

# 1st Virtual Sailplane Grand Prix World Final 2021



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## Report from the Organisation

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## Report

The competition was organized by the FAI Sailplane Grand Prix, the Fédération Française de Vol en Planeur (French Gliding Federation), and the Condor Team, with the approval of the IGC commission. It took place from the 5th to the 11th of September 2021.

There were 2 parallel competitions : an **Official contest with 20 pilots**, and an OPEN contest, to develop eSport worldwide, with 390 pilots. This first ever eSport event has seen **410 pilots registered**. This is undoubtedly an amazing number that will grow throughout the next editions and open new possibilities for Aeronautical Sports, such as gliding, to get a better understanding from the public, and to train new pilots worldwide.

The aim of the OPEN event was to allow everyone to fly the races, with simpler rules, and to be able to create a Virtual Pilot Ranking List in the coming years. OPEN pilots were flying the same tasks as the Official Pilot of this 1st Virtual SGP.

For the **Official contest**, every evening at 18h00UTC, **20 pilots from 20 different countries competed using the Condor Soaring Simulator** on the same tasks flown during the afternoon by the real gliders at the 10th FAI SGP Final in St Auban. The competition was **run according to the rules of the FAI Sailplane Grand Prix**.

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**The pilots flew 7 races out of 7** with tasks ranging from 254km to 351 km.

6 races out of 7 were based on the real races. One extra race (day 6) took place when the real pilots could not fly (due to weather) in St Auban, allowing virtual pilots to offer a great show to the public on that day, while they were flying in the Ecrins mountains: (<https://youtu.be/JgUiM0dEnDI?t=7417>).

The eSport project and the competition were directed by Antoine Havet and his team of 20 volunteers, and was run according to the FAI rules of the Sailplane Grand Prix.

The competition was accurately scored by Angel Casado & Marc Till and I verified the daily scores as well as the final scores.

The pilots competed in an excellent spirit and did not file any protest. They helped the organisation throughout the event to create an attractive live streaming for the public.

I therefore declared the final results valid.

**Ben Fest (Germany) has been declared as the first ever eSport World Champion** in any aeronautical discipline, after having won this 1st Virtual Sailplane Grand Prix. Podium was completed by Witold Rożak (Poland) and Jeroen Jennen (Belgium).

## Conclusion

**The public has been able to discover eSport races via Condor 2 Simulator**, and a major effort was made to cover the races live on Youtube, Facebook and Twitch. The races were available worldwide and displayed on the eSport SGP website too. They were commented in French (by Maxence Stawski and Emmanuel Quartier) and in English (by Mark Travner, Antoine Havet and Matthew Scutter). The video production team was run by Timothée Barousseau and Jean-David Thoby based remotely (North of France), while Director team (Antoine Havet and Jean-François Gombault) were managing the event from St-Auban-CNVV airfield, to be able to make the direct connection between the real and virtual races.

The **competition has received great support** from a number of important figures, including 10th SGPF World Champion **Sebastian Kawa**. Mario Kiessling (2nd), Maximilien Seis (3rd), **Tilo Holighaus** (CEO of Schempp-Hirth and 10th SGPF pilot), Brian Spreckley, Benjamin Néglais and other pilots joined the live streamings every evening, to talk to the public watching the races, to promote eSport contests.

More details are available here: <https://esport.sgp.aero>

You may review the races here: [Playlist Youtube - FAI SGP - 1st Virtual SGP](#)