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Author:	James Hayhurst, Chair, Wingsuit Working Group	Agenda ref. -	10.4
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*Fédération
Aéronautique
Internationale*

Competition Rules

For
2 Way Artistic Wingsuit Competition

FEDERATION AERONAUTIQUE INTERNATIONALE

MSI - Avenue de Rhodanie 54 – CH-1007 Lausanne – Switzerland

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1 FAI Statutes, Chapter 1, para. 1.6

2 FAI Sporting Code, General Section, Chapter 3 3, para 3.1.3.

4 FAI Statutes, Chapter 1, para 1.8.1

5 FAI Statutes, Chapter 2, para 2.1.1; 2.4.2; 2.5.2 and 2.7.2

6 FAI Bylaws, Chapter 1, para 1.2.1

7 FAI Statutes, Chapter 2, para 2.4.2.2.5

8 FAI Bylaws, Chapter 1, para 1.2.3

9 FAI Statutes, Chapter 5, para 5.1.1; 5.5 and 5.6

10 FAI Sporting Code, General Section, Chapter 3, para 3.1.7

11 FAI Sporting Code, General Section, Chapter 1, paras 1.2. and 1.4

12 FAI Statutes, Chapter 5, para 5.6.3

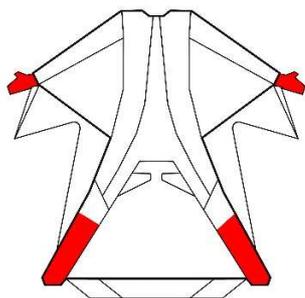
FAI Bylaws, Chapter 1, para 1.2.2

1. FAI Authority

- 1.1. The competition will be conducted under the authority granted by the FAI, according to the regulations of the Sporting Code of the FAI, General Section, and Section 5 as approved by the IPC and validated by the FAI, and these rules. All participants accept these rules and the FAI regulations as binding by registering in the competition.

2. Definitions of Words and Phrases used in these Rules

- 2.1. Team: an Artistic Wingsuit Team is composed of two (2) Performers and a Videographer.
- 2.2. Heading: the direction in which the Performer is flying.
- 2.3. Move: a change in body position, and/or a rotation around one or more of the three (3) body axes, or a static pose.
- 2.4. A Dock: a recognizable stationary contact of one Performer on a specified part of the body of the other Performer, performed in a controlled manner.
 - 2.4.1. A hand dock consists of a handhold on the hand or wrist. The grip must be on or below the wrist bone.
 - 2.4.2. A leg dock (if depicted in the dive pool) consists of a handhold on the lower leg, below the knee. The grip must be on the lower leg, ankle or foot as depicted below.



- 2.4.3. A dock on the surface of any wing, loops or gripper is specifically excluded unless the Performer is simultaneously making a legal hand or leg dock.
- 2.5. Routine: a sequence of moves performed during the working time.
 - 2.5.1. Compulsory routine: a routine composed of compulsory sequences and moves.
 - 2.5.2. Free routine: a routine composed of moves chosen entirely by the Team.
- 2.6. 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 a fixed length of time later, as specified in paragraph. 3.3.

3. The events

- 3.1. Discipline: the discipline comprises Artistic Wingsuit Flying. There is no gender separation.
- 3.2. Objective of the events: the objective for the Team is to record a sequence of moves in freefall with the highest possible merit (further explained in section 6)
- 3.3. Exit altitude: 12.500 feet (3810 m.) AGL, working time is 60 seconds.

3.4. World Champions

3.4.1. After all completed round(s), World Champions in Artistic Wingsuit Flying, will be declared.

3.4.2. The Artistic Wingsuit Flying Team with the highest total score for all completed rounds.

If two (2) or more Teams have equal scores, then if time permits, the first three (3) places will be determined by a tie-break Free Rounds. If a tie still exists, the procedure as in paragraph 5.8. will apply (including all completed free rounds) until a clear placing is determined.

3.4.3. Prizes and awards are awarded as follows:

- All Team Members in the events will be awarded medals if placed First, Second or Third.
- The flags of the countries of the Teams in the events placed First, Second and Third shall be flown and the national anthems of the countries of the Teams placed first shall be played.
- Diplomas are awarded to all Competitors

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4. General rules

- 4.1. Exit procedure: There are no limitations on the exit other than those imposed by the Chief Pilot for safety reasons.
- 4.2. Jump order. All teams will jump with their jump order determined by draw
- 4.3. Jump abortion. The Team may choose to abort a jump for any pertinent reason and may descend with the aircraft. If a jump-run is aborted and the Meet Director decides the reason is pertinent, the jump must then be made at the earliest opportunity. (Sporting Code, para 5.2.8.)

4.4. Air-to-air video recording

- 4.4.1. The Videographer shall provide the video evidence required to judge each jump and to show the Team's performance to third parties. It is the responsibility of the Videographer to show start of working time.
- 4.4.2. A Video Controller will be appointed by the Chief Judge prior to the start of the Judges' Conference. The Video Controller may inspect a team's freefall video equipment to verify that it meets the performance requirements as determined by him/her. Inspections may be made at any time during the competition which does not interfere with a team's performance, as determined by the Event Judge. If any freefall video equipment does not meet the performance requirements as determined by the Video Controller, this equipment will be deemed to be unusable for the competition.
- 4.4.3. For the purpose of these rules, "freefall video equipment" shall consist of the complete video system used to record the video evidence of the Team's freefall performance, including only one camera, recording media, cables and battery. The freefall video equipment must be able to deliver a High Definition (HD 1080i / 1080p) digital signal through a compatible video connection approved by the Video Controller.
- 4.4.4. The Videographer is responsible for assuring the compatibility of the freefall video equipment with the scoring system.
- 4.4.5. The camera must be fixed static to the helmet. No roll, pitch or yaw movements of the camera, mechanical and/or digital zoom adjustment, or any digital effects (excluding "steady shot" or other image stabilization feature) may be used during competition jumps. Failure to meet any of these requirements will lead to a score of zero (0) points.
- 4.4.6. As soon as possible after each jump is completed, the Videographer must deliver the freefall video equipment (including the recording media used to record that jump) for dubbing at the designated dubbing station. The video evidence must remain available for viewing or dubbing until all scores are posted as final.
- 4.4.7. Video Review Panel (VRP). a VRP will be established prior to the start of the official Training Jump, consisting of the Chief Judge, the President of the Jury, and the FAI Controller. The VRP may enlist the help of the Video Controller. Decisions rendered by the VRP shall be final and shall not be subject to protest or review by the Jury.
- 4.4.8. The Videographer must record, just before exit, a slate inside the airplane with the relevant round number and date. The recording should continue with the jump without a stop in recording. Failure to meet this requirement will lead to a score of zero (0) points.
- 4.4.9. The Organizer must provide the Teams with a way of identification of the Team and round, showing the team and round number, to be recorded by the Videographer just before exit. The recording should continue with the jump without a pause or stop in recording.

4.5. Rejumps

- 4.5.1. In a situation where the video evidence is considered insufficient for judging purposes by a majority of the Judging Panel, the freefall video equipment will be handed directly to the VRP for assessing the conditions and circumstances of that occurrence. In this case a rejump situation will be handled as follows:
 - 4.5.2. In the case the VRP determines that there has been an intentional abuse of the rules by the Team, no rejump will be granted and the Team's score for that jump will be zero (0).
 - 4.5.3. In the case the VRP determines that the video's evidence insufficiency is due to weather conditions or other cause not controllable by the Team, a rejump will be given.
 - 4.5.4. In the case the VRP determines that the video's evidence insufficiency is due to a factor that could be controlled by the Team, no rejump will be granted and the Team will receive a score based on the video evidence available.
- 4.5.2. Contact or other means of inference between (a) Performer(s) and/or the Videographer in a Team shall not be grounds for a rejump.
- 4.5.3. Problems with a competitor's equipment (excluding freefall video equipment) shall not be grounds for a rejump.
- 4.5.4. Adverse weather conditions during a jump are no grounds for protest. However, a rejump may be granted due to adverse weather conditions, at the discretion of the Chief Judge.

5. Rules Specific to the Event

5.1 Jump Run / Exit Order

- 5.1.1 Jump run should be perpendicular to the wind line upwind of the designated landing area at the discretion of the Meet Director and Chief Judge based on safety considerations and aviation regulations
- 5.1.2 The order of jumping is at the discretion of the Meet Director and Chief Judge based on safety considerations.

5.2. Flight Pattern

- 5.2.1 The exit point is determined by the pilot in conjunction with the Meet Director and Chief Judge. 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.
- 5.2.2 The exit delay between competitors must be such so as to ensure safe separation, and be at least 10 seconds.
- 5.2.3 Immediately after exit, everyone turns 90 degrees from the aircraft heading towards the designated landing area to fly back in parallel lanes.
- 5.2.4 At no time during flight should a competitor cross other lanes or deviate more than 30 degrees from the designated flight path. Violation of this rule can be cause for disqualification of this flight or disqualification for the whole event in case of endangering other competitors.
- 5.2.5 There will be a maximum of five (5) teams per exit pass, but this may be reduced by the Meet Director and Chief Judge taking into consideration the aircraft size and type, the dropzone, meteorological and ATC conditions.

5.3 Exit and Deployment Altitude

- 5.3.1 Exit altitude is 12500ft AGL. The maximum exit altitude is 13000ft AGL
- 5.3.2 For meteorological and ATC reasons only, and with the consent of the Chief Judge, the Meet Director may lower the exit altitude to 10000ft AGL and continue the competition with working time reduced to 50 seconds. If the exit altitude is lowered it must apply for a complete task of a round for all competitors.
- 5.3.3 The deployment altitude for each competitor will be pre-determined by the Meet Director and Chief Judge in order to maximize horizontal and vertical separation and may not exceed 5000ft AGL.

5.4. Gear & Definitions

- 5.4.1 Actions outside of the normal freefall such as deployments and canopy flybys are not allowed to be part of the judged part of the dive.
- 5.4.2 Smoke, props or other attributes are not to be used.
- 5.4.3. All competitors must use a wingsuit. No tracking suits, or other attire not clearly defined as a wingsuit by both rules (SC-5 1.1.2). and common understanding within the discipline.

5.5. Teams

- 5.5.1. Teams may consist of either or both sexes.
- 5.5.2. Team members are allowed to change their role in the Team (pre-declared before a jump)
- 5.5.3. A Team may only represent one (1) NAC.
- 5.5.4. Each Team Member may compete in one team only
- 5.6. Routines. The discipline is comprised of Compulsory Routines and Free Routines.

- 5.6.1. Compulsory Routine. The Compulsory Routines consist of two (2) Compulsory Sequences as described for advanced and one (1) Compulsory Sequence for Intermediate category. The order in which these Compulsory Sequences and other moves can be performed is determined by draw.
- 5.6.2. Free Routine. The content of the Free Routine(s) is chosen entirely by the Team.
- 5.6.3. Teams are requested to deliver a description of their Free Routine(s) to the Chief Judge before the start of the competition. For this purpose, the Chief Judge should provide a standard form. Failure to provide this information will not influence the score. Deviation from the Free Routine description will not influence the scoring.

5.7. Number of rounds

- 5.7.1. Full competition (advanced)
 - Compulsory Routines: 5 rounds
 - Free Routines: 3 rounds
- 5.7.2. Full competition (intermediate)
 - Compulsory Routines: 8 rounds
 - No free routines
- 5.7.3. Minimum competition 1 round
- 5.7.4. Jump order of the advanced routines must be: F - C - C - F - C - C - F - C
Jump order of the intermediate routines must be: C - C - C - C - C - C - C - C
(C = Compulsory Routine, F = Free Routine)
- 5.8. If two (2) or more teams have equal scores for entry into the final rounds the following procedure for selection into the finals will be applied:
 - 1) the best score, then the second best score, of any completed free rounds.
 - 2) the best score, then the second best score, of any completed compulsory rounds.
- 5.9. The performer (defined as performer A and B in the animated divepool) to start the first move in each compulsory routine is free to choice. The order in which the performers choose to execute the first move, defines the order for the whole dive.
- 5.10. For the divepool, see the animated listing for intermediate and advanced at <http://www.wingsuitcompetition.com/divepool.php> (to be supplied for offline viewing)
- 5.11. The direction in which barrel rolls are performed may be made in either direction (left or right)
- 5.12. A diveplan may be repeated for the free rounds

6. Judging

6.1. Compulsory vs Free Rounds

- 6.1.1. For the compulsory rounds, the dive is judged on 3 elements: style, docks and camerawork.
- 6.1.2. For the free rounds, the dive is judged on 3 elements: style, diveflow and camerawork

6.2. Scoring Style

- 6.2.1. Style: Style scored 0-10, down to 1/10th point, and judged visually on Docks, Control, Body Position, Glide, Fallrate, Transitions, leveling and proximity.
- 6.2.2. Docks: each dock is made smooth and fully in control.
- 6.2.3. Control: all movements made by the performers are precise and deliberate, without a lot of 'nervous' movement in the arms, legs and body or heading.
- 6.2.4. Body position: the performers' posture should present clean and defined arm and leg position, the legs not bent or arms crooked.
- 6.2.5. Glide: assess how well the performers fly their suits, observing leg position, comparing start and end position of the team above ground.
- 6.2.6. Fallrate: assess if the performers are flying, using their wingsuits, or are they collapsing their wings and approaching normal freefall speeds.
- 6.2.7. Transitions: more complex moves are made according to the intended figures, rather than broken down into two or more simpler elements. Breaking a move down into more simple separate elements will result in a lower score on style.
- 6.2.8. Leveling: the performer is adjusting fallrate and level accordingly during each move, allowing the other pilot to remain static. The less changes the static performer has to make to accommodate the active performer making a move, the higher the score.
- 6.2.9. Proximity: the performers stay close together, never moving more than one body distance apart. A move that creates distance between the two performers lowers the score.
- 6.2.10. The speed at which moves are executed is not scored as part of style.

6.3 Scoring Diveflow

- 6.3.1. Diveflow: Diveflow in the free round is scored 0-10, down to 1/10th point, and judged visually on difficulty, originality and choreography
- 6.3.2. Difficulty - what moves do the performers show, and how difficult are they to perform
- 6.3.3. Originality: do the performers showcase moves not often seen.
- 6.3.4. Choreography: how do the different moves flow into one and another (speed)

6.4. Scoring Camerawork

- 6.4.1. Camerawork: Camera is scored 0-10, down to 1/10th point, and judged on the following elements: Framing, Smoothness, Proximity and Creativity
- 6.4.2. Framing: What is the position of the performers in frame.
The more centered, the higher the score.
- 6.4.3. Smoothness: How stable is the camerawork. Does the image shake a lot, or is it a stable smooth video from start to end. The smoother, the higher the score.
- 6.4.4. Proximity: How much of the screen/frame do the performers occupy. Ideally the performers are almost fullscreen to get a higher score. The performer being far away from the camera results in a lower score.
- 6.4.5. Creativity: Does the cameraman stick to one position during the jump, or does he creatively alter his position to frame the background and performers better. More creative flying gets a higher score.

6.5. Scoring Docks

- 6.5.1 Docks: Docks during each compulsory dive will be added up to create a total.
- 6.5.2. A dock not on video, or dock not made recognizable as such, will result in a bust, and no score.
- 6.5.3. Compulsory dives have to be made in the correct sequence. A move skipped in the sequence will lead to -1 subtracted from the total scoring of docks for that dive.
- 6.6. Score per Round
- 6.6.1. The total score for docks (compulsories), style (all rounds), diveflow (free round) and camera (all rounds) will be weighted 0% to 100% between all teams for that round, based on the highest score defining 100% (100), and a no score being 0% (0)
- 6.6.2. Per round, the combined score of the 3 judged elements leads to a total score of 0-300
- 6.6.3. The total for all rounds is added up, to show the final ranking in teams.

Divepool

<http://www.wingsuitcompetition.com/divepool.php>

Reference & links

Previous Competition editions organised under same rules:

http://wingsuitcompetition.com/artistic_competitions.htm

Judging form

to be submitted at later time

7 Title of the Competition

"The___ FAI World (or World Cup or Continental) Championships of Artistic Wingsuit Flying (insert location), (insert year)"

7.1 Aims of the Competition

7.1.1 To determine the Champions of Artistic Wingsuit Flying.

7.1.2 To promote and develop Wingsuit Artistic Flying training and competition.

7.1.3 To establish new World and Continental Artistic Wingsuit Flying competition records.

7.1.4 To exchange ideas and strengthen friendly relations between wingsuit flyers, judges and support personnel of all nations.

7.1.5 To allow participants to share and exchange experience, knowledge, and information.

7.1.6 To present a visually attractive image of the competition jumps and standings (scores) for competitors, spectators and media.

7.1.7 To improve judging methods and practices

7.2 Composition of Delegations

7.2.1 Each delegation may be comprised of:

- One Head of Delegation
- Team Manager/Coach
- One Interpreter
- A maximum of two (2) teams for a World Parachuting Competition
- A maximum of four (4) teams per nation for a World Cup or a Continental Championship
- Judges and trainee judges as decided by the IPC
- Accompanying persons at the discretion of the event organizer.

7.3 World Champions

7.3.1 The title of World Champion is awarded to the first placed team in a World Parachuting Competition.