

Tricksparty judging criteria

trick definitions.

As used during 2019 (version March 16th, 2019)

Group 1

Fade, Half Axel, Insane, Turtle (Backflip), Puddle

bad - mauvais	average - moyenne	good - bon	excellent - excellent
0	2	4	6

Group 2

360, Axel, Cascade, Coin Toss, Flapjack, Flic-Flac (pancake), Kombo, Lazy Susan, Refueling, Rolling Susan,, Stop (Stall), Two-Point landing

bad - mauvais	average - moyenne	good - bon	excellent - excellent
0	3	6	9

Group 3

540, Backspins, Insane Left-Right, Jacobs Ladder, K2000, Lewis, Pinwheel, Multilazy, Reverse Rolling, Reversed Coin Toss, Reversed Flic-Flac, Rolling Cascade, Side Slide, Slotmachine, Spike, Yoyo

bad - mauvais	average - moyenne	good - bon	excellent - excellent
0	4	8	12

Group 4

540 Mutex, Backspin Cascade, Comete, Double Axel, Duplex, Multi-slot, Taz Machine, Torpille, Wap Doo Wap, Yofade, Yoyo Take-off

bad - mauvais	average - moyenne	good - bon	excellent - excellent
0	5	10	15

Group 5

Cascade Comete, Cascade Multi Lazy, Crazy Copter, Cynique, La Dole, Multi Yoyo, Yofade Backspins, Yoyo Multilazy

bad - mauvais	average - moyenne	good - bon	excellent - excellent
0	6	12	18

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Group 1 – Fade.....	3
Group 1 – Half Axel.....	3
Group 1 – Insane.....	3
Group 1 – Puddle.....	3
Group 1 – Turtle (Backflip).....	4
Group 2 – 360.....	4
Group 2 – Axel.....	4
Group 2 – Cascade.....	4
Group 2 – Coin Toss.....	5
Group 2 – Flapjack.....	5
Group 2 – Flic-Flac (Pancake).....	5
Group 2 – Kombo.....	5
Group 2 – Lazy Susan.....	6
Group 2 – Refueling.....	6
Group 2 – Rolling Susan.....	6
Group 2 – STOP (Stall).....	6
Group 2 – Two-Point Landing (2 Tips Landing).....	7
Group 3 – 540 (Flat Spin).....	7
Group 3 – Backspins.....	7
Group 3 – Insane Right-left.....	7
Group 3 – Jacobs Ladder.....	8
Group 3 – K2000.....	8
Group 3 – Lewis.....	8
Group 3 – Multilazy.....	8
Group 3 – Pinwheel (helicopter).....	9
Group 3 – Reverse Rolling (Inverse).....	9
Group 3 – Reversed Coin Toss.....	9
Group 3 – Reversed Flic-Flac.....	9
Group 3 – Rolling Cascade.....	10
Group 3 – Side Slide.....	10
Group 3 – Slot Machine.....	10
Group 3 – Spike.....	10
Group 3 – YoYo.....	11
Group 4 – 540 Mutex.....	11
Group 4 – Backspin Cascade.....	11
Group 4 – Comete.....	11
Group 4 – Double Axel.....	12
Group 4 – Duplex.....	12
Group 4 – Multi Slot.....	12
Group 4 – Taz Machine.....	12
Group 4 – Torpille.....	13
Group 4 – Wap-Doo-Wap.....	13
Group 4 – YoFade.....	13
Group 4 – YoYo Take off.....	13
Group 5 – Cascade Comete.....	14
Group 5 – Cascade Multi Lazy.....	14
Group 5 – Crazy Copter.....	14

Group 5 – Cynique.....	14
Group 5 – La Dole.....	15
Group 5 – Multi Yoyo.....	15
Group 5 – Yofade Backspins.....	15
Group 5 – YoYo Multilazy.....	15

BAD	AVERAGE	GOOD	EXCELLENT
0	2	4	6

Group 1 – Fade

Definition:

The FADE is a float in which the kite is positioned belly up, nose toward the pilot, with the lines extending towards the pilot over the leading edge. The method of entry and exit does not matter.

Key elements:

Clean entry and exit. Stability (no pronounced tilt or wobble). Held for minimum two seconds

Group 1 – Half Axel

Definition:

The kite begins flying horizontally in either direction, then falls onto its belly, turns nose away from the pilot, and rotates 180°. The kite is then snapped back into flight with the nose pointing exactly opposite the initial direction and should exit in a straight line.

Key Elements:

Clean half-turn. Horizontal entry and exit

Group 1 – Insane

Definition:

The INSANE is initiated towards the top of the window, where the kite is snapped into a wingtip rotation and descends in a corkscrewing motion. The method and direction of the entry and exit does not matter.

Key elements:

Minimum three rotations. Constant speed and movement. Vertical (straight line) descent

Group 1 – Puddle

Definition:

The PUDDLE is a series of reversing HALF AXELS. With each HALF AXEL, the kite alternates between 3:00 and 9:00 O'clock positions. The trick is entered from a horizontal line of flight and must stay on the same spot in the window and exits in a straight horizontal line.

Key elements:

Minimum three Half Axels (wingtips vertical!). Constant speed. On the spot. Horizontal entry and exit. 5 Half Axels for an EXCELLENT score.

Group 1 – Turtle (Backflip)

Definition:

The TURTLE (backflip) starts and ends with the kite-nose pointing up. The kite is flipped onto its back, floating in a belly-up, nose-away position. The kite must float in this position for at least two seconds, before recovered nose-up.

Key elements:

Clean nose-up entry and exit. Backflip held for minimum two seconds. Stability (no pronounced tilt or wobble)

BAD	AVERAGE	GOOD	EXCELLENT
0	3	6	9

Group 2 – 360

Definition:

In the 360, the kite is flown in a 360° circle parallel to the ground.

Key elements:

Constant speed. Full 360°. Flight path parallel to the ground

Group 2 – Axel

Definition:

The AXEL is a 360° belly-down rotation. It begins with the kite in a STALL, nose-up. The kite then falls belly down, nose toward the pilot and rotates a full 360°. The kite should be oriented nose-up for both entry and exit. For the best score, the AXEL should be low, flat and in the centre of the window.

Key Elements:

Flat, full 360° rotation. Nose-up entry and exit.

Group 2 – Cascade

Definition:

The CASCADE is a series of reversing HALF AXELS. With each HALF AXEL, the kite alternates between 3:00 and 9:00 positions. The trick is entered from a horizontal line of flight, must descend through the window and exits in a straight horizontal line. 5 Half Axels for an EXCELLENT score.

Key elements:

Minimum three Half Axels (wingtips vertical!). Constant speed. Vertical (straight-line) descent. Horizontal entry and exit.

Group 2 – Coin Toss

Definition:

The COIN TOSS is a ground trick in which the kite balances on one wingtip and then executes a HALF AXEL with the top wing and comes to rest on the opposite wingtip, where it must remain for at least two seconds.

Key elements:

Quick landing after the rotation. Stability of the kite on either wingtip. Held for minimum two seconds on final wingtip.

Group 2 – Flapjack

Definition:

The FLAPJACK is a LAZY SUSAN performed directly from a ground launch and ending in a TWO-POINT LANDING. The kite is launched from its wingtips directly into a BACKFLIP (belly up, nose away), immediately followed by a LAZY SUSAN and brought back down into a TWO-POINT LANDING.

Key elements:

Rotation close to the ground. Clear two-point landing

Group 2 – Flic-Flac (Pancake)

Definition:

The trick begins from either a Fade or a Pancake. Each sequence consists of the start position, the transit to the other position and back (e.g. Fade to Pancake to Fade, or Pancake to Fade to pancake).

The trick is at least 3 sequences. For an EXCELLENT score there have to be 5 sequences.

One sequence consists of a PANCAKE and a FADE. OUT can be anything that comes from the last position (e.g. could be a barrell roll or a 540), as long as it is clean and under controle.

Key elements:

Minimum three sequences. Constant speed and movement in one vertical line.

Parallel position to the ground in both flare and FADE.

Group 2 – Kombo

Definition:

The KOMBO is a TWO POINT LANDING where the kite is pulled into a TURTLE near the ground, followed by a LAZY SUSAN and ending directly into a TWO POINT LANDING. The entry is from a straiht line down.

Key elements:

Vertical line down. Rotation close to the ground. Clear two-point landing.

Group 2 – Lazy Susan

Definition:

The LAZY SUSAN is a single 360° rotation entered from the TURTLE position. The trick begins with a TURTLE (belly up, nose away from the pilot), from which the kite rotates 360° with the lines remaining over the trailing edge during the entire rotation. The trick must be entered and exited nose-up.

Key elements:

Nose-up entry and exit. Full 360° flat rotation. The Backflip in one move. Center windscreen, half height.

Group 2 – Refueling

Definition:

REFUELING is a pair maneuver in which the follower docks a kite inside the lines of the leader's kite and the two kites fly as a single entity. The direction of entry does not matter. Smooth entry while both kites are moving forward will earn a higher score than entry while one kite is stalled.

Key elements:

Clean entry into the lines, without any „bump“
Flight together as a unit for minimum two seconds

Group 2 – Rolling Susan

Definition:

This is a LAZY SUSAN performed directly from flight. The lower wing is popped to knock the kite into a TURTLE (belly up, nose away), and the same line is again popped to perform the lazy susan rotation. The trick must be entered and exited horizontally in the same direction.

Key elements:

Horizontal entry. Flat rotation. Horizontal exit. No loss of height.

Group 2 – STOP (Stall)

Definition:

The Stall is a snap of the kite from straight-line flight that stops it with the nose pointing up. The kite must remain in the stalled position for at least two seconds. Longer Stalls earn higher scores. Ideally the kite should sit perfectly upright, with no lean or wobble to left or right. The direction of entry and exit does not matter.

Key elements:

Held for minimum two seconds. Stability (nose-up and no pronounced tilt or wobble)

Group 2 – Two-Point Landing (2 Tips Landing)

Definition:

The TWO-POINT LANDING is a landing on both wingtips at the same time. It is initiated with a snap stall as close to the ground as possible, such that the kite does not hover or float down to the ground. The angle of approach is either vertical or horizontal. The kite must land on only the two wingtip points – not wingtips and spine, or the entire back of the sail or the trailing edge. The kite remains on the two wingtips for at least 2 seconds.

Key elements:

Straight line entry. Decisive landing on both wingtips simultaneously

Held in this position on the ground for minimum two seconds.

BAD	AVERAGE	GOOD	EXCELLENT
0	4	8	12

Group 3 – 540 (Flat Spin)

Definition:

The 540 is a single 540° belly-down rotation initiated from a flare (belly down, nose away) that is entered from a vertical line of flight. The kite is flown straight down, flared, and rotated on its belly a full 540°, ending with the nose toward the pilot. The rotation should be as flat as possible, with no change in altitude. The trick is exited nose-up. Close to the ground is better.

Key elements:

Vertical, nose-down entry. Flat, full 540° rotation. Close to the ground. Vertical, nose-up exit

Group 3 – Backspins

Definition:

The BACKSPINS is a series of 360° rotations while the kite is on its back. The trick begins with a FADE (belly up, nose towards the pilot). Throughout the rotation the lines remain over the upper leading edges. The rotation is as flat as possible. The FADE position may be entered from a flare-to-fade move or fractured axel, but not in combination with any other trick. The method and direction of exit do not matter. The kite may not drift sideways. No loss of height.

Key elements:

Minimum three rotations. Even, consistent and flat rotations. Control of OUT. On the spot.

Group 3 – Insane Right-left

Definition:

The INSANE RIGHT-LEFT is a reversing INSANE. As the first rotation ends, a turn in the opposite direction is performed.

Key elements:

Minimum three rotations (e.g., right, left, right). Constant speed and movement. Vertical (straight-line) descent.

Group 3 – Jacobs Ladder

Definition:

The JACOB'S LADDER is a continuous series of transitions between a half BARREL ROLL rotation and a half LAZY SUSAN. The trick is entered from either a FADE or a TURTLE. If it is entered from a FADE (belly up, nose towards the pilot), the kite performs a half BARREL ROLL so that it is belly down, nose towards the pilot. The kite is then rolled on the pitch axis into a TURTLE (belly up, nose away) from which the kite rotates a half LAZY SUSAN (flat rotation on the kite's back) which brings the kite into a belly up, nose towards the pilot position. Finally the kite is rolled again on the pitch axis into a FADE: This entire sequence constitutes one full rung. If the trick is entered from a TURTLE, it starts with a half LAZY SUSAN and the alternating sequence continues as just described. The direction of the barrel roll and lazy susan rotations does not matter. However the smoothness of the transitions between positions is crucial to the quality of the trick. The method and direction to enter the first FADE or BACKFLIP do not matter as well as the method of exit of the trick.

Key elements:

Minimum three full rungs. Smoothness.

Group 3 – K2000

Definition:

The K2000 is a landing to position the kite on its leading edge with the back facing the pilot and the lines coming up over the lower spreaders and trailing edge. From the initial landing, the lower wing is pulled to launch the kite into a LAZY SUSAN, belly up rotation and the wingtips are pulled down into a TWO-POINT landing. The initial landing is an integral part of this trick, and the time between landing and initiation of the rotation should be minimal.

Key elements:

Clean landing on the leading edge for the entry. Clean launch and rotation. Held in two-point landing for minimum two seconds

Group 3 – Lewis

Definition:

The LEWIS is a nose-up entered YO-YO and consecutive LAZY SUSAN. After the rotation is completed, the kite is unrolled and exited on a vertical line of flight.

Key elements:

No break between Yo-Yo and lazy susan. Nose-up entry and exit.

Group 3 – Multilazy

Definition:

The MULTILAZY is a series of LAZY SUSAN rotations. The trick may be entered either nose-up (as in LAZY SUSAN) or horizontally (as in ROLLING SUSAN).

Key elements:

Minimum three rotations. Constant speed. Flat rotations. On the spot.

Group 3 – Pinwheel (helicopter)

Definition:

The Pinwheel is a series of smooth, descending belly-down rotations starting near the top of the wind window. Starts with the nose up, then pulled forward in a series of flat rotations. Minimum 3 rotations. No visible inputs. Constant speed. 5 rotations for an EXCELLENT score.

Key Elements:

Flat rotations, 3 minimum. Circling down, not sideways.

Group 3 – Reverse Rolling (Inverse)

Definition:

The REVERSE ROLLING is a 360 ° rotation of the kite while hanging in a TURTLE-position during a flight. IN is flown from a horizontal line. The lower wing is pulled in order to get the kite in the TURTLE position, the other line is drawn in order to obtain the rotation. OUT is horizontal in the reverse direction as IN.

Key Elements:

Horizontal IN and OUT, Flat rotation, no height loss. OUT direction is opposite to IN.

Group 3 – Reversed Coin Toss

Definition:

The kite balances in a tip stand for minimum 2 seconds, then an AXEL is executed with the lower wing. After the AXEL rotation the kite is put down on the same wing tip. This last tip stand needs to be held at least 2 seconds.

Key elements:

Both tip stands held minimum 2 seconds. Flat rotation. Quick landing after the rotation.

Group 3 – Reversed Flic-Flac

Definition:

The REVERSE FLIC-FLAC is a sequence of alternating forward (frontflip) and backflip positions. For the best score, the kite should not tilt left or right during the trick.

Key elements:

Minimum three sequences. Constant speed and movement. Wing tips parallel to the ground.

Group 3 – Rolling Cascade

Definition:

The ROLLING CASCADE is a series of reversing half LAZY SUSAN rotations. The trick begins with an LAZY SUSAN, but the kite is pulled out of the rotation halfway through, and a LAZY SUSAN rotation in the opposite direction is initiated. The sequence is repeated back and forth in alternating directions. The method and direction of entry and exit do not matter.

Key elements:

Minimum three half rotations (e.g., right, left, right). Constant speed. Vertical (straight-line) descent

Group 3 – Side Slide

Definition:

In the SIDE SLIDE, the kite travels horizontally while the nose points straight up. The line of travel should be straight, with no altitude gained or lost, and no wobble or lean in the kite's orientation. SLIDES performed close to the ground generally receive higher scores. The method and direction of entry and exit are not important. A SLIDE is considered excellent when it is long (maintained through at least half of the wind window) and the pilot does not move sideways.

Key elements:

Duration of side slide at least 3 seconds. Wingtips parallel to the ground. No sideways movement by the pilot.

Group 3 – Slot Machine

Definition:

The SLOT MACHINE is a flat spin rotation (belly down) entered from a horizontal line of flight. The kite is flared (belly down, nose away) and then rotated in the opposite direction. The kite should exit the rotation in the same direction as that of the entry.

Key elements:

Horizontal entry and exit in the same direction. Flat rotation. Center wind window.

Group 3 – Spike

Definition:

In the SPIKE, one wingtip of the kite is driven decisively into the ground. The trick is entered from a vertical line down.

Key elements:

Clear and decisive stab. Held on the spiked wingtip for minimum two seconds

Group 3 – YoYo

Definition:

For a YO-YO the kite is rotated backwards on the pitch axis 360° so that the lines become fully wrapped around it. No other manoeuvres may be performed while the kite is rolled up. Unrolling is in the same direction and axis. Between roll and unroll a vertical line of flight is allowed.

Key elements:

Clean roll-up and unroll on a vertical line. The nose is up with IN and OUT.

BAD	AVERAGE	GOOD	EXCELLENT
0	5	10	15

Group 4 – 540 Mutex

Definition:

The 540 Mutex is started from the FADE position. A flic-flac is done, when the kite gets back in the FADE position, another pancake is executed which ends in a 540°. There is no pause between parts. OUT is straight up.

Key elements:

The flic-flac is vertical. No pause. Flat rotation. OUT is upwards.

Group 4 – Backspin Cascade

Definition:

The BACKSPIN CASCADE is a series of BACKSPINS in which each rotation reverses direction. The trick begins with a FADE (belly up, nose towards the pilot), then the kite alternates rotating in one direction and then the other. The kite may not drift sideways. No loss of height.

Key elements:

Minimum three rotations (e.g., right, left, right). Constant speed. Even, consistent and flat rotations. On the spot.

Group 4 – Comete

Definition:

The COMETE is a tumbling trick in which the kite rotates in a single direction (clockwise or counter-clockwise). In each rotation, the kite passes through roughly four positions: in a clockwise rotation the Comete starts with a Half Axel which flares the kite belly down, nose away. Followed by a pop causing the nose pointing down and slightly to one side (approx. a fade at 7:00). The next pull brings the kite into almost a turtle position (belly up, nose away). The last pull turns the nose pointing right (approx. 3:00). This series of four positions constitutes one rotation. The method of entry and exit do not matter.

Key elements:

Minimum three rotations. Constant speed. A straight line down.

Group 4 – Double Axel

Definition:

The DOUBLE AXEL is not two separate AXELS flown one after another. It is an AXEL in which the kite makes two complete rotations. The transition between rotations should be imperceptible.

Key elements:

Two flat rotations (720°). Imperceptible transition between rotations. Nose-up entry and exit
Minimal loss in altitude

Group 4 – Duplex

Definition:

The trick starts with a straight flight down, a pancake-to-fade, a backspin rotation, again a pancake-to-fade, a backspin rotation (in the opposite direction from the first), again a pancake-to-fade, another backspin rotation (in the same direction as the first). OUT is free from the last Fade position, as long as it is deliberate. 5 rotations for an EXCELLENT score.

Key elements:

Same speed throughout this trick, no pause between parts, flat backspin rotations, flic-flac in a vertical line, no drifting sideways, 3 visible rotations, deliberate OUT.

Group 4 – Multi Slot

Definition:

The MULTISLOT is a series of SLOT MACHINES performed back to back. It is initiated exactly like a SLOT MACHINE: from a horizontal line of flight, the kite is flared and then rotated 450° on its belly. When the kite has recovered to the exit position (pointing in the same direction as the entry), the next SLOT MACHINE is initiated without any flight in between. All rotations are performed in the same direction.

Key elements:

Minimum three rotations. On the spot. Horizontal entry and exit in the same direction
Flat rotation. Constant speed and movement.

Group 4 – Taz Machine

Definition:

The TAZ MACHINE is essentially a reverse SLOT MACHINE. From a horizontally line of flight the kite is flared (belly down, nose away) and then rotated on its belly in the same direction. The kite should exit the rotation in the opposite direction of entry.

Key elements:

Horizontal entry. Horizontal exit in opposite direction. Flat rotation. Only two inputs.

Group 4 – Torpille

Definition:

The TORPILLE is a tumbling trick similar to the COMETE but more smoothly flown. It begins near the top of the window with a hard HALF AXEL pop to knock the kite onto its back, followed by an opposite pop to bring the kite onto its belly, then another HALF AXEL pop to bring it onto its back, and so on. The kite tumbles from back to belly as it descends.

Key elements:

Clean rotations. 45° descent. Minimum three rotations

Group 4 – Wap-Doo-Wap

Definition:

The WAP-DOO-WAP is initiated from a FADE. The kite is then flared 360° on the pitch axis so that the belly is up again and the nose points towards the pilot but the lines are now over the trailing edge and underneath the kite. The kite is spun either 360° or 540°. The kite

should exit the trick vertically – nose down for a 360° rotation (vertical descent, no FADE), nose-up for a 540° rotation (vertically upwards) .

Key elements:

Flat rotation. Clean, vertical exit

Group 4 – YoFade

Definition:

The YOFADE is a forward pitch YOYO with the lines wrapped around the leading edges and then the trailing edge. The trick is initiated with the kite flying downwards, then the nose is tilted up into and beyond the FADE position until it is in a FADE again, but with the lines wrapped once around the kite. The kite exits the trick by unrolling to unwrap the lines and flying straight down,

Key elements:

Clean roll-up and unroll on a vertical line. Wrapped fade held for minimum two seconds

Group 4 – YoYo Take off

Definition:

The YOYO TAKE OFF is a launch from the ground directly into a YOYO. From its two wingtips on the ground, the kite is popped up and pitched backward into a full YO-YO. The kite remains rolled up for 3 seconds and then is unrolled, nose pointing up.

Key elements:

Clean roll-up in a vertical (straight-line). The wingtips must not touch the ground.

Vertical line of flight rolled up. Vertical (straight-line) unroll.

BAD	AVERAGE	GOOD	EXCELLENT
0	6	12	18

Group 5 – Cascade Comete

Definition:

Only one rotation of the COMETE trick is performed 3 times in succession, with each rotation reversing direction. Direction is either left-right-left or right-left-right. IN and OUT are free.

Key elements:

Constant speed. Straight line down. Descisive OUT.

Group 5 – Cascade Multi Lazy

Definition:

Do a multi lazy with 3 rotations, immediately followed by a multi lazy in the other direction (again 3 rotations), immediately followed by a multi lazy in the same direction as the first multi lazy.

Points of attention:

Flat rotations, constant speed, on the spot, straight up OUT

Judges view:

Flat rotations, constant speed, no pause between the multi lazies, on the spot, straight up out

Group 5 – Crazy Copter

Definition:

The CRAZY COPTER is executed by flying straight up. The nose of the kite is pulled forward and rotated approximately 270° on the pitch axis so that the kite is belly up and nose away, with the nose through the flying lines. The kite is then rotated 360° and flies straight up to exit.

Key elements:

Nose-up entry and exit. Flat 360° rotation

Group 5 – Cynique

Definition:

The CYNIQUE is a series of reversing LAZY SUSAN rotations (360° entered from the BACKFLIP position). The trick may be entered either nose-up (as in LAZY SUSAN) or horizontally (as in ROLLING SUSAN). The reversals should be crisp, with no discernible pause between rotations. The trick is exited nose-up.

Key elements:

Minimum three rotations (e.g., right, left, right). Flat rotation. Constant speed

Group 5 – La Dole

Definition:

The LADOLE is a WAP-DOO-WAP performed while the kite is fully wrapped in a YOYO. As the kite becomes fully rolled in the YO-YO from a FADE, the rotation is continued into WAP-DOO-WAP. After a full rotation (540°), the kite is unrolled and exits vertically, nose-up.

Key elements:

Clean roll-up and unroll. Flat rotation. Clean, vertical exit.

Group 5 – Multi Yoyo

Definition:

The same as the normal yoyo but rolled up at least 3 times. A small pause between the Yoyo's is allowed, but there must be a visible continuity in the rotations.

Key elements:

Minimum 3 yoyos. Straight vertical line. Continuity. OUT is straight unrolling UP.

Group 5 – Yofade Backspins

Definition:

A YOFADE is done up to the point where the kite is in the fade position, then a BACKSPINS is executed (minimum 3 rotations), then the kite is rolled out downwards.

Key elements:

IN and OUT are vertical. OUT is downwards. Minimum 3 rotations.

Group 5 – YoYo Multilazy

Definition:

The YOYO MULTILAZY is a MULTILAZY performed while the kite is fully wrapped in a YOYO. It is exactly like the LEWIS, but with multiple LAZY SUSANS instead of just one, before the kite is unwrapped.

Key elements:

No break between Yo-Yo and Lazy Susan. Nose-up entry and exit. Minimum three flat Lazy Susan rotations.