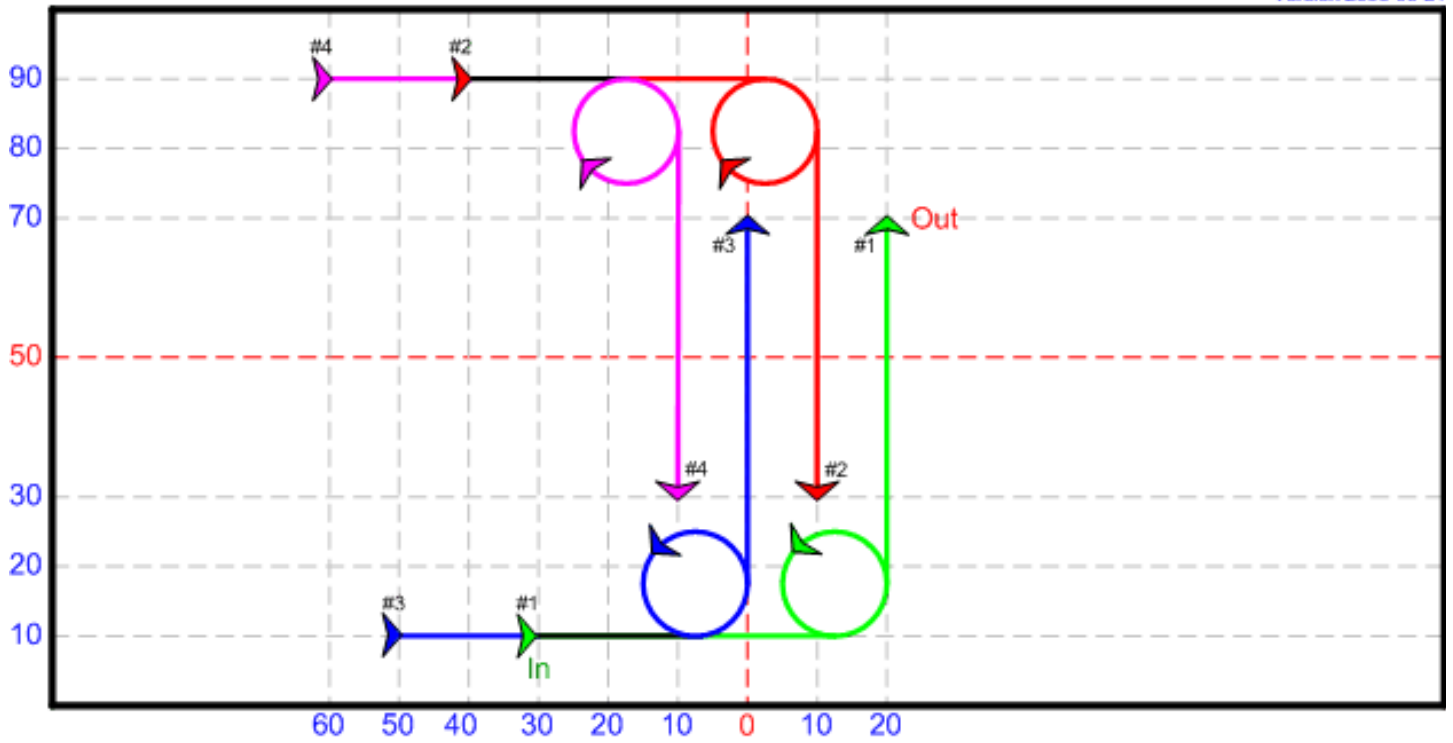
Judges will Particularly Consider

- Circles
- Relative placement of components
- Speed control
- Position within the precision grid
- Parallel lines

Explanation

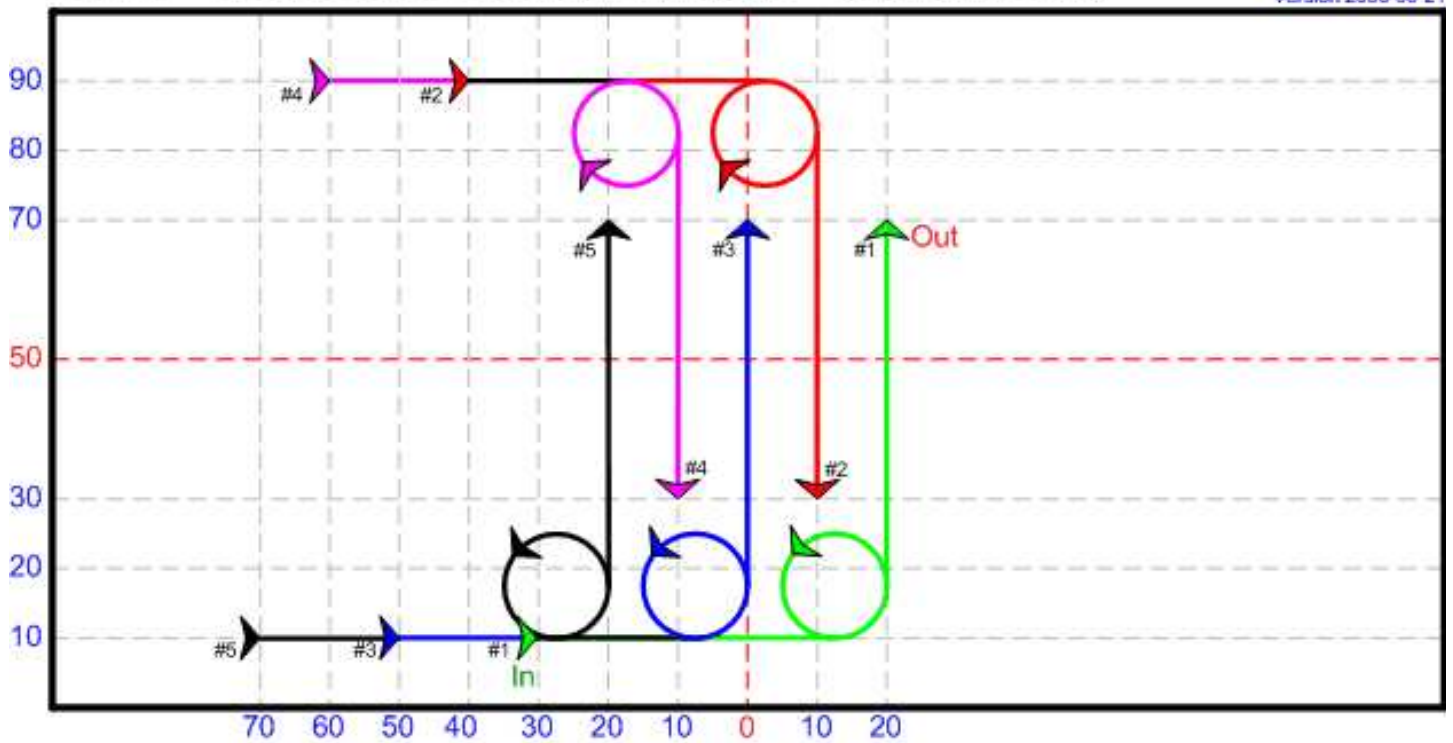
DT 12 - Loops and Vertical Threads (4 man team)

Version 2006-06-21



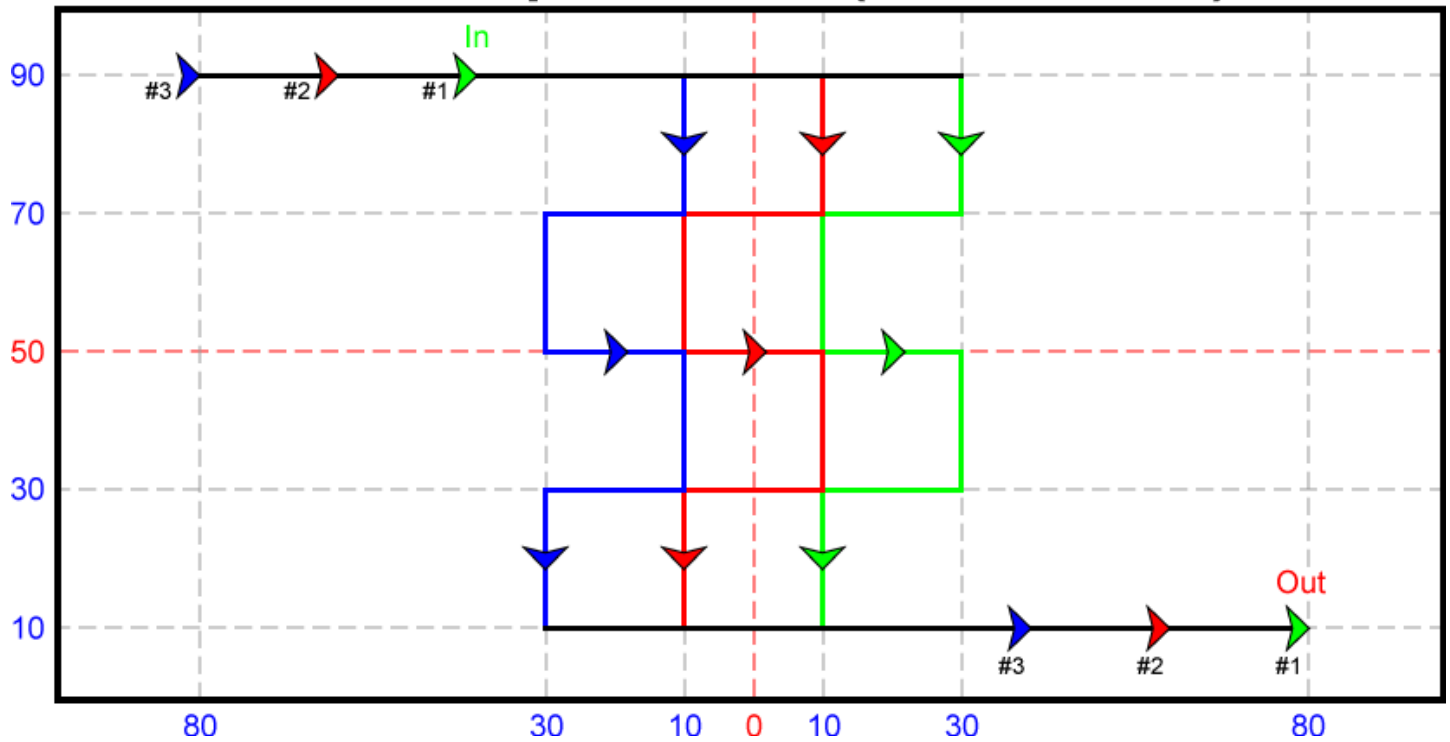
DT 12 - Loops and Vertical Threads (5 man team)

Version 2006-06-21



DT 16 - Team Square Cuts (3 man team)

Version 2011-12-05



Version 2011-12-05

DT 16 – Team Square Cuts

Judges will Particularly Consider

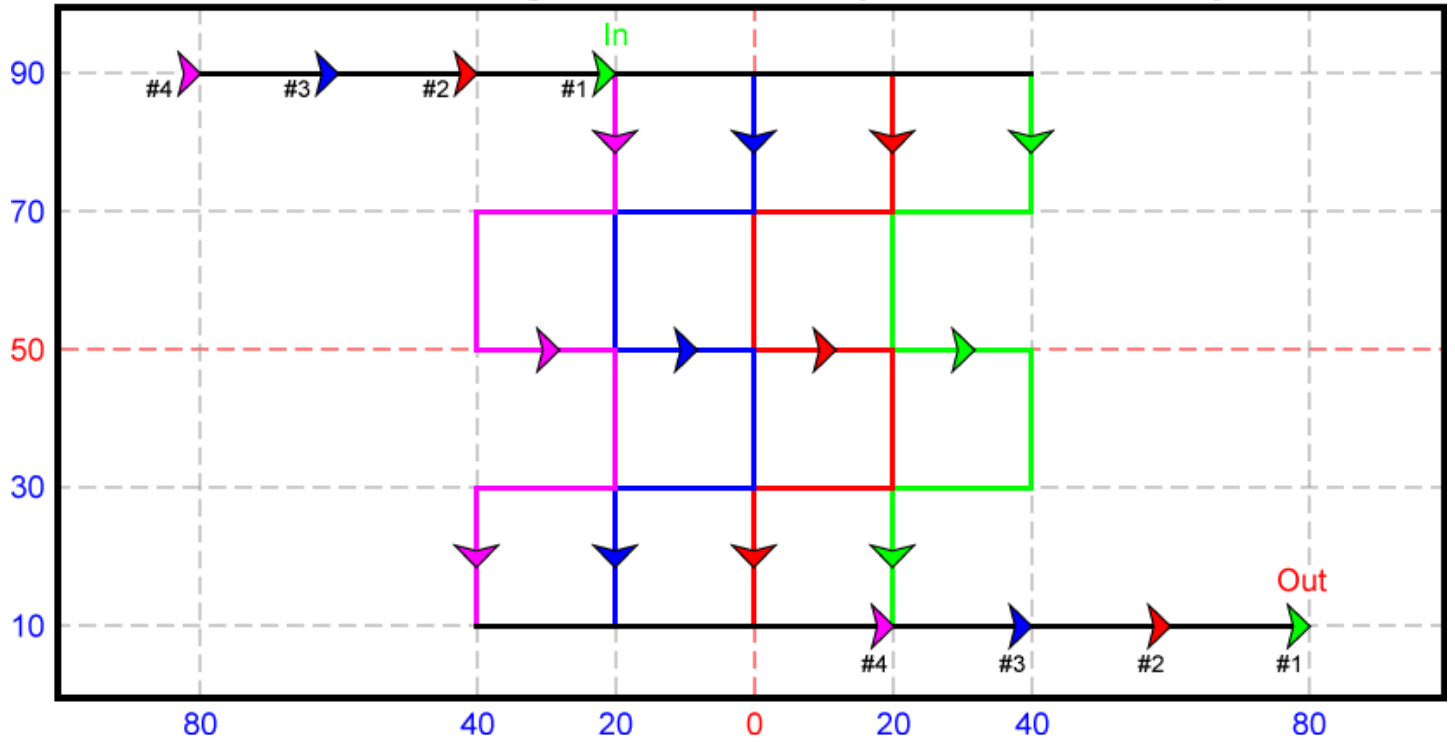
- Synchronicity of turns
- Position within the precision grid
- Relative placement of the components

Explanation

Each square cut equals 20% of the vertical and horizontal window, turns are closely spaced.
When flying down, all kites should be in a horizontal line.
Kites should maintain even spacing throughout.

DT 16 - Team Square Cuts (4 man team)

Version 2011-12-05



DT 16 - Team Square Cuts (5 man team)

Version 2011-12-05

