

The Global Rifle Flow Competition

The Global Rifle Flow Competition stands as the premiere rifle spinning competition in the world. Competitor's from across the globe and all demographics or rifle flow arts will perform in a contest among the greatest Rifle Flow Artists alive.

Round One-

FLOW:

-The competition will begin with the "Flow" section, which focuses on continuous rotational movement. The rifle should not come to a stop at any time, nor should it be sharply maneuvered. Judging is based on the competitor's ability to flow each movement or maneuver into the next.

-Each competitor gets two (2) 45-second heats, during which they may start at any position in the 20ftx20ft performance pad and may position and reposition themselves as they see fit. Floor coverage will not be assessed for scoring purposes whatsoever.

-Drops do not count against a competitor; they are simply not registered. If a competitor wants to attempt a segment again and achieves it, they will receive full points. If they decide to reposition and attempt another segment, the score remains open. Scores are based on what *is* done, not by what is failed.

-After each competitor has completed their two heats, the round will be over and scores will be tabulated.

Round Two-

FINESSE:

-The next segment of the competition is the "Finesse" section, which assesses the competitor's control of their equipment. Judging is based on the competitor's ability to demonstrate technical tactile mastery of their equipment. Aerial applications will have very little impression on a competitor's score here.

-The remaining competitors are given three (3) heats, each lasting 30 seconds. The competitor is to execute a segment or series of maneuvers that they deem worthy, limited only to their imagination. Given the subjective nature of this competition category, competitors are encouraged to develop and change their strategies for their next heat based upon the scores from their previous heat.

-After each remaining competitor performs all heats, the lowest portion will be dropped, leaving ten (10) top finalists.

Round Three-

IMPACT:

The last segment of the competition is the "Impact" section, which gives each remaining competitor one chance per heat to perform the best maneuver they can. Each competitor gets six (6) heats, with no time clock.

If a competitor drops while attempting a move, the heat counts for zero. They may choose to retry it during their next heat or attempt something else. Only successful attempts at moves will be counted; unsuccessful attempts will count for zero (0).

The top four (4) scores will be counted.

FINAL SCORE:

-The final score is based on the top one (1) flow, one (1) control, and four (4) impact scores.

ATTIRE:

-A competitor will be encouraged to wear whatever they feel most comfortable in, within the realms of decency. If a competitor is part of a team, they may wear items depicting a logo. The attire of a competitor will have no bearing on their scores.

RIFLES:

-A competitor may choose a demilitarized 1903a3 Springfield or any of its derivatives, a Color Guard rifle, Taiwanese Student Rifle, or other rifle props approved by Forward Flow staff ahead of time. The rifle may weigh a **maximum of 6.5 pounds** and will be checked to ensure demilitarization. RIFLES WILL BE WEIGHED ON SITE. Bayonets are allowed, but highly discouraged as they will not help to achieve a higher score in this style of competition.

PERFORMANCE PAD:

-Competitors will perform on a 20ftx20ft pad.

JUDGING:

-Judging will be panel-based, with four (4) judges seated front and center of the performance pad.

-Scoring is based on a 0.1-10.0 scale.

-After each judge agrees upon a score, the scores are averaged. For example, competitor #1's first heat: 7.8, 8.0, 7.7, 7.5.

This gives competitor #1 a score of 7.7 for their first heat.

CHALLENGING:

-The second-placed competitor, if they choose, can challenge the first-placed competitor for the championship. Should the first-placed competitor accept, this will be sudden death. Each competitor will then be given ten (10) seconds on the clock, and only one attempt. This will be

the only score that matters. If the first-placed competitor fails to defeat the challenger, then they will relinquish their right to any prizes, and will forfeit any prize for winning. However, should the second placed competitor fail to defeat the champion, then they will be stripped of their awards and moved to the lowest position.

TIE BREAKER:

-In the event of a tie, the winner will be determined via a game of H.O.R.S.E.

DISCLAIMER:

Forward Flow reserves the right, in the months leading to The GRFC to make amendments to the rules, regulations, and guidelines herein. It is the responsibility of the competitor to stay up to date on the requirements of The GRFC before the day of Competition.

For any questions relating to The 2024 Global Rifle Flow Competition, please email Neriah@ForwardFlow.com