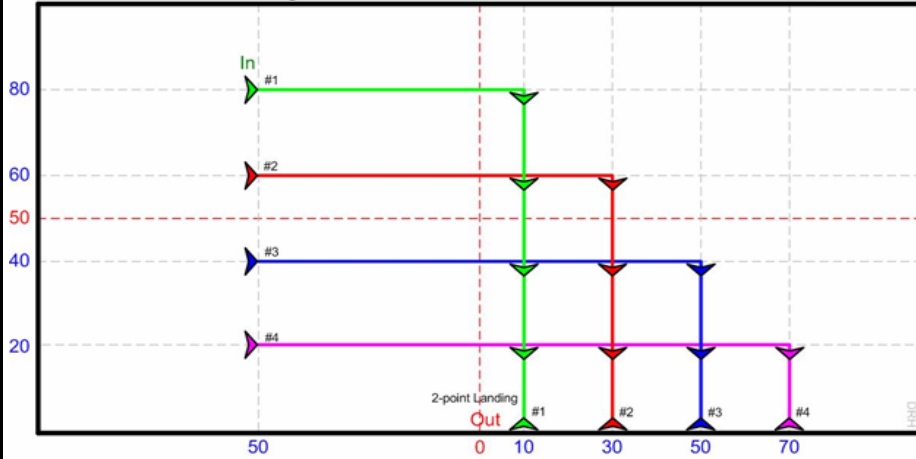


DT 02 - Pick-up Sticks

Version 2005-07-07



DT 02 - Pick-up Sticks

Version 2005-07-07

Critical Components:

- CC1: Relative placement of components
- CC2: Speed control

Explanation:

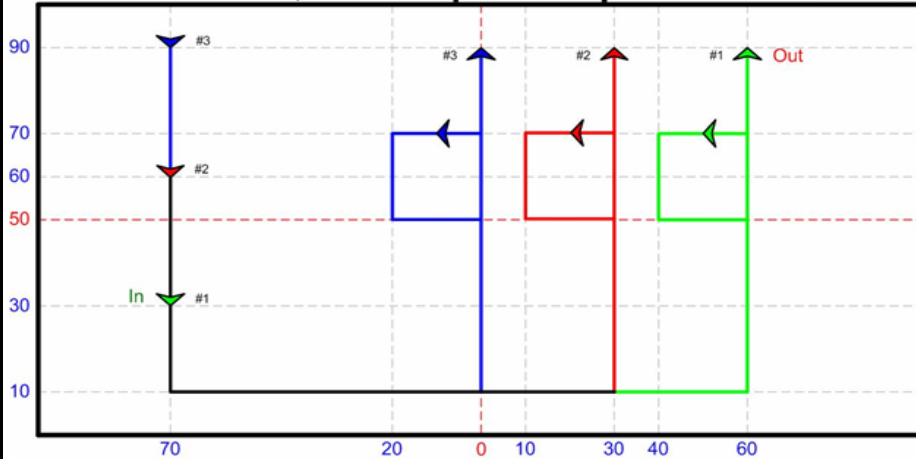
When there are fewer kites than shown, use the kites in numerical order.

Other components:

- Straight lines
- Landing

DT 03 - Follow, Flank Up and Square

Version 2005-07-07



DT 03 - Follow, Flank Up and Square

Version 2005-07-07

Critical Components:

- CC1: Parallel lines
- CC2: Right angles

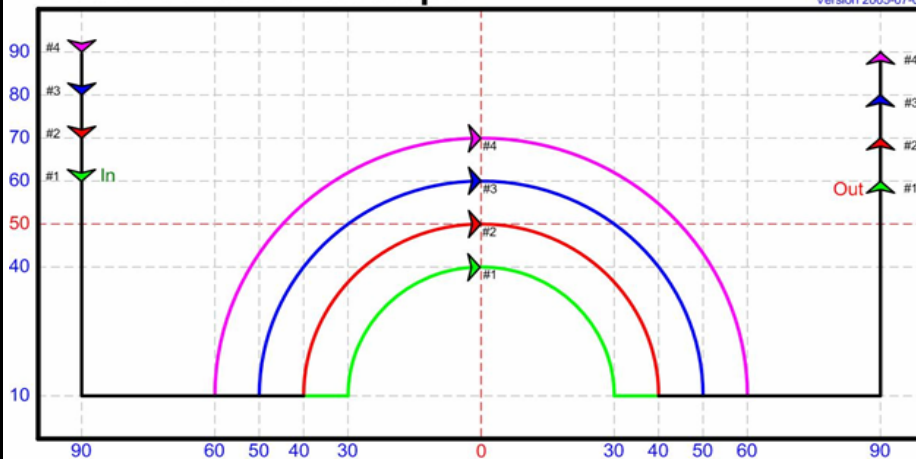
Explanation:

Other components:

- Relative placement of components
- Timing

DT05 - Arch de Triomph

Version 2005-07-07



DT 05 - Arch du Triomph

Version 2005-07-07

Critical Components:

- CC1: Speed control
- CC2: Arcs

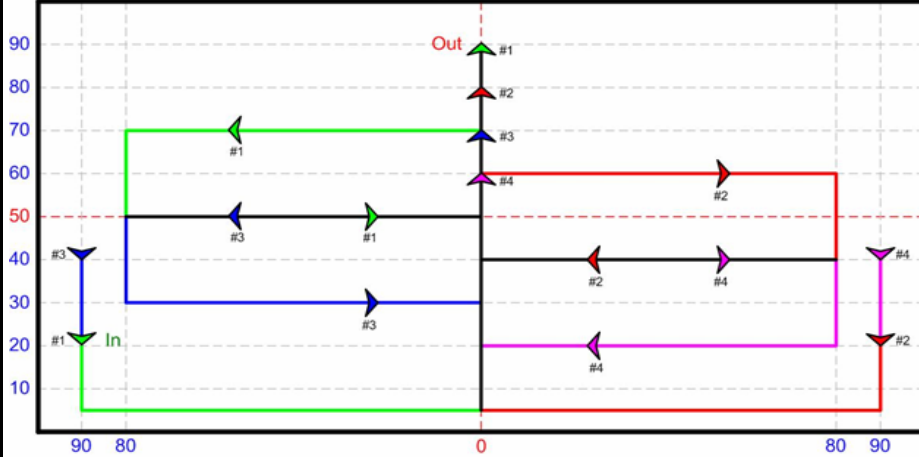
Explanation:

Other components:

- Relative placement of components
- Position within the precision grid
- Timing

DT 07 - Sorted Rectangle

Version 2005-07-07



DT 07 - Sorted Rectangle

Version 2005-07-07

Critical Components:

- CC1: Timing
- CC2: Relative placement of components

Explanation:

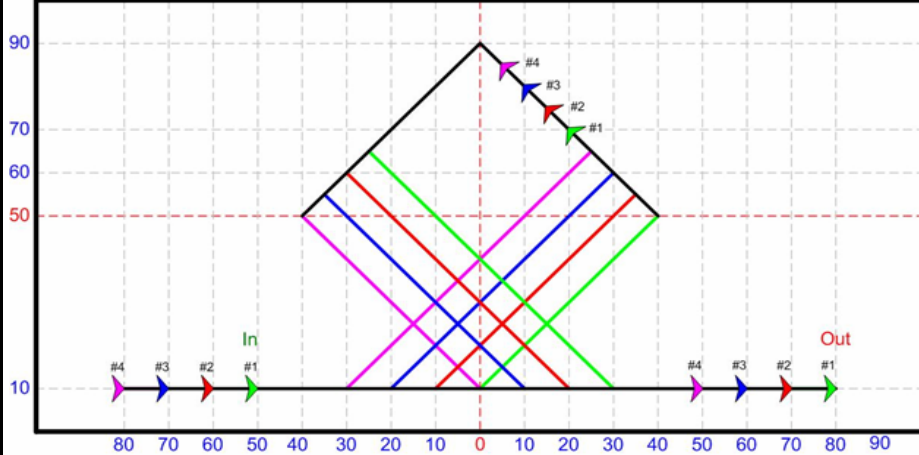
Kites come down from the outside of the window and turn toward the center into a ground pass. A zipper-merge is performed as the kites turn to go up the center of the window. Kites alternate going left and right into rectangles that meet back at center window. When there are fewer kites than shown, use the kites in numerical order.

Other components:

- Ground pass
- Parallel lines

DT 08 - The Basket

Version 2005-07-07



DT 08 - The Basket

Version 2005-07-07

Critical Components:

- CC1: Speed control
- CC2: Spacing

Explanation:

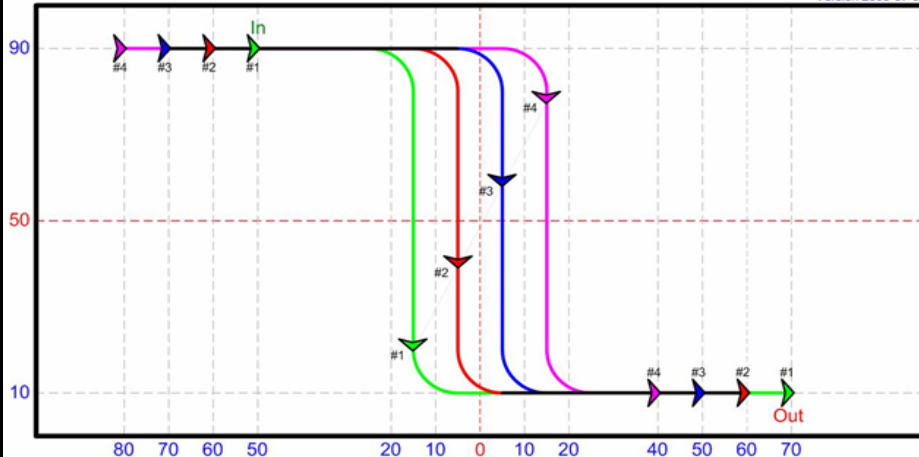
Kites come abreast in the middle of the diagonal descent.

Other components:

- Timing
- Right angles
- Parallel lines

DT 11 - Cascade

Version 2005-07-07



DT 11 - Cascade

Version 2005-07-07

Critical Components:

- CC1: Speed Control
- CC2: Position within the precision grid

Explanation:

Other components:

- Spacing
- Parallel lines