66th FAI / IPC PLENARY MEETING, FRANKFURT, GERMANY, 23 – 24 JANUARY 2016

Subject:	**PROPOSED WINGSUIT FLYING COMPETITION RULES FOR 2016**	*Annex No. -*	**37**
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Date:	**23 November 2015**	*Total Pages -*	**27**

Fédération Aéronautique Internationale

COMPETITION RULES

FOR

WINGSUIT FLYING

2016 Edition
Effective 01 March 2016

Mis en forme : Anglais (Royaume-Uni)

Mis en forme : Français (Suisse)

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Each FAI Air Sport Commission[8] is authorised to negotiate prior agreements on behalf of FAI with FAI Members or other entities as appropriate, of the transfer of all or parts of the rights to any FAI International Sporting Event (except World Air Games events[9]) which is organised wholly or partly under the Sporting Code section[10] for which that Commission is responsible[11.] Any such transfer of rights shall be by "Organiser Agreement"[12] as specified in the current FAI Bylaws Chapter 1, para 1.2 "Rules for Transfer of Rights to FAI International Sporting Events".

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1 FAI Statutes, Chapter 1, para. 1.6
2 FAI Sporting Code, General Section, Chapter 3, para 3.1.3.
3 FAI Statutes, Chapter 1, para 1.8.1
4 FAI Statutes, Chapter 2, para 2.1.1
5 FAI Bylaws, Chapter 1, para 1.2.1
6 FAI Sporting Code, General Section, Chapter 3, para 3.4
7 FAI Bylaws, Chapter 1, para 1.2.3
8 FAI Statutes, Chapter 5, para 5.2
9 FAI Sporting Code, General Section, Chapter 3, para 3.1.7
10 FAI Sporting Code, General Section, Chapter 1, paras 1.2. and 1.4
11 FAI Statutes, Chapter 5, para 5.2.3.3.7
12 FAI Bylaws, Chapter 1, para 1.2.2

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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

2.1.1 **competition window**: A vertical 1000 meter window, starting at 3000 meters and ending at 2000 meters AGL, in which the performance of the wingsuit flyer is evaluated. The first crossing of the upper window boundary starts the evaluation process, which is stopped at the first crossing of the lower window boundary.

2.1.2 **compulsory routine**: a routine composed of compulsory sequences and manuevers chosen at random from the dive pool by the Chief Judge.

2.1.3 **free routine**: a routine composed of manuevers chosen entirely by the Team.

2.1.4 **Grips**

2.1.4.1 A **grip**: a recognizable stationary contact of the hand(s) of one Performer on a specified part of the body the other Performer, performed in a controlled manner.

2.1.4.2 A **hand grip** consists of a handhold on the hand or wrist. The grip must be on or below the wrist.

2.1.4.3 A **leg grip** consists of a handhold on the leg below the hip.

2.1.5 A grip on the surface of any wing without also achieving stationary contact on a specified part of the body as defined by these rules is specifically excluded.

2.1.6 **heading**: the direction in which the Performer is flying.

2.1.7 **manuever**: a change in body position, and/or a rotation around one or more of the three (3) body axes, or a static pose

2.1.8 **omission**— a *maneuver* or *grip* missing from the drawn sequence; OR, no clear intent to perform the drawn *maneuver* or attempt at a *grip* is seen and another *maneuver* or *grip* is presented and there is an advantage to the team resulting from the substitution.

2.1.9 **position logging device (PLD)**: A device used to record the real-time, three-dimensional (3D) position of the wingsuit flyer, which is mounted on the wingsuit flyer's body or equipment.

2.1.10 **routine**: a sequence of manuevers performed during the working time.

2.1.11 **spherical error probability (SEP)**: The horizontal and vertical accuracy specifications of a PLD expressed in terms of a sphere of given radius; for example, "real-time accuracy <10 meters SEP."

2.1.12 **team**: an Acrobatic Wingsuit Flying Team is composed of two (2) Performers and a Videographer.

2.1.13 **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 and terminates after an interval established in these rules.

3 THE PERFORMANCE EVENT

3.1 Objective

3.1.1 The objective is to fly a single wingsuit in three separate tasks to demonstrate a combination of best lift (time task), best glide ratio (distance task) and least drag (speed task).

3.1.2 Each round of the event is therefore comprised of the three tasks.

3.1.3 Each task is performed on a separate flight.

3.2 Tasks

3.2.1 Time Task: The wingsuit flyer is to fly with the slowest fall rate possible through the competition window. The result for this task will be the time taken to fly through the competition window, expressed in seconds, rounded to one decimal place.

3.2.2 Distance Task: The wingsuit flyer is to fly as far as possible through the competition window. The result for this task will be the straight-line distance flown over the ground while in the competition window, expressed in meters, rounded to whole numbers.

3.2.3 Speed Task: The wingsuit flyer is to fly as fast as possible horizontally over the ground through the competition window. The result for this task will be the straight-line distance flown over the ground while in the competition window divided by the time spent in the competition window, expressed in meters per second (m/s), rounded to one decimal place.

3.3 Program

3.3.1 A competition shall consist of three rounds, with three tasks in each round, for a total of nine flights.

3.3.2 At least one round (three tasks) must be completed to determine rankings and declare winners.

3.3.3 Exit altitude is 12,000ft. AGL. Maximum exit altitude (at the start of jump run) is 12,500 ft. AGL.

3.3.4 For meteorological and ATC reasons only, and with the consent of the Chief Judge, the Meet Director may lower the exit altitude to 10,000 ft. AGL and continue the competition. The course remains 3000 – 2000m AGL. However, if the exit altitude is lowered it must apply for a complete task of a round for all competitors.

4 THE ACROBATIC EVENT

4.1 Objective

4.1.1 The objective is for a team perform a sequence of manuevers (compulsory or free routine) in wingsuit flight with the highest possible merit

4.1.2 There is no gender separation.

4.2 Program

4.2.1 The competition will be organized with one (1) official training day and a maximum of four (4) consecutive competition days. Time must be reserved before the end of the competition to allow for the completion of the final rounds.

4.2.2 Number of rounds: ~~Seven~~ Eight (~~7~~8)

- Compulsory Routines: Four (4) rounds
- Free Routines: ~~Three~~ Four (~~3~~4) rounds
- Minimum valid competition: One (1) round.

4.2.3 The order of the routines shall be F-C-C-F-F-C-C-F (C = compulsory routine and F = free routine).

4.2.4 The first five (5) rounds will be the selection rounds for the final rounds. If all five rounds are not completed at the stated starting time for the final rounds, the final rounds will start based on standings of the completed rounds.

4.2.5 The top eight (8) teams will jump in the final rounds. The drawn compulsory sequence and order of routines remain unchanged for the final rounds

4.2.6 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:

4.2.6.1 the best score, then the second best score, of any completed free rounds.

4.2.6.2 the best score, then the second best score, of any completed compulsory rounds.

Mis en forme : Retrait : Gauche : 0 cm, Suspendu : 1.59 cm, Espace Avant : 6 pt, Après : 6 pt

4.3 Exit Altitude and Working Time

4.3.1 Unless otherwise specified in this section, the exit altitude is 10,500 feet (3210m) AGL or greater.

4.3.2 Unless otherwise specificed in this section, the working time is 55 seconds.

4.3.3 For meteorological and ATC reasons only, and with the consent of the Chief Judge, the Meet Director may lower the exit altitude to 10,000 ft. (3050m) AGL and continue the competition. However, if the exit altitude is lowered it must apply for a complete task of a round for all competitors.

5 JUMP RUN/EXIT ORDER/FLIGHT PATTERN

5.1 Jump Run and Exit Order

5.1.1 Jump run should be perpendicular to the wind line upwind of the designated landing area, established at the discretion of the Meet Director and Chief Judge, based on drop zone safety considerations and local aviation/airspace regulations.

5.1.2 The order of jumping ~~is~~ shall be in reverse standing order of the most recent FCE, subject to~~at~~ the discretion of the Meet Director and Chief Judge based on safety considerations

5.1.3 At the discretion of the Meet Director, with the concurrence of the FAI Controller, safety officers may be placed aboard the aircraft to assist competitors with waypoints and landmarks.

~~5.1.1.1~~5.1.3.1 Under no circumstances will such safety officers direct a competitor to exit. That decision is solely the responsibility of the competitor.

Mis en forme : Taquets de tabulation : Pas à 0.63 cm

~~5.1.2~~5.1.4 There will be a maximum of four (4) competitors/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 conditions and ATC or airspace restrictions

5.1.5 Exit procedure: There are no limitations on the exit other than those imposed by the Chief Pilot for safety reasons.

~~5.1.2.1~~5.1.5.1 If a competitor exits in a manner deemed unsafe by a safety officer or pilot, that competitor shall receive a score of zero for that task. A second occurrence will result in disqualification from the event. This decision is not grounds for protest.

~~5.1.3~~5.1.6 Refusal to jump: 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 5, para 5.2.8.).

5.2 Flight Pattern

5.2.1 The exit point is determined by 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 Exits will be spaced apart to achieve safe separation, generally at least 10 seconds. Immediately after exit, each competitor/team will turn 90 degrees from the aircraft heading towards the designated landing area to fly back in parallel lanes.

5.2.3 A competitor must not cross other lanes or deviate more than 30 degrees from the designated flight path. Violation of this rule, by decision of the Chief Judge, will result in a score of zero for that jump. If violation of this rule results in endangering other competitors, the competitor may, by decision of the Chief Judge, be disqualified from further participation in the competition and the competitor will be removed from the official standings. This decision is not grounds for protest.

6 RULES SPECIFIC TO THE PERFORMANCE EVENT

6.1 General Rules

6.1.1 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. If a violation of this rule results in endangering other competitors, the competitor may, by decision of the chief judge, be disqualified from further participation in the competition and will be removed from the official standings. This decision is not grounds for protest.

6.1.2 All jumps for the distance task of a round should be made from the same, or back-to-back loads, in order that competitors jump in similar winds. Rejumps for the distance task or the speed task should be made as soon as possible to ensure similar wind conditions.

6.1.3 Exits will be spaced apart to achieve safe separation. Immediately after exit, each competitor will turn 90 degrees from the aircraft heading towards the designated landing area to fly back in parallel lanes.

6.2 Equipment

6.2.1 Competitors shall not wear additional weight on their body or equipment, and will be weighed by the FAI Controller at the start of the competition to establish a baseline weight, which may fluxuate by +/- 2kg before requiring an inspection for additional weight. If any additional weight is worn, the score will be zero for that jump.

6.2.1.1 This rule shall include parachute equipment that is overweight in the judgment of the Chief Judge, for example, tandem systems.

6.2.2 Competitors shall not use propulsion systems. If any propulsion system is used, the score will be zero for that jump.

6.2.3 A competitor should not wear any other electronic devices near the official PLD. If any such electronic device affects the PLD system, ~~the score will be zero for that jump~~and the source of the interference is not obvious and beyond the reasonable control of the jumper, -a rejump may be granted by the chief judge, without respect to 6.1.2.

6.2.4 Each competitor must wear a functioning audio altitude warning device on every jump. Failure to do so will result in a score of zero for that jump.

6.2.5 The same wingsuit, without any changes or modifications of its parts, must be used for all tasks in a round. In exceptional circumstances, a suit may be changed between rounds with the consent of the Chief Judge, e.g., if the original suit gets damaged and cannot be made airworthy by the next round.

6.2.6 Wingsuits will be inspected and marked by a Judge. Only marked suits may be used for the event. Using an unmarked suit will result in a score of zero for that jump.

6.2.7 Each competitor shall wear one PLD issued by a Judge. The device will be attached on the jumper's equipment with the antenna having a clear view of the sky, located and positioned to the satisfaction of the Judge. This decision is not grounds for protest.

6.2.8 The PLD will be attached and sealed in its location by a Judge.

6.2.9 The PLD will be turned on and off by a Judge, as appropriate.

6.2.10 Immediately after landing, the competitor shall return the PLD used on that jump to a Judge.

6.2.11 If the seal is found to be broken after the jump, and if in the opinion of a Judge this was not caused by circumstances beyond the control of the competitor, then no rejump will be awarded and the competitor will receive a score of zero for that jump. This decision is not grounds for a protest.

6.2.12 If the PLD malfunctions, and in the opinion of a Judge the malfunction was not caused by action or interference by the competitor, then the competitor will be given the option of making a rejump or receiving a score of zero for that jump.

6.3 Position Logging Device (PLD)

6.3.1 The PLD must record real-time three-dimensional (3D) data with a resolution of at least 5Hz and a position accuracy (SEP) of less than 10 meters.

6.3.2 The PLD must not require any action by the competitor in order for it to function, and it must activate its recording function automatically.

6.3.3 Once attached to the competitor, the settings on the device must not be capable of being altered by the competitor, nor must it be possible for the competitor to delete the data without this being easily evident to the Judges. Tampering with the device will result in a score of zero for the jump. This decision is not grounds for protest.

Mis en forme : Non Surlignage

6.3.4 The data recorded by the PLD must be downloaded as soon as possible after the competitor has handed in the devices, and before the PLD is used again

6.3.5 If the data from the PLD is downloaded for analysis to a computer after landing, then that data must be recorded and saved when it is downloaded.

6.4 Determination of the Winners

6.4.1 Each task in each round will be scored based on the top score of the task performed in that round. The top result will be scored 100%. The other results will be scored as a percentage of the top score~~, rounded to one decimal~~.

6.4.2 All rounds for each task will be averaged for each competitor for an intermediate result of the task.

6.4.3 The three intermediate results for each task for each competitor are added ~~up~~ and rounded to one decimal place to give the total result for the competitor.

6.4.4 The total result for the competitor determines the ranking.

6.4.4.1 In the event of a tie in the first three places, the following tie-break rules apply:

6.4.4.2 A tie-break jump will be made. The task shall be drawn at random by the Chief Judge.

6.4.4.3 If the tie cannot be broken, the competitors concerned shall be declared co-medalists.

6.4.5 All other ties in the standings shall be ranked equally.

7 RULES SPECIFIC TO THE ACROBATIC EVENT

7.1 General Rules

7.1.1 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.

7.1.2 Equipment: competitors must jump the same model wingsuit throughout the event.

7.1.3 Competitors may change their role in the team from jump to jump; however, they may only perform one role (Performer A, Performer B, Videographer) during a jump

7.1.4 The performer (defined as Performer A, Performer B) who executes the first manuever in each compulsory routine is defined as Performer A; this establishes the performer's role in the sequences (described in Addendum B) for the remainder of the routine

7.1.5 All teams will jump with their jump order determined by draw performed by the Chief Judge, subject to changes per 5.1.2 above.

7.1.6 Representation: a team may only represent one (1) NAC or the FAI as an international team if mixed-country teams are allowed by provision of the IPC.

- Each participant may only be a member of one team.

7.2 Compulsory Routines

7.2.1 The Compulsory Routines consist of two (2) Compulsory Sequences as described in Addendum C.

7.2.2 Compulsory sequences are repeated until the end of working time.

Mis en forme : Taquets de tabulation : Pas à 1.11 cm

Mis en forme : Non Surlignage

Mis en forme : Retrait : Gauche : 1.9 cm

7.2.3 Compulsory Sequences are determined via a random draw

7.2.4 The Chief Judge performs the draw.

7.2.5 Drawn sequences are added back into the sequence pool after each draw.

7.2.6 The order of the compulsory sequences is determined by the order drawn.

7.3 Free Routines

7.3.1 The content of the Free Routine(s) is chosen entirely by the Team and may or may not include grips.

7.3.2 Free Routines may be repeated for each Free Round.

7.3.3 Teams are encouraged to deliver a description of their Free Routine(s) to the Chief Judge before the start of the competition, using a standard form provided by the Chief Judge. Not providing this information shall not influence the team's score. Deviation from the described Free Routine shall not influence the scoring

7.4 Air-to-air video recording

7.4.1 For the purpose of these rules, "air-to-air video equipment" shall consist of the complete video system used to record the evidence of the team's performance, including only one camera, recording media, cables and battery. The air-to-air 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.

7.4.2 The videographer is responsible for assuring the compatibility of the air-to-air video equipment with the scoring system.

7.4.3 The camera must be fixed by a static mount 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 result in a score of zero (0) points.

7.4.4 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 air-to-air video equipment to verify that it meets the performance requirements. 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 air-to-air 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.

7.4.5 Video Review Panel (VRP). A VRP will be established prior to the start of the official training jumps, 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.

7.4.6 The Organizer shall provide the teams with a way of identification showing the team and round number, to be recorded by the videographer just before exit.

7.4.7 The team's video recording must continue from team/round identification through the exit and the jump without interruption. Failure to meet this requirement will result in a score of zero (0) points.

7.4.8 The videographer shall provide the video evidence required to judge each jump and to show the team's performance to relevant third parties. It is the responsibility of the videographer to show the start of working time.

7.4.9 As soon as possible after each jump, the videographer must deliver the air-to-air video equipment for dubbing at the designated station. The video evidence must remain available for viewing or dubbing until all scores are posted as final.

7.5 Rejumps

7.5.1 In a situation where the video evidence is considered insufficient for judging by a majority of the judging panel, the air-to-air video equipment will be handed directly to the VRP for assessment and a determination as follows:

7.5.2 If 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).

7.5.3 In the case the VRP determines the insufficiency of the video evidence 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.

7.5.4 If the VRP determines the insufficiency of the video evidence is due to weather conditions or a cause beyond the control of the team, a rejump will be given.

7.5.5 Contact or other means of inference between performer(s) and/or the videographer in a team shall not be grounds for a rejump.

7.5.6 Problems with a competitor's equipment (excluding air-to-air video equipment) shall not be grounds for a rejump.

7.5.7 Adverse weather conditions during a jump are not grounds for protest. However, a rejump may be granted due to adverse weather conditions, at the discretion of the Chief Judge.

7.6 Determination of Winners

7.6.1 The winners (1st, 2nd and 3rd) are the teams with the three highest total scores for all completed rounds.

7.6.2 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 Round. If a tie still exists, the procedure described in paragraph 4.2.6 above will apply until a clear placing is determined.

8 JUDGING & SCORING

8.1 Performance Event

8.1.1 Scoring will be supervised by at least two FAI Wingsuit Judges.

8.2 Acrobatic Event

8.2.1 Once any team member has left the aircraft, the jump shall be evaluated and scored.

8.2.2 The judging of each sequence ends when the judges see the team complete the working time, or abandon the performance requirements for that sequence.

8.2.3 Judging procedures:

8.2.3.1 The jumps shall be judged using the video evidence as provided by the videographer.

Mis en forme : Taquets de tabulation : Pas à 0.63 cm

8.2.3.2 A panel consisting of ~~three (3)~~five (5) judges must evaluate each team's routine. Where possible, a complete round shall be judged by the same panel.

8.2.3.3 Compulsory Routines: all ~~three (3)~~ judges will evaluate the routines.

8.2.3.4 Free Routines: all ~~three~~ judges evaluate all scoring measures and~~the Technical and the Presentation~~ criteria.

8.2.3.5 Judges may view the jump a maximum of three (3) times. On the first viewing, the judges will score all three measures: grips (or dive plan), style and camera. ~~A second viewing to assess scoring measure(s) is allowed; however, judges may not jump back and forth between scoring measures.~~ A ~~third~~ fourth viewing may be allowed at the discretion of the Event Judge.

8.2.4 All viewings must be at normal speed.

8.2.5 The judges will use the electronic scoring system to record the evaluation of the performance. At the end of working time, freeze frame will be applied on each viewing, based on the timing taken from the first viewing only. The judges may correct their evaluation record after the jump has been judged. Corrections to the evaluation record can only be made before the Chief Judge signs the score sheet.

8.2.6 The chronometer will be operated by the judges or by (a) person(s) appointed by the Chief Judge, and will be started when any team member leaves the aircraft. If the judges cannot determine the start of the working time, then the working time starts when the videographer separates from the aircraft. A penalty of 20% (rounded down) of the score will be deducted to produce a final score for that jump.

8.2.7 Scoring Compulsory Routines:

8.2.7.1 The Routine is judged on three (3) criteria: style, number of grips and camerawork.

8.2.7.2 Judges give each of the above criteria a score between zero and ten, ~~expressed as a number with decimals (0.5, 5.5, 9.9, etc.),~~ (between 0 and 10, up to one decimal point) based on the guidelines in Addendum C

8.2.7.3 For each maneuver omission 1.5 style points will be deducted

8.2.7.4 Judges give one point for each scoring grip performed in the sequence within the allotted working time of each round. Teams may continue scoring by continually repeating the sequence

8.2.7.5 For each grip omission one (1) point will be deducted If an infringement in the scoring formation of a maneuver is carried into to the grip this will be considered as one infringement only, provided that the intent of the maneuver requirements for the next formation is clearly presented

~~8.2.7.2~~8.2.7.6 The minimum score for any measure is zero points.

8.2.8 Scoring Free Routines:

8.2.8.1 The routine is judged on three (3) criteria: style, dive plan and camerawork.

8.2.8.2 Judges give each of the above three criteria a score from zero to ten, ~~expressed as a number with decimals (0.5, 5.5, 9.9, etc.),~~ (between 0 and 10, up to one decimal point) based on the guidelines in Addendum C.

8.2.9 Score Calculation:

8.2.9.1 ~~The total score for grips (compulsories), style (all rounds), dive plan (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).~~ The intermediate result for each judge will be the sum of the score given for each measure.

8.2.9.2 ~~The team's score for each round is calculated by combining the three judges' scores for a total of 0-300. The team's final score for the event is the sum of scores from all completed rounds.The final score for the round will be the average of the remaining intermediate results rounded to the tenth of a point.~~ The highest and lowest intermediate result will be discarded

~~8.2.9.2~~8.2.9.3 The final score for the round will be the average of the remaining intermediate results rounded to the tenth of a point.

8.2.10 All scores for each judge will be published.

8.2.11 Training Jumps:

8.2.11.1 Each team will be given the opportunity of two (2) official training jumps prior to the start of the competition. The aircraft/configuration plus the judging and scoring systems to be used in the competition will be used for the official training jumps.

Mis en forme : Retrait : Gauche : 0 cm, Suspendu : 1.59 cm, Taquets de tabulation : Pas à 1.75 cm

8.2.11.2 If no official training jumps are possible due to weather, this is not grounds for protest.

8.2.11.3 Prior to the start of official training jumps, the team captain has the option of presenting the free routine description form(s) to the Chief Judge and explaining the team's manuevers. If no training jumps are possible due to weather, teams may deliver up to two (2) previously recorded training jumps for scoring.

8.3 Other Judging responsibilities

8.3.1 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.

8.3.2 One or more qualified individuals, supervised by the Chief Judge, must observe the competitors during their descent and on opening. The observer must check for any conditions or incidents that might constitute grounds for a re-jump and/or disqualification for safety reasons. A written record must be made of any unusual observations or incidents.

8.3.3 The Chief Judge and/or Meet Director may interrupt the event if they determine the meteorological conditions are not safe for the conduct of the event. This decision is not grounds for a protest.

9 TITLE OF THE COMPETITION

"The ___ FAI World Wingsuit Flying Championship, (location), (year)**"** or,
"The ___ FAI World Cup of Wingsuit Flying, (location), (year)**"** or,
"The ___ FAI (continent) **Wingsuit Flying Championship,** (location), (year)**"** or,
"The ___ FAI (continent) **Cup of Wingsuit Flying,** (location), (year)**."**

9.1 Aims of the Competition

9.1.1 To determine the Champions (1st, 2nd, 3rd) of Wingsuit Performance Flying.

9.1.2 To determine the Champions (1st, 2nd, 3rd) of Wingsuit Acrobatic Flying.

9.1.3 To promote and develop Wingsuit Flying training and competition.

9.1.4 To establish new World and Continental Wingsuit Performance Flying competition records.

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

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

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

9.1.8 To improve judging methods and practices.

9.2 Composition of Delegations

9.2.1 Each delegation may be comprised of:

9.2.1.1 One Head of Delegation.

9.2.1.2 One Team Manager/Coach

9.2.1.3 One Interpreter.

9.2.1.4 A maximum of eight (8) performance competitors for a World Championships.

9.2.1.5 A maximum of twelve (12) performance competitors for a World Cup or Continental Regional Championships

9.2.1.6 A maximum of two (2) acrobatic teams for a World Parachuting Competition

9.2.1.7 FAI International acrobatic teams are permitted with authorization of the IPC.

9.2.1.8 For a world championships, an international team may be formed, if the competitors who comprise the team orginate (with sporting licenses issued) from their respective countries, each country sending less than two (2) acrobatic teams.

~~9.2.1.6~~

~~9.2.1.7~~9.2.1.9 A maximum of four (4) acrobatic teams for a World Cup or Continental Championship~~.~~

9.2.1.10 ~~Accompanying persons and additional support personnel at the discretion of the event organizer.~~In the case of a world cup, there is no limit on the number of international teams.

~~9.2.1.8~~9.2.1.11 Accompanying persons and additional support personnel at the discretion of the event organizer.

~~9.2.1.9~~

9.3 Prizes and Awards

9.3.1 Medals are awarded to the first three performance competitors with the highest overall ranking.

9.3.1.1 Diplomas shall be awarded to the top three performers in each task of the Performance event. No title shall be awarded in this case.

~~9.3.1~~9.3.1.2 The flags of the first, second and third-placed performance competitors shall be flown and the national anthem of the first-placed winner played.

9.3.2 Medals are awarded to the first three acrobatic teams.

Mis en forme : Non Surlignage

Mis en forme : Titre 4

Mis en forme : Retrait : Gauche : 1.59 cm, Sans numérotation ni puces

Mis en forme : Non Surlignage

Mis en forme : Non Surlignage

Mis en forme : Non Surlignage

Mis en forme : Retrait : Gauche : 0.79 cm, Sans numérotation ni puces

Mis en forme : Titre 4

9.3.2.1 The flags of the countries of the first, second and third-placed teams shall be flown and the national anthem of the first-place team played.

~~9.3.2~~9.3.2.2 In the event an FAI International acrobatic team is among the first three places, the flag of the FAI shall be flown for that team. In the event the international team wins first place, the FAI anthem will be played.

9.3.3 The title of World or Continental Champion is awarded to the first placed competitor or team in a FAI World/Continental Parachuting Championships.

9.3.4 The title of World Cup Champion is awarded to the first placed competitor or team in a FAI World Cup.

Mis en forme : Titre 4

Mis en forme : Non Surlignage

Mis en forme : Non Surlignage

ADDENDA A, B, C, D

Addendum A: Basic orientations, body positions and definitions

Addendum B: Acrobatic Wingsuit Flying Compulsory Sequences

Addendum C: Acrobatic Wingsuit Flying Judging Criteria

Addendum D: Judging Scoring Sheet

Mis en forme : Espace Avant : 6 pt, Taquets de tabulation : Pas à 2.06 cm

Addendum – A
Definitions

A. Basic rotational actions

A-1 Barrel Roll

A barrel roll is a 360 degree rotation about the body head-toe axis, when that axis is aligned with the direction of flight. The rotation of a barrel roll may be performed in either direction (left or right).

A-2 Back Loop

A back loop is a loop where the rotation is initiated about the body left-right axis with the torso rotating backwards.

A-3 Front Loop

A front loop is a loop where the rotation is initiated about the body left-right axis with the torso rotating forwards.

Addendum - B
Acrobatic Wingsuit Flying Compulsory Sequences

- Set sequences may be broken down into separate elements during execution, but will result in lower scoring on style.
- The last position of each set sequence leads into the beginning position of the next set sequence, and is counted as one grip.
- Performers are defined as Performer A and B.
- Online compulsory sequences with animations may be found at http://www.wingsuitcompetition.com/divepool.php

Code de champ modifié

Sequence A: Up and Over

- Performers are in ~~belly to earth orientation, facing forward~~normal flight with a hand grip.
- ~~Performer A releases~~Performers release the grip and Performer A transitions over Performer B to the other side.
- Performer~~s A~~ take~~s~~ a hand grip ~~on Performer B in belly to earth orientation~~in normal flight.
- ~~Performer B releases~~ Performers release the grip and Performer B transitions over Performer A to the other side.
- Performer~~s B~~ take~~s~~ a hand grip ~~on Performer A~~ in ~~belly to earth orientation~~normal flight.

Sequence B: Rock and Roll

- Performers are in ~~belly to earth orientation~~normal flight~~, facing forward~~ with a hand grip.
- ~~Performer A releases~~Performers release the grip and Performer A performs a barrel roll.
- Performer~~s A~~ take~~s~~ a hand grip in normal flight~~on Performer B in belly to earth orientation~~.
- ~~Performer B releases~~ Performers release the grip and Performer B performs a barrel roll.
- Performers take a hand grip in normal flight~~Performer B takes a hand grip on Performer A in belly to earth orientation~~.

Sequence C: Revolutions

- Performers are in ~~belly to earth orientation, facing forward~~normal flight with a hand grip.
- ~~Performer A releases~~Performers release the grip and 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~~Performer A takes a hand grip on Performer B in belly to earth orientation~~.
- ~~Performer B releases~~ Performers release the grip and 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~~Performer B takes a hand grip on Performer A in belly to earth orientation~~.

Sequence D: Roll Over

- Performers are in ~~belly to earth orientation, facing forward~~normal flight with a hand grip.
- ~~Performer A releases~~Performers release the grip and Performer A ~~makes~~performs a barrel roll over Performer B to the other side.
- Performers take a hand grip in normal flight~~Performer A takes a hand grip on Performer B in belly to earth orientation~~.
- ~~Performer B releases~~ Performers release the grip and Performer B ~~makes~~ performs a barrel roll over Performer A to the other side.

- Performers take a hand grip in normal flight~~Performer B takes a hand grip on Performer A in belly to earth orientation~~.

Sequence E: Fruity Loops

- Performers are in ~~belly to earth orientation, facing forward~~normal flight with a hand grip.
- ~~Performer A releases~~Performers release the grip and Performer A performs a front loop.
- Performers take a hand grip in normal flight~~Performer A takes a hand grip on Performer B in belly to earth orientation~~.
- ~~Performer B releases~~ Performers release the grip and Performer B performs a front loop.
- Performers take a hand grip in normal flight~~Performer B takes a hand grip on Performer A in belly to earth orientation~~.

Sequence F: Duck and Roll

- Performers are in ~~belly to earth orientation, facing forward~~normal flight with a hand grip.
- ~~Performer A releases~~Performers release the grip and Performer A ~~makes~~ performs a barrel roll under Performer B to the other side.
- Performers take a hand grip in normal flight~~Performer A takes a hand grip on Performer B in belly to earth orientation~~.
- ~~Performer B releases~~ Performers release the grip and Performer B performs ~~makes~~ a barrel roll under Performer A to the other side.
- Performers take a hand grip in normal flight~~Performer B takes a hand grip on Performer A in belly to earth orientation~~.

Sequence G: Déjà vu

- Performers are in ~~belly to earth orientation, facing forward~~normal flight with a hand grip.
- ~~Performer A releases~~Performers release the grip and Performer A transitions over Performer B to the other side.
- Performers take a hand grip in normal flight~~Performer A takes a hand grip on Performer B in belly to earth orientation~~.
- ~~Performer A releases~~Performers release the grip and Performer A transitions over Performer B back to the other side.
- Performers take a hand grip in normal flight~~Performer A takes a hand grip on Performer B in belly to earth orientation~~.
- ~~Performer B releases~~ Performers release the grip and Performer B transitions over Performer A to the other side.
- Performers take a hand grip in normal flight~~Performer B takes a hand grip on Performer A in belly to earth orientation~~.
- ~~Performer B releases~~ Performers release the grip and Performer B transitions over Performer A back to the other side.
- Performers take a hand grip in normal flight~~Performer B takes a hand grip on Performer A in belly to earth orientation~~.

Sequence H: Ying Yang

- Performers are in ~~belly to earth orientation, facing forward~~normal flight with a hand grip.
- ~~Performer A releases~~Performers release the grip and Performer A transitions to ~~back flying~~inverted flight.
- Performers take a hand grip in mixed orientation~~Performer A takes a hand grip on Performer B in back flying orientation~~.

- ~~Performer A releases~~Performers release the grip and Performer A transitions to ~~belly to earth orientation~~normal flight .
- Performers take a hand grip in normal flight~~Performer A takes a hand grip on Performer B in belly to earth orientation~~.
- ~~Performer B releases~~ Performers release the grip and Performer B transitions to ~~back flying~~inverted flight.
- Performers take a hand grip in mixed orientation~~Performer B takes a hand grip on Performer A in back flying orientation~~.
- ~~Performer B releases~~ Performers release the grip and Performer B transitions to ~~belly to earth orientation~~normal flight.
- Performers take a hand grip in normal flight~~Performer B takes a hand grip on Performer A in belly to earth orientation~~.

Sequence I: Back to Back

- Performers are in ~~belly to earth orientation, facing forward~~normal flight with a hand grip.
- Performer~~s A and Performer B~~ release the grip and both transition to ~~backflying~~inverted flight.
- Performers take a hand grip in ~~Performer A and Performer B take a hand grip in back flying~~inverted flight~~orientation~~.
- Performers release the grip and both transition to ~~Performer A and Performer B release the grip and both transition to belly to earth orientation~~normal flight.
- Performer~~s A and Performer B~~ take a hand grip in ~~belly to earth orientation~~normal flight.

Sequence J: Pancakes

- Performers are in ~~belly to earth orientation, facing forward~~normal flight with a hand grip.
- ~~Performer A releases~~Performers release the grip and Performer A transitions to ~~back flying~~inverted flight over Performer B to the other side.
- Performer~~s A take~~s a hand grip ~~on Performer B~~ in ~~backfly~~ mixed orientation~~orientation~~.
- ~~Performer A releases~~Performers release the grip and Performer A transitions back to ~~belly to earth orientation~~normal flight over Performer B ~~back~~ to the other side.
- Performers take a hand grip ~~Performer A takes a hand grip on Performer B~~ in ~~belly to earth orientation~~normal flight.
- ~~Performer B releases~~ Performers release the grip and Performer B transitions to ~~back flying~~inverted flight over Performer A to the other side.
- Performers take a hand grip in mixed orientation~~Performer B takes a hand grip on Performer A in backfly orientation~~.
- ~~Performer B releases~~ Performers release the grip and Performer B transitions ~~back~~ to ~~belly to earth orientation~~normal flight over Performer A ~~back~~ to the other side.
- Performers take a hand grip in normal flight ~~Performer B takes a hand grip on Performer A in belly to earth orientation~~

Sequence K: Reversed Pancakes

- Performers are in ~~belly to earth orientation, facing forward~~normal flight with a hand grip.
- ~~Performer A releases~~Performers release the grip and Performer A transitions to ~~back flying~~inverted flight under Performer B to the other side.

Mis en forme : Retrait : Gauche : -0.79 cm, Hiérarchisation + Niveau : 1 + Style de numérotation : Puce + Alignement : 0.63 cm + Tabulation après : 1.27 cm + Retrait : 1.27 cm

Mis en forme : Retrait : Gauche : -0.79 cm, Hiérarchisation + Niveau : 1 + Style de numérotation : Puce + Alignement : 0.63 cm + Tabulation après : 1.27 cm + Retrait : 1.27 cm

Mis en forme : Retrait : Gauche : -0.79 cm, Hiérarchisation + Niveau : 1 + Style de numérotation : Puce + Alignement : 0.63 cm + Tabulation après : 1.27 cm + Retrait : 1.27 cm

- Performers take a hand grip in mixed orientation~~Performer A takes a hand grip on Performer B in backfly orientation~~.
- ~~Performer A releases~~Performers release the grip and Performer A transitions ~~back~~ to ~~belly to earth orientation~~normal flight under Performer B ~~back~~ to the other side.
- Performers take a hand grip in normal flight ~~Performer A takes a hand grip on Performer B in belly to earth orientation~~.
- ~~Performer B releases~~ Performers release the grip and Performer B transitions to ~~back flying~~inverted flight under Performer A to the other side.
- Performers take a hand grip in mixed orientation~~Performer B takes a hand grip on Performer A in backfly orientation~~.
- ~~Performer B releases~~ Performers release the grip and Performer B transitions ~~back~~ to ~~belly to earth orientation~~normal flight under Performer A ~~back~~ to the other side.
- Performers take a hand grip in normal flight ~~Performer B takes a hand grip on Performer A in belly to earth orientation~~.

Mis en forme : Retrait : Gauche : -0.79 cm, Hiérarchisation + Niveau : 1 + Style de numérotation : Puce + Alignement : 0.63 cm + Tabulation après : 1.27 cm + Retrait : 1.27 cm

Addendum - C
Acrobatic Wingsuit Flying Judging Criteria

C-1 Scoring Grips

Grip scoring is only required for the Compulsory Rounds.

- Each completed grip between each set sequence will be added up to create a total.
- If multiple grips are taken between each set sequence, only one grip will be counted.
- A grip not on video, or not recognizable as such, will receive no score.
- Compulsory Routines have to be made in the correct sequence. A set sequence skipped in the sequence will lead to -1 subtracted from the total scoring of grips for that routine. This score may not fall below 0.

C-2 Scoring Style

Judges give a score for the Team (between 0 and 10, up to one decimal point) for Presentation and for each of the four (4) Compulsory Rounds and three (3) Free Rounds, using the following guidelines:

10 points - Manuever is performed flawlessly with no noticeable mistakes.
8 points - Manuever is performed with some small mistakes.
5 points - Manuever is performed with several medium mistakes.
3 points - Manuever is performed with several major mistakes.
0 points – Manuevers are not performed or identifiable

Examples of style:

- Body position: the performers' posture should present clean and defined arm and leg position ideal for flight.
- Grips: each grip is made smooth and fully in control.
- 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.
- Leveling: the performer is adjusting fallrate and level accordingly during each manuever, allowing the other pilot to remain static. The less changes the static performer has to make to accommodate the active performer making a manuever, the higher the score.
- Proximity: the performers stay close together, never moving more than one body distance apart.
- Transitions: more complex manuevers are made according to the intended figures, rather than broken down into two or more simpler elements.

Small mistake examples:

- Manuever: finish slightly off heading, slight wobble, etc.
- Manuever: arms bent down or forward, knees bent
- Manuever: grips made resulting in tension and movement

Medium mistake examples:

- Manuever: significantly off heading, wobble, not enough rotation, etc.
- Manuever: grips made with considerable force, not fully in control

Major mistake examples:

- Manuever: completely missing required elements of performed so poorly that manuever is barely recognizable.
- Not generating forward movement (using aerodynamic properties of the Wingsuit).
- Manuever: grips made with considerable force, resulting in out of control flying on one or both Performers.

C-3 Scoring Camera

Judges give a score for the Team (between 0 and 10, up to one decimal point) for each of the four (4) Compulsory Sequences and three (3) Free Rounds, using the following guidelines:

10 points - Camerawork is flawless with no noticeable mistakes and creative flying
8 points - Camerawork has some small mistakes.
5 points - Camerawork has several medium mistakes.
3 points - Camerawork has with several major mistakes.
0 points - Camerawork show no Performer Routines.

Examples for good camerawork:

- Video is smooth and does not bounce around.
- Utilizes available landmarks, clouds and/or lighting to enhance video.
- Performers occupy most of the video and remain centered
- Cameraman remains within a consistent distance of the Performers.
- Utilizes advanced flying techniques (i.e. Carving around the performers, back flying) resulting in creative angles without loss of framing or proximity.

Small mistake examples:

- Momentary loss of framing or focus, occasional minor distance errors, etc.

Medium mistake examples:

- Momentary loss of image, framing, focus, or distance errors for about 20 % or more of the Compulsory Sequence, etc.

Major mistake examples:

- Contact with one or both performers
- Loss of control, resulting in in lost framing of the performers or no video
- 50% or more of Compulsory Routine or Free Routine cannot be judged. .

C-4 Scoring Dive Plan

Dive plan scoring is only required for the free routine rounds. Judges give the following judging criteria a score, between 0 and 10 expressed as a number up to one decimal point, taking into account the following guidelines:

Technical:

- Difficulty: The degree of difficulty of all set sequences and transitions in the routine.
- Flying Skills: Ability to manuever smoothly or fly in any orientation (vertically, horizontally, back flying, etc.).
- Precision, control: Ability of the Team to demonstrate body control and smoothness of transitions.
- Team Work: The ability to for the team to perform movements together to create a unified performance.

Examples for Technical:

- The two (2) Performers maintain proper proximity throughout each sequence.
- All flying surfaces and/or flight angles are used (i.e. belly to earth and back flying, steeper angles)
- A constant interaction and teamwork is displayed.
- The routine shows a wide variety of set sequences that vary by complexity.
- Team separation after each set sequence.
- Grip complexity, if present.

Presentation:

- Visual Excitement: Routine should hold the viewer's attention throughout, dynamic variety, entertaining without being unnecessary.
- Originality: Creative choreography in variety.
- Team Work: Routines that demonstrate combined skills of all Team Members.
- Grips performed in a controlled manner.

Examples for Presentation:

- The routine has a defining beginning and end.
- Working time is utilized to the fullest extent possible.
- The routine has a high level of creativity that contains new manuevers, and flows from one set sequence to the next.
- The routine is enjoyable and aesthetically pleasing to watch.

Addendum - D
Acrobatic Wingsuit Flying Judging Form

Judge:				**Round:**
Team Name	**Grips / DiveFlow**	**Style**	**Camera**	**Total**

	Notes:	
	The score for each compulsory round is based on:	
	1. Grips - number of grips made.	
	2. ~~Flying s~~Style - ~~artistic~~ rated -10 ~~ing~~ (in 0.1 increments)	
	3. Camerawork - rated 0-10 (in 0.1 increments)	
	The score for each free round is based on:	
	1. Diveflow - rated 0-10 (in 0.1 increments)	
	2. ~~Flying s~~Style - ~~artistic~~ rated 0-10~~ing~~ (in 0.1 increments)	
	3. Camerawork - rated 0-10 (in 0.1 increments)	

Competition organized under same rules:
http://wingsuitcompetition.com/Acrobatic_competitions.htm