

Change to altitude-based working time, instead of time-based.

**Existing rule:**

## 2. DEFINITIONS OF WORDS AND PHRASES

**Working time:** the period of time during which Teams may perform a routine during a jump. Working time starts the instant any Team Member separates from the aircraft, as determined by the judges, and terminates after the interval designated in 4.3.2 and 4.3.3.

**Proposal**

## 2. DEFINITIONS OF WORDS AND PHRASES

~~**Working time:** the period of time during which Teams may perform a routine during a jump. Working time starts the instant any Team Member separates from the aircraft, as determined by the judges, and terminates after the interval designated in 4.3.2 and 4.3.3.~~

**Altitude Window:** The upper boundary of the Altitude Window is the altitude at which the vertical velocity of the Designated Team Member reaches 8 m/s after exit, as determined by the judges using the PLD, and the lower boundary of the Altitude Window is as designated in 4.3.2 or, if applicable, 4.3.3.

**Designated Team Member:** The designated team member (DTM) is the Team Member wearing the PLD. This team member shall remain the DTM for the duration of the competition, unless otherwise directed by the Chief Judge.

**Working time:** the period of time during which Teams may be evaluated and scored in accordance with 5.2 and which is defined in 4.3.2 and 4.3.3.

Change from 2 to 3 manoeuvres per Wingsuit Acrobatic compulsory rounds

**Existing rule:**

4.5.1. The Compulsory Routines consist of two (2) Compulsory Sequences as described in Addendum B.

**Proposal:**

4.5.1. The Compulsory Routines consist of ~~two (2)~~ three (3) Compulsory Sequences as described in Addendum B.

Add 2 new additional manoeuvres to the Wingsuit Acrobatic dive pool.

### Sequence L: Hand to Foot

Performers are in normal flight with a hand grip.

Performers show total separation.

Performer A takes a foot grip in normal flight on the same side on Performer B.  
Performers show total separation.  
Performers take a hand grip in normal flight on the same side.  
Performers show total separation.  
Performer B takes a foot grip in normal flight on the same side on Performer A.  
Performers show total separation.  
Performers take a hand grip in normal flight on the same side.

#### Sequence M: Reversed Hand to Foot

Performers are in normal flight with a hand grip.  
Performers show total separation and Performer A transitions to inverted flight.  
Performer A takes a foot grip in inverted flight on the same side on Performer B.  
Performers show total separation and Performer A transitions to normal flight.  
Performers take a hand grip in normal flight on the same side.  
Performers show total separation and Performer B transitions to inverted flight.  
Performer B takes a foot grip in inverted flight on the same side on Performer A.  
Performers show total separation and Performer B transitions to normal flight.  
Performers take a hand grip in normal flight on the same side.  
Requiring that the exit signal be given at least 600m prior to lane #1 (Performance)

**6.3.9.1.2** Requiring that the exit signal be given at least 600m prior to lane #1 (Performance)

#### **Existing Rule:**

3.5.1. The first exit point on an aircraft pass will be determined by the Meet Director. The aircraft pilot will signal the competitors when they are clear to exit. All the competitors will be briefed on the specific exit signals at the pre-event competitors' meeting

#### **Proposal**

3.5.1 The first exit point on an aircraft pass will be determined by the Meet Director. The aircraft pilot will signal the competitors when they are clear to exit. **The clear to exit signal must be given at least 600 metres before the first Designated Lane.** All the competitors will be briefed on the specific exit signals at the pre-event competitors' meeting

Requiring that the overhead image of the dropzone used for reference points and lanes is no less than 30 days old (Performance)

#### **Existing Rule:**

3.5.2. The Designated Flight Path of each competitor using a ground reference point will be determined by the Meet Director and will be given to that competitor using a detailed map or aerial photograph of the area..

## Proposal

3.5.2. The Designated Flight Path of each competitor using a ground reference point will be determined by the Meet Director and will be given to that competitor using a detailed map or aerial photograph of the area **no more than 30 days old**.

Changing the "Point A" mark from 5.0 seconds to 10.0 seconds (Performance)

### *Existing Rule:*

## 2. DEFINITIONS OF WORDS AND PHRASES

**Designated Flight Path:** The straight ground track between a point on the competitor's flight path reached 5 seconds after exit and a designated ground reference point, which is given prior to the jump to the competitor by the Meet Director using a detailed map or aerial photograph of the area. The map and/or photograph must be acceptable to the FAI Controller.

## Proposal

## 2. DEFINITIONS OF WORDS AND PHRASES

**Designated Flight Path:** The straight ground track between a point on the competitor's flight path reached ~~5~~ **10** seconds after exit and a designated ground reference point, which is given prior to the jump to the competitor by the Meet Director using a detailed map or aerial photograph of the area. The map and/or photograph must be acceptable to the FAI Controller.

Removal of the 30° rule (Performance)

### *Existing Rule:*

3.5.4. A competitor must not deviate more than 30 degrees away from the DFP. Violation of this rule during the time period from 5.0 sec after exit to deployment of the parachute, as determined by the panel of judges, will result in the following reduction of the score otherwise determined in 3.9.1 adjusted by any penalty assessed in accordance with 4.5.3. A 50% reduction for the first infringement or a score of zero for an infringement on any subsequent jump.

## Proposal

~~3.5.4. A competitor must not deviate more than 30 degrees away from the DFP. Violation of this rule during the time period from 5.0 sec after exit to deployment of the parachute, as determined by the panel of judges, will result in the following reduction of the score otherwise determined in 3.9.1 adjusted by any penalty assessed in accordance with 4.5.3. A 50% reduction for the first infringement or a score of zero for an infringement on any subsequent jump.~~

Changing the meteorological conditions altitude rules to "no lower than 10,000 ft. AGL" instead of "to 10,000 AGL"

**Existing Rule:**

3.3.4 For meteorological and/or Air Traffic Control reasons only, and with the consent of the Chief Judge, the Meet Director may lower the exit altitude to 10,000ft Geometric Altitude and continue the competition. The Competition Window does not change; i.e. it stays 3000-2000m. If the exit altitude is lowered it must apply for a complete task for all competitors.

**Proposal**

3.3.4 For meteorological and/or Air Traffic Control reasons only, and with the consent of the Chief Judge, the Meet Director may lower the exit altitude to **no lower than** 10,000ft Geometric Altitude and continue the competition. The Competition Window does not change; i.e. it stays 3000-2000m. If the exit altitude is lowered it must apply for a complete task for all competitors.

Removal of camerawork judging/scores from compulsory rounds

Require judges to report a score for camerawork quality and progressive flying separately, instead of combined.

**Existing Rule**

**Annex C - C-3 Scoring Camera**

Judges give a score for camera work as a sum of two parts: Quality (between 0 and 7 from 0.0 up to 7.0, up to one decimal point); and Progressive Work (between 0 and 3 from 0.0 up to 3.0, up to one decimal point) for each of the four (4) Compulsory Sequences and three (3) Free Rounds, using the following guidelines.

**Proposal**

Judges **will** give **two (2)** scores for camera work ~~as a sum of two parts:~~ **one for** Quality (between 0.0 ~~and 3.0~~ **7.0**, up to one decimal point); and **one for** Progressive Work (between ~~0 and 3 from~~ 0.0 and 3.0, up to one decimal point) ~~for (4) Compulsory Sequences~~ and for each of the three (3) Free Rounds, using the following guidelines, **based on the worst mistake(s) judged in the camerawork:**

Removed the requirement for one performer to remain stationary in Acrobatic Compulsory routines.

**Existing Rule**

**Annex C - C-3 Scoring Style**

Examples of Style

Leveling: the performer is adjusting fall rate and level accordingly during each manoeuvre., allowing the other pilot to remain static. The less changes the static performer has to make to accommodate the active performer making a manoeuvre, the higher the score

**Proposal**

Leveling: the performer is adjusting fall rate and level accordingly during each manoeuvre., ~~allowing the other pilot to remain static. The less changes the static performer has to make to accommodate the active performer making a manoeuvre, the higher the score~~

Applying penalties to result instead of score.

Removal of penalties after exiting the competition window (Performance)

**Existing Rule**

3.5.3 A competitor must not leave his Designated Lane (DL). Violation of this rule during the time period from 5.0 seconds after exit to the deployment of the parachute as determined by the panel of judges, will result in the following reduction of the score otherwise determined in 3.9.1:

**Proposal**

A competitor must not leave his Designated Lane (DL). Violation of this rule during the time period from ~~5.0~~ 10.0 seconds after exit to the ~~deployment of the parachute~~ exit of the competition window, as determined by the panel of judges, shall affect the result, as determined in 4.9.1, as follows: ~~will result in the following reduction of the score otherwise determined in 4.9.1~~

Creation of a new record category for Acrobatic Wingsuiting - Longest Sequence

**No Existing Rule**

**Proposal**

**3.2.9.1 - Wingsuit Acrobatic Longest Sequence - The record performance for the longest sequence is the number of correctly performed grips completed in any compulsory round in accordance with the current Competition Rules.**

Combined Team Champion

**No Existing Rule**

**Proposal**

### Composition of a National Wingsuit Performance Flying Team

For delegations with three registered performance competitors, the competitors will automatically form the national WS-P team upon registration unless the Head of Delegation or Team Manager disagrees.

For delegations with more than three registered performance competitors, the delegation may nominate three of its performance competitors to form the national WS-P team. This must be done before the exit order is finalized at the competitors meeting.

**Combined National Team Champion:** The team which accumulates the highest aggregate score using each team member's aggregate combined score, provided that there are three valid tasks. If there are less than three valid tasks, there will be no Combined National Team Champion.

### Modification to C-2 and C-3 - Scoring Style and Scoring Camera

#### ***Existing Rule***

10 points - Routine is performed flawlessly with no noticeable mistakes.

8 points - Routine is performed with small mistake(s).

5 points - Routine is performed with medium mistake(s).

3 points - Routine is performed with large mistake(s).

0 points - Routine is not performed or not identifiable.

**9-10** points - Routine is performed flawlessly with no noticeable mistakes.

**6-9** points - Routine is performed with small mistake(s).

**3-7** points - Routine is performed with medium mistake(s).

**1-4** points - Routine is performed with large mistake(s).

**0-3** points - Routine is not performed or not identifiable.