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10A Overview

10A.1 Definition

Flatland is a skills competition where riders perform tricks on a flat surface. The competition consists of preliminary rounds, followed by a battle-style final.

10B Competitor Rules

10B.1 Safety

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

10B.2 Unicycles

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. Protests are 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 the receipt of the written form.

10B.5 Results

Final results will be continuously announced and/or posted for public view. Result sheets will be posted after each age category of an event. The protest period begins when the results are posted.

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 allowed to perform after the last competitor in their age group.

10B.6.3 Preliminary Round

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 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 Battles

In a Flatland battle, two riders compete head to head, taking turns performing tricks. Battles are separated into two parts; “timed battle” and “last trick”. The winner of each battle is determined immediately after 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.6.4.3 Number Of Competitors Entering 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.6.4.4 Battle Assignments

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>

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. They 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.

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.

An interruption of judging can result from material damage, injury of a competitor or interference with a competitor by a person or object. The Chief Judge determines if the rider is at fault. If they are not, re-admittance into competition must happen within the regulated competition time

10C.3 Judges

10C.3.1 Panel

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

10C.3.2 Selection

A person should not judge an event if they are any of the following:

- A parent, child or sibling of a rider competing in the event.
- A coach, manager, trainer or colleague of the same club (specified in reg. form) as a rider competing in the event.
- More than one judge from the same family on the same judging panel.

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, but only until enough judges are available.

10C.3.3 Panel May Not Change

The individual members of the judging panel must remain the same for an entire category. In the event of an emergency, this rule can be waived by the Chief Judge.

10C.3.3.1 Performance Rating

Judges are rated by comparing their scores to those of other judges at previous competitions. 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.)

Bias: Placing members of certain groups or nations significantly lower or higher than other judges.

Inconsistence: Ranking a large number of riders significantly different from the average of other judges.

10C.3.4 Training

Judges should read the rules prior to the judging workshop. The workshop will include a practice judging session. Each judge will read the rules, attend 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.

10C.4 Flatland Judging and Scoring

10C.4.1 Judging Criteria

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)**

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.4.2b Battle Advancement

Judges must determine a winner individually. The chief judge collects the results from each judge and then the winner is announced. Judges are not required to write down scores for each category during battles.

10C.4.3 Sportsmanship

If a rider distract or delays the competition or shows unsportsmanlike conduct, the chief judge may choose to warn or eliminate that rider.

10C.4.4 Finals/Semi-Finals

The winner and loser of the final battle round take first and second place respectively. The losers of the semi-final battle round compete in the “small final” battle for third place and fourth place

10D Event Organizer Rules

10D.2 Venue

10D.1.1 Minimum Area

A minimum are 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.

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.

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 fi 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.)

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.

10D.3 Communication

Hosts must publicize the dimensions of the available performing area as far in advance of the competition as possible and for international championships at least three months prior to the event. For other other events, the organizers must specify the venue 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. 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.