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# 10A Overview

## 10A.1 Definition

Flatland is a skills competition where riders perform tricks on a flat surface (usually pavement). Judging is based on technical skill, including combinations, transitions between skills, flow, and variety. The competition consists of preliminary rounds, followed by a battle-style final.

## ~~10A.2 Rider Summary~~

~~This section is intended as an overview of the rules, but does not substitute for the actual rules.~~

- ~~• Riders must wear shoes. No additional safety equipment is needed.~~
- ~~• Any number or type of unicycle is allowed.~~

# 10B Competitor Rules

## 10B.1 Safety

Riders must wear shoes. No additional safety equipment is needed.

## 10B.2 Unicycles

~~Standard unicycles only (see definitions in chapter 1D.1), though any number can be used. Unicycles with metal pedals and marking tires are allowed, so these competitions are generally intended for outdoors.~~

Any number of standard unicycles (see definitions in chapter 1D.1) may be used.

## 10B.3 Rider Identification

No rider identification is required.

## 10B.4 Protests

Protests must be filed on an official form within 15 minutes of the posting of event results. Protest is only possible for mistakes in calculation or other mistakes not connected to a judge's subjective score. The Chief Judge must resolve all protests within 30 minutes of receipt of the written form.

## 10B.5 Results

Final results will be continuously announced and/or posted for public view. Results Sheets will be posted after each age category of an event. The protest period begins at this point.

## ~~10B.6 Music~~

~~In Flatland, a DJ plays music for the competition. Competitors may optionally bring their own music but is not judged. The DJ has the right to not play the request song. Competitors who bring music must provide it in a form that is supported by the DJ.~~

## ~~10B.7 Costume and Props~~

~~Clothing has no influence on the score. Riders are encouraged to dress in the uniform of their national teams or clubs, or in clothing that represents their teams, groups or countries. No props allowed, other than what is included in the performing area.~~

## 10B.6 Event Flow

### 10B.6.1 Riders Must Be Ready

The Chief Judge chooses how to handle the riders who are not ready at their scheduled competition time. They may be disqualified or ~~may or may not be~~ allowed to perform after the last competitor in their age group.

### ~~10B.8.2 Competition Format~~

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

### 10B.6.3 Preliminary Round

~~The preliminary round will last one minute. No tricks after time is called will be counted. If a rider is in a combo when their time ends, they may end the trick they are performing but are not allowed to go into another trick. After the time has ended, the rider has 3 attempts to perform a last trick.~~

Each rider's preliminary round is divided in two parts, "timed preliminary" and "last trick". Top scoring riders of the preliminary round will continue to the battle finals.

#### 10B.6.3.1 Timed Preliminary

The preliminary round is 1 minute. Any tricks completed after the 1 minute has elapsed will not be counted. If the rider is in a combo when the time ends, they are not allowed to start another trick and extend the combo, they must end their combo with their current trick. Once the time is up, the rider moves from "timed preliminary" to "last trick".

#### 10B.6.3.2 Last Trick (Preliminary)

There are **2 attempts (proposal 7 passed)** in the preliminary round. The rider is not obligated to use all attempts or to try the same trick every attempt. Riders may skip an attempt. Only the last attempt will be scored. A Failed attempt do not subtract from the score.

### 10B.6.4 Battle ~~-style Overview~~

In a Flatland battle, two riders compete head-to-head, taking turns performing ~~lines of~~ tricks. Battles are separated into two parts: "timed battle" and "last trick". 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, unless the battle is in a double-elimination bracket.

#### 10B.6.4.1 Timed Battle

Battles last 2 minutes each. Semi-Final and Final battles last 2 to 4 minutes, upon agreement of battling riders. The rider with better ranking from the preliminary round chooses which rider starts the battle. There are 2 countdown timers, one of 1 minute for each rider. The corresponding rider's timer will be started and stopped when they start and stop riding. Any tricks completed after the rider's time has elapsed will not be counted. If the rider is in a combo when the time ends, they are not allowed to start another trick and extend the combo, they must end their combo with their current trick.. After one rider's time runs out, the other rider will ride for their remaining time. Once the time is up for both riders, the riders go from "timed battle" to "last trick".

#### 10B.6.4.2 Last Trick (Battles)

There are 3 last trick attempts for each rider in battles. Riders will take turns attempting their last trick. Riders are not obligated to use all attempts or to try the same trick every attempt. Riders may skip an attempt. Only the last attempt will be scored. Other failed attempts do not subtract from the score. The rider who started the battle starts the last trick.

## 10B.6.5 Number Of Competitors Entering Battles

The final battles will consist of up to the 16 highest-scoring riders. To decide on the number, the judges will vote. A simple majority is needed to decide whether 4, 8, or 16 riders will advance. However, a number other than 4, 8, or 16 may be chosen if the judges unanimously agree that a different number would be more conducive to the goal of producing the most exciting battles for riders and spectators. In this case, byes would be used for this group to fit the next largest bracket (for example, 11 riders would use the 16 rider bracket, and the top 5 riders would get a bye for the first round of battles).

The highest-scoring competitors from the preliminary round proceed onto the final battles. The number of competitors that move onto the finals is determined by a vote from the judges, but it cannot be more than 16 riders. Only a simple majority is needed for the vote. If a number of other 4, 8 or 16 is chosen, byes are used to expand the group of rider to the next largest bracket. (E.g. 11 riders would use the 16 rider bracket and the top 5 riders would have a bye for the first round of battles)

### 10B.6.5.1 Battle Assignments

Battles will proceed according to the following brackets, depending on whether 4, 8, or 16 riders advance. Due to time constraints the losers bracket may be disregarded at the host's discretion. At Unicon, the full bracket must be used in the Jr. Expert and Expert competitions.

Battles proceed according to the following brackets. The use of the double elimination bracket is optional.

<http://www.printyourbrackets.com/pdfbrackets/4teamDouble.pdf>

<http://www.printyourbrackets.com/pdfbrackets/8teamDouble.pdf>

<http://www.printyourbrackets.com/pdfbrackets/16teamdouble.pdf>

### ~~10B.6.6 Battle Finals~~ **Is now 10B.6.4**

~~Each battle will last two minutes, except for the final 4 battles. These semifinal and final battles will last three minutes, unless another duration between 2 and 4 minutes is agreed upon by both riders. The rider with the better ranking from the preliminary round must choose if he or she wishes to start the battle or go second (and may ask the other rider for a preference). There will be two countdown timers, one for each rider, and each of these will be set to one minute. Each timer will be started and stopped when each rider starts and stops. Riders should aim to complete each turn in about 15 seconds. No tricks after time is called will be counted. If a rider is in a combo when their time ends, they may end the trick they are performing but are not allowed to go into another trick. After one rider's time runs out, the other rider will ride for the rest of their time and then both will proceed to Last Trick. The rider who started the battle will also go first for the last trick. The riders must alternate between attempts until they complete the trick or use up all attempts.~~

# 10C Judges and Officials Rules

## 10C.1 Flatland Director

The Flatland Director is the head organizer and administrator of Flatland. With the convention host, they are responsible for the event logistics, the equipment and the system used to run the event. He must select the Chief Judge. With the Chief Judge, they are responsible for selecting the judges, keeping the event on schedule and answering questions about the event rules.

~~The Flatland Director is the head organizer and administrator of the flatland competition. With the Convention Host, the Flatland Director determines the system used to run the event. The Flatland Director is responsible for the logistics and equipment for all flatland events. With the Chief Judge, the Flatland Director is in charge of keeping events running on schedule, and answers all questions not pertaining to rules and judging. The Flatland Director is the highest authority on everything to do with the flatland competition, except for decisions on rules and results.~~

## 10C.2 Chief Judge

The Chief Judge is the head flatland official. They are responsible for selecting the judges, overseeing the competition, handling protests, ensuring the event rules are followed, running the judging workshop, answering questions about the rules and judging and tabulating the points after judging is completed.

~~-whose primary job is to make sure the rules are followed. The Chief Judge oversees the competition, deals with protests, and answers all rules and judging questions. The Chief Judge is responsible for seeing that all judges are trained and ready. The Chief Judge is also responsible for the accuracy of all judging point tabulations and calculations.~~

~~The Chief Judge will remember to consider language barriers, and that riders may be engaged in convention work to slow them down. A rider may not perform before a different set of judges than those that judged the rest of their age group.~~

An interruption of judging can result from material damage, injury ~~or sudden illness of a competitor~~, or interference with a competitor by a person or object. ~~If this happens~~, the Chief Judge determines if the rider is at fault. If he is not, re-admittance into competition must happen within the regulated competition time. ~~the amount of time left and whether any damage may be the fault of the competitor. Re-admittance into competition must happen within the regulatory competition time. If a routine is continued and the competitor was not at fault for the interruption, all devaluations coming forth from the interruption will be withdrawn.~~

## 10C.3 Judges

### 10C.3.1 Judging Panel

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

### 10C.3.2 Selecting Judges

A person should not judge an event if he or she is:

1. A parent, child or sibling of a rider competing in the event.
2. An ~~individual or team~~ coach, manager, trainer, colleague ~~who is member~~ of the same club (specified in the registration form) ~~colleague's family etc. of a~~ as a rider competing in the event.
3. More than one judge from the same family ~~on the same judging panel. judging the same event at the same time.~~

If the judging pool is too limited by the above criteria, restrictions can be eliminated starting from the bottom of the list and working upward as necessary only until enough judges are available. ~~If there are some candidates who have the same level of restrictions and judging score, their agreement about publishing the results need to~~

~~be considered. The eliminations must be agreed upon by the Chief Judge and Flatland Director, or next highest ranking street official if the Chief Judge and Flatland Director are the same person.~~

### 10C.3.3 Judging Panel May Not Change

The individual members of the judging panel must remain the same for an entire category; ~~for example one judge may not be replaced by another except between categories.~~ In the event of an ~~medical or other~~ emergency, this rule can be waived by the Chief Judge.

#### 10C.3.3.1 Rating Judge Performance

Judges are rated by comparing their scores to those of other judges at previous competitions. ~~Characteristics of Judging Weaknesses:~~ If a judge's performance is determined to be too weak, they may be removed from the judging panel.

- **Excessive Ties:** Using ties frequently (it defeats the purpose of judging.) ~~A judge should be able to differentiate between competitors. Though tying is most definitely acceptable, excessive use of tying defeats the purpose of judging.~~
- **Group Bias:** If a judge places members of a certain group ~~or nation~~ significantly lower or higher than other judges. ~~different from the other judges. This includes a judge placing members significantly higher or significantly lower (a judge may be harsher on his or her own group members) than the other judges.~~
- **Inconsistent Placing:** If a judge places a large number of riders significantly different from the average of the other judges.

#### 10C.3.4 Training

Judges should have read the rules prior to the start of the workshop. The workshop will include a practice session. Each judge will read the rules, attended the workshop, agree to follow the rules and agree to their potential removal from the list of available judges if their judging accuracy scores show excessive judging weaknesses, as determined by the Chief Judge. ~~judging session. Each judge will be required to sign a statement indicating they have read the rules, attended the workshop, agree to follow the rules, and will accept being removed from the list of available judges if their judging accuracy scores show Judging Weaknesses.~~

## 10C.4 Flatland Judging and Scoring

### 10C.4.1 Judging Criteria **PROPOSAL 28 PASSED**

Preliminary rounds and battles are judged using the following criteria

- **Difficulty (0 to 10 points)**  
Score is given for technical difficulty of the tricks and combos landed during the battle/preliminary
- **Consistency (0 to 10 points)**  
Score is given for number of landed trick/combos on total of number of tricks/combos attempted
- **Variety (0 to 10 points)**  
Score is given for variation in the types of tricks done during the battle/preliminary
- **Flow (0 to 5 points)**  
Score is given for cleanliness and style of rider during the battle/preliminary

- **Last trick (0 to 5 points)**

Score is given for technical difficulty, novelty, creativity, and flow of the ride. There are 2 attempts in preliminary. Only the last attempt will be scored. Other failed attempts do not subtract from the score.

Guide on how to score points for last trick:

0 points: nothing landed / unworthy trick

1 point: passable trick / almost landed great or insane trick 2 point: okay trick / almost landed very insane trick

3 points: good trick

4 points: great trick

5 points: insane trick

- **TOTAL (0 to 40 points)**

~~Preliminary rounds and battles are judged using the following criteria:~~

~~Difficulty, consistency, variety, and last trick contribute to the total score. Scoring: A total of 99 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:~~

~~Variety:~~

~~(Score of 1-30 is given:)~~

~~High scores are awarded to competitors who perform a wide range of tricks and combos. Lots of repeated tricks or similar tricks will receive low scores.~~

~~Consistency/Flow:~~

~~(Score of 1-30 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 move-ments to regain balance.~~

~~Difficulty:~~

~~(Score of 1-30 is given:)~~

~~High scores are given for technical, difficult tricks and combos, if they are completed successfully. If a rider completes part of a combo and then falls, they are awarded points for everything they did up until the fall.~~

~~Last Trick:~~

~~(Score of 0-9 is given:)~~

~~The last trick demonstrates how strong the rider is, physically and mentally, in the end. The rider will have 3 attempts to perform a final trick. Partial points may be given for a trick that is almost landed. Only the last attempt will be scored, other failed attempts do not subtract from the score. The rider is not obligated to try the same trick in every attempt.~~

### 10C.4.2a Preliminary Round

At the end of every preliminary run, the judges add up a rider's score. Once all preliminary runs are over, the judges add up points for each rider and then rank the riders accordingly to their total number of points. If there are two riders with equal points in places 1-16, the rider with most points in “last trick” get an additional fraction of a point to break the tie.

### 10C.4.2 Battle Advancement

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.

### 10C.4.3 Sportsmanship

If a rider distracts or delays other riders, judges, commentator, or shows unsportsmanlike conduct, the judges may choose to warn or eliminate that rider. ~~The chief judge may decide to name a battle manager to take care of these decisions. The battle manager may be any one of the judges or the time keeper.~~ "Battle manager" is a term never defined or that never existed in the rulebook anyway

### 10C.4.4 Finals/Semi-Finals

The winner and loser of the final battle round take first and second place in the competition. The losers of the semi-final battle round compete in a final battle for third place.

### 10C.4.5 Preliminary Round Scoring

~~In the preliminary round, raw scores from the judges are added to determine the placing of the riders. For each rider, the highest and lowest scores are removed. If there are two riders with equal points in places 1-16, 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.~~

All information crossed out here is either unnecessary or repeated information.

### 10C.4.6 Battle Scoring

~~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 trick" will be the winner.~~

~~Judges are not required to write down scores for each category during battles.~~

## 10D Event Organizer Rules

### 10D.1 Venue

#### 10D.1.1 Minimum Area

A minimum area of 11 by 14 meter is required. Judges will be situated along one of the longer sides. The audience may be as close to the boundaries as desired provided that they do not impede or obstruct the judges or competitors. ~~A 11 x 14 meter area is required. Judges will be situated along one of the 14 meter sides. The audience may be as close to the boundaries as possible provided that they do not impede or obstruct the judges.~~

#### 10D.1.2 Riding Surface

Paved, outdoor areas are ideal for Flatland. The riding surface must be of a similar texture and riding quality throughout the competition area. Note that Flatland unicycle have black tires and sometimes that may mark or damage indoor surfaces. Although being indoors offer shelter and climate control most indoor surfaces are not suitable. Indoor concrete is not suitable as it is most often polished, hence too slippery.



~~Paved, outdoor areas are ideal for Flatland, so the riding surface must be of a similar texture and riding quality. The optimum surface is concrete or asphalt, outside. While being indoors offers shelter and climate control, most indoor surfaces are not suitable so this should be avoided. Keep in mind that Flatland unicycles have tires that may mark, and metal pedals. Indoor concrete is probably not suitable.~~

### 10D.1.3 Postponement due to Weather

In the case of rain or bad weather and an uncovered Flatland area, the organizers should postpone the event. The competition should be canceled if it is considered dangerous for the riders. If the event is postponed or moved to an indoor location, allowances must be the same (standard unicycles, black tires, etc.)

~~In the Flatland competition the organizers should postpone the events in the case of rain or bad weather. These competitions should be canceled if considered dangerous for the riders. If postponed or moved to an indoor location the organizers must try to keep the allowances the same as outdoors competitions (metal pedals allowed for example). If originally on the competition schedule, these canceled competitions should be rescheduled during the convention duration. The event host should try to place events that may be influenced by weather conditions in the first days of the event, giving a larger period of time to reschedule it.~~

### 10D.1.4 Music

In Flatland, a DJ plays music for the competition.

## 10D.2 Officials

The host must designate the Flatland Director well in advance of the event. For an international events, it is recommended that the Flatland Director is chosen at least 1 year in advance so that they may be consulted on scheduling.

~~The host must designate the following officials for flatland:~~

- ~~• Flatland Director • Chief Judge~~

## 10D.3 Communication

Hosts must publicize the dimensions of the available performing area as far in advance of the competition as possible, ~~and organizers of~~ and for international championships at least 3 months prior to the event. For other other events, the organizers must specify the venue ~~for the Flatland competition~~ by the beginning of the convention/competition at the latest.

## 10D.4 Categories

There are 2 required categories: Junior Expert (0-14) and Expert (15+). An “Advanced” category is optional, except at Unicon where it is forbidden (PROPOSAL 30 IS BEING VOTED ON). If there are less than 3 Junior Expert competitors they may choose whether to compete in Expert or Advanced. If there are less than 3 females or less than 3 males overall, the male and female categories are merged.

~~Male and female competitions should be offered in each of the following categories: Junior Expert (0-14), Expert (15+), and Advanced. If there are less than 3 Junior Expert competitors they may choose whether to compete in Expert or Advanced. If there are less than three females or less than three males overall, the male and female categories are merged.~~

## 10D.5 Practice

~~There are no specific requirements for the competition area to be available for practice.~~

## 10D.6 Judges Workshop

~~The hosts of the convention must provide for a judge's workshop at least 24 hours prior to the start of the first competition. A minimum of 3 hours must be set aside, in a classroom or similar environment. If possible, it is strongly recommended to have more than one workshop to accommodate schedules. Variations on this can be approved by the Chief Judge. Workshop schedule(s) must be announced to all judges at least three weeks prior to the start of the competition.~~