

In a first, we will talk about the speed of translation for stationary figures.

The reference for this specific point is Ennio GRABER which has a relatively slow translation speed but not too much.

If we compare the speed of translation of Itto HIROKI in P1: Flower, the speed of translation during the ascent with the $\frac{1}{4}$ circle is slightly too fast, on the other hand the speed of translation during the pirouette with 360° is slower is ok.

Why it is better to have a relatively slow translation speed but not too much, example **with the P2: Cup**.

- Because the change of rotation of the two opposite 180° pirouettes must be done smoothly.
 - Off, the faster the translation speed will be faster rotation 180° will be, and there, it is not possible to have a change of direction of rotation smoothly.
 - On the other hand, there must not be any slowing down of the speed of translation during the change of direction of rotation or even worse, stop of the speed of translation, and again, the speed of translation is fast it's hard to respect this point.
- Whereas with a relatively slow translation speed, but not too much either:
 - It is much easier to respect the waypoint P4 "above the A mark".
 - To have a change of direction of rotation that is done smoothly.
 - To respect the crossing point P6 "above the B mark".

Note: Of course everyone is free to do according to their piloting style.

Thank you very much,
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