



# 3DX 2019

## Overall Scoring Summary



### Set Manoeuvres

The Entrant must choose 5 different manoeuvres from the 3DX Manoeuvres List. Each Judge may award up to 10 points for each manoeuvre which will be multiplied by the 'k' factor.

### Freestyle

The Freestyle element of 3DX seeks to explore the skills of the pilot in assembling a sequence of manoeuvres, which accurately reflect his overall capability in putting on a 3D performance.

The Judges have five (5) elements to score with equal weighting.

30 Variety and Innovative Manoeuvres

30 Choreography

30 Excitement and Crowd Appeal

30 Precision, Definition and Control

30 Technical Content

### Music scoring breakdown

The Judges award 25 points in each of the following categories:

25 Synchronisation

25 Harmony (Musical Interpretation)

25 Innovation

25 Excitement and crowd appeal

25 Precision and Control

25 Technical Content

### Overall Scoring

The maximum score available for each competitor for each round is as follows:

**Set Manoeuvres** 5 Manoeuvres each worth 10 points, maximum k3 =  $5 * 10 * 3 = 150$  points

**Freestyle** 5 categories each worth maximum 30 points = 150 points

**Flight to Music** 6 categories each worth 25 points = 150 points