



Svenska Fallskärmsförbundets

Competition Rules

For
Indoor Wingsuit Flying

Acrobatic

1. Definitions of words and phrases

1.1 Compulsory routine: a routine composed of two compulsory sequences chosen at random from Addendum A by the Chief Judge in accordance with 2.6.

1.2 Grips:

- 1.2.1 A hand grip consists of a controlled stationary contact with the front of the hand, including the fingers, of one competitor on the hand of the other competitor. The contact must be on or below the wrist.
- 1.2.2 A foot grip consists of a controlled stationary contact with the front of the hand, including the fingers, of one competitor on the foot. Contact must be on or below the ankle.
- 1.2.3 A grip on the surface of any part of a wingsuit without also achieving a controlled stationary contact with the hand on a specified part of the body as defined in 1.2.1 and 1.2.2 above is specifically excluded from the definition of a grip.

1.3 Manoeuvre: a change in body position or a rotation around one or more of the three (3) body axes or a static pose.

1.4 Normal Flight: The performer is in a belly-to-earth stable position.

1.5 Omission:

- (1) A manoeuvre or grip is missing from the drawn sequence, or
- (2) There is no attempt to take a grip or
- (3) There is no clear intent to perform the required manoeuvre

1.6 Routine: compulsory sequences or manoeuvres performed during the working time.

1.7 Team: an Acrobatic Wingsuit Flying Team is composed of two (2) Performers.

1.8 Working time: the period of time during which Teams may perform a routine during a performance. Working time starts the instant any Team Member breaks contact with the designated floor area, as determined by the judges, and terminates after the interval designated in 2.3.1.

1.9 Flight Operator: the person designated to operate the wind tunnel.

2. The Event

2.1 Objective of the Events

- 2.1.1 The objective of the event is for the team to complete as many compulsory sequences as possible within the working time, while correctly following the sequence for the round.
- 2.1.2 There is no distinction as to gender.

- 2.1.3 The aggregate grip total of all rounds completed, as determined in 3.4.1, is used to determine the placing of teams. Only one completed round is required to declare champions.
- 2.1.3.1 If two or more teams have equal scores the following order of procedures will be applied to determine the final placings:
- (i) one tie break round, if possible (for the first three placings only). The tie break round will be the next drawn round of the competition,
 - (ii) the highest score in any completed round,
 - (iii) the highest score starting with the last completed round and continuing in reverse order, round by round until the tie is broken,
 - (iv) the fastest time (measured to hundredths of a second) to the last formation scored without infringement by both teams in the last completed round. Starting time must be that used for original evaluation of the jump

2.2 Program

- 2.2.1 The competition shall consist of seven (7) Compulsory Routine rounds.

2.3 Working Time

- 2.3.1 The working time is 90 seconds.

2.4 General Rules

- 2.4.1 Competitors may change their role in the team from performance to performance; however, they may only perform one role (Performer A, Performer B) during a performance.
- 2.4.2 The performer (defined as Performer A, Performer B) who executes the first manoeuvre in each compulsory routine is defined as Performer A; this establishes the performer's role in the sequences (described in Addendum A) for the remainder of the routine.
- 2.4.3 The starting order of the first round of flying shall be determined by random draw made by the Meet Director, supervised by the Chief Judge.
- 2.4.4 Representation:
- 2.4.4.1 A team may represent only one nation.
 - 2.4.4.2 Each participant may be a member of only one team.
- 2.4.5 Unintentionally touching any part of the tunnel is acceptable.
- 2.4.6 The desired speed setting for the tunnel shall be provided to the Flight Operator by the competitors before the competition starts. The specified speed may be different for different routines, but may not be changed during a performance.

2.5 Compulsory Routines

- 2.5.1 The Compulsory Routines consist of two (2) Compulsory Sequences as described in Addendum A.
- 2.5.2 The Compulsory Sequences may be repeated until the end of working time.
- 2.5.3 The Compulsory Sequences to be used on each performance are determined via a random draw.

2.6 Draw

- 2.6.1 The draw of all compulsory round sequences will be done publicly and

supervised by the Chief Judge. Teams will be given not less than one hour's knowledge of the results of the draw before the competition starts.

- 2.6.2 Sequences shown in Addendum A will be individually placed in one container. Individual withdrawal from the container, (without replacement), will determine the sequences to be flown in each round. A sequence, once drawn, will be put aside and may not be used again. However, if all available sequences have been used and the draw is not complete, the process will be re-started until the draw is complete.
- 2.6.3 The order of the compulsory sequences is determined by the order in which they are drawn.
- 2.6.4 Competitors are not allowed to make a parachute jump of any kind nor use a wind tunnel for practice after the draw has been made.

2.7 Re-performances

- 2.7.1 Where the video evidence is considered insufficient for judging purposes, a re-performance will be given unless the Chief Judge determines that there has been an intentional abuse of the rules by the team, in which case no re-performance will be granted and the team will receive the minimum score for that performance.
- 2.7.2 Where there is a unforeseen technical issue with the wind tunnel that the Chief Judge determines had a negative impact on the performance, a re-performance will be given.
- 2.7.3 Contact or other means of interference between team members and between team members and the floor screen or the tunnel walls shall not be grounds for the team to request a re-performance.
- 2.7.4 Problems with a competitor's equipment shall not be grounds for the team to request a re-performance. A team that flies out of the range of the camera will not be granted a re-performance.

3 Judging and scoring

3.1 Acrobatic Event

- 3.1.1 Once any team member has left the designated starting area, the performance shall be evaluated and scored.
- 3.1.2 The evaluation of each sequence will take place during the full working time but may cease before the end of working time if the team abandons the performance requirements for the required routine. Teams may continue scoring by continually repeating the sequences in the required order.

3.2 Judging procedures:

- 3.2.1 The performances will be judged live during the performance.
- 3.2.2 A minimum of three (3) judges must evaluate each team's performance. If five (5) judges are present, the highest and lowest scores will be subtracted.
- 3.2.3 Video may be used to evaluate a specific point in the performance at the discretion of the Chief Judge.

3.3 Scoring Compulsory Routines:

- 3.3.1 One point will be assigned for each grip correctly performed in the routine within the working time of each round, as determined by a majority of the judges. The score given for grips shall be in whole integers only. A grip that cannot be seen or does not meet the definition in 1.2 is not correctly performed.
- 3.3.2 For each omission (defined in 1.5) one (1) point will be deducted from the total determined in 3.3.1.
- 3.3.3 If a team member touches the wall, floor or roof of the tunnel and the judges deem the touch to be intentional, one (1) point will be deducted from the total determined in 3.3.1 adjusted by any deduction per 3.3.2.
- 3.3.4 The minimum grip score is zero points.

3.4 Score Calculation:

- 3.4.1 The team's final score for the event is the sum of the total scores from all completed rounds as calculated in 3.3.1, 3.3.2 and 3.3.3.
- 3.4.2 All scores for each judge will be made public.

3.5 Training performances:

- 3.5.1 Each team in each event will be given the option of one official training performance before the draw is made to determine appropriate speed settings.
- 3.5.2 The wind tunnel configuration used for the competition will also be used for the official training performance.

4 Other Judging responsibilities

- 4.1** One or more individuals, supervised by the Chief Judge (or trainees under the supervision of the Chief of Judge Training) may support the judges in equipment, device and data management.

Addendum A

Indoor Acrobatic Wingsuit Flying Compulsory Sequences

- The last position of each Compulsory sequence leads into the beginning position of the next Compulsory sequence, and is counted as one grip.
- Performers are defined as Performer A and B.
- Other than for the first grip of the jump, a valid grip must be preceded by clear total separation, which is when the performers show at one point in time that they have released the grip and no part of their arms have contact with the other performer;

Sequence A: Up and Over

- Performers are in normal flight with a hand grip.
- Performers show total separation and then Performer A transitions over Performer B to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and then Performer B transitions over Performer A to the other side.
- Performers take a hand grip in normal flight.

Sequence B: Rock and Roll

- Performers are in normal flight with a hand grip.
- Performers show total separation and then Performer A performs a barrel roll.
- Performers take a hand grip in normal flight.
- Performers show total separation and then Performer B performs a barrel roll.
- Performers take a hand grip in normal flight.

Sequence C: Revolutions

- Performers are in normal flight with a hand grip.
- Performers show total separation and then Performer A transitions over Performer B to the other side and then transitions back under Performer B to the original starting position.
- Performers take a hand grip in normal flight.
- Performers show total separation and then Performer B transitions over Performer A to the other side and then transitions back under Performer A to the original starting position.
- Performers take a hand grip in normal flight.

Sequence D: Roll Over

- Performers are in normal flight with a hand grip.
- Performers show total separation and then Performer A performs a barrel rollover Performer B to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and then Performer B performs a barrel roll over Performer A to the other side.
- Performers take a hand grip in normal flight.

Sequence E: Fruity Loops

- Performers are in normal flight with a hand grip.
- Performers show total separation and then Performer A performs a front loop.
- Performers take a hand grip in normal flight.
- Performers show total separation and then Performer B performs a front loop.
- Performers take a hand grip in normal flight.

Sequence F: Duck and Roll

- Performers are in normal flight with a hand grip.
- Performers show total separation and then Performer A performs a barrel roll under Performer B to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and then Performer B performs a barrel roll under Performer A to the other side.
- Performers take a hand grip in normal flight.

Sequence G: Déjà vu

- Performers are in normal flight with a hand grip.
- Performers show total separation and then Performer A transitions over Performer B to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and then Performer A transitions over Performer B back to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and then Performer B transitions over Performer A to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and then Performer B transitions over Performer A back to the other side.
- Performers take a hand grip in normal flight.

Sequence H: Yin Yang

- Performers are in normal flight with a hand grip.
- Performers show total separation and then Performer A transitions to inverted flight.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and then Performer A transitions to normal flight.
- Performers take a hand grip in normal flight.
- Performers show total separation and then Performer B transitions to inverted flight.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and then Performer B transitions to normal flight.
- Performers take a hand grip in normal flight.

Sequence I: Back to Back

- Performers are in normal flight with a hand grip.
- Performers show total separation and then both transition to inverted flight.
- Performers take a hand grip in inverted flight.
- Performers show total separation and then both transition to normal flight.
- Performers take a hand grip in normal flight.

Sequence J: Pancakes

- Performers are in normal flight with a hand grip.
- Performers show total separation and then Performer A transitions to inverted flight over Performer B to the other side.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and then Performer A transitions to normal flight over Performer B to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and then Performer B transitions to inverted flight over Performer A to the other side.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and then Performer B transitions to normal flight over Performer A to the other side.
- Performers take a hand grip in normal flight

Sequence K: Reversed Pancakes

- Performers are in normal flight with a hand grip.
- Performers show total separation and then Performer A transitions to inverted flight under Performer B to the other side.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and then Performer A transitions to normal flight under Performer B to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and then Performer B transitions to inverted flight under Performer A to the other side.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and then Performer B transitions to normal flight under Performer A to the other side.
- Performers take a hand grip in normal flight.

Sequence L: Hand 2 foot

- Performers are in normal flight with a hand grip.
- Performers show total separation and then Performer A takes a foot grip on Performer B in normal flight.
- Performers show total separation and take a hand grip in normal flight.
- Performers show total separation and then Performer B takes a foot grip on Performer A in normal flight.
- Performers show total separation and take a hand grip in normal flight