


Subject:	Proposed Changes to the Wingsuit Flying Competition Rules	Annex R	
Author:	John Smyth, Chair Wingsuit Flying Committee		
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## Proposals to amend the Wingsuit Flying Competition Rules

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Existing rule wording - in italic Changes: words remaining in black - ~~deletion or change in strikethrough red~~ - new wording in blue {Explanation} - black italic in {}  
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### Existing

#### 2 DEFINITIONS OF WORDS AND PHRASES

**2.1.1 Competition window:** *A vertical 1000 meter window, starting at 3000 m (9843ft) and ending at 2000 m (6562ft), 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.*

**Heading:** *the direction in which the Performer is flying.*

**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.*

**2.1.11 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."*

### Change

#### 2 DEFINITIONS OF WORDS AND PHRASES

##### Performance Event:

~~2.1.1~~ **Competition window:** A vertical 1000 meter window, starting at 3000 m (9843ft) Geometric Altitude and ending at 2000 m (6562ft) **Geometric Altitude**, 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.

~~Heading:~~ ~~the direction in which the Performer is flying~~

~~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.

~~2.1.11~~ **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."

**Flight Director:** a person appointed by the Meet Director to act as in-flight liaison to coordinate jump runs and facilitate exits.

**Geometric Altitude:** The height, as measured by a Global Navigation Satellite System, optical methods or radar, above ground level. The ground level for the competition site will be determined by the Meet Director and will be made known at the pre-event competitors' meeting.

**Designated Flight Path:** the assigned ground track using a designated reference on the ground given to the competitor by the Meet Director.


### Existing

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

**2.1.3 Free routine:** *a routine composed of manoeuvres chosen entirely by the Team.*

#### 2.1.4 Grips

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

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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 Manoeuvre:** 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 manoeuvre or grip missing from the drawn sequence OR no clear intent to perform the drawn manoeuvre or attempt at a grip is seen and another manoeuvre or grip is presented and there is an advantage to the team resulting from the substitution.

**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.

## Change

### Acrobatic Event

**2.1.2 Compulsory routine:** a routine composed of compulsory sequences ~~and manoeuvres~~ chosen at random from Addendum B ~~the dive pool~~ by the Chief Judge.

~~2.1.3 Free routine:~~ a routine composed of manoeuvres chosen entirely by the Team.

### **2.1.4 Grips**

~~2.1.4.1~~ 1) A **grip**: a recognisable stationary contact, performed in a controlled manner, of the hand(s) of one Performer on a specified part of the body of the other Performer.

~~2.1.4.2~~ 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~~ 3) A **leg grip** consists of a handhold on the leg below the hip.

~~2.1.4.4~~ 4) A grip on the surface of any wingsuit without also achieving stationary contact on a specified part of the body as defined in 1), 2), and 3) ~~above by these rules~~ is specifically excluded from the definition of a ~~valid~~ grip.

~~2.1.6~~ ~~Heading: the direction in which the Performer is flying~~

~~2.1.7~~ **Manoeuvre:** a change in body position or a rotation around one or more of the three (3) body axes or a static pose

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

### **Omission**


~~2.1.8~~ 1) a manoeuvre or grip missing from the drawn sequence or

2) there is no clear intent to perform the ~~chosen drawn~~ manoeuvre or

3) an attempt at a grip is seen and another manoeuvre or grip is presented and there is an advantage to the team resulting from the substitution.

**Routine:** a sequence of manoeuvres performed during the working time

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

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**2.4.13 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.

**Existing**

**3 THE PERFORMANCE EVENT**

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

**Change**

**3 THE PERFORMANCE EVENT**

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

**Existing**

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, each task performed on a separate flight) must be completed to determine rankings and declare winners.

3.3.3 Minimum exit altitude is 12,000 ft AGL. Maximum exit altitude (at the start of the 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 - 2000 m AGL. However if the exit altitude is lowered it must apply for a complete task of a round for all competitors

**Change**

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, each task performed on a separate flight)~~ must be completed to determine rankings and declare winners

3.3.3 The minimum exit altitude is 12,000ft ~~AGL Geometric Altitude~~. The maximum exit altitude (at the start of jump run) is 12,500ft ~~AGL Geometric Altitude~~.

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

3.3.5 The order of tasks shall be Distance, Speed, Time, unless exceptional circumstances require a variation.


**Existing**

**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 starting order of the first round of jumping shall be in reverse the standings order of the most recent FCE, subject to 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.

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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.

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

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

5.1.5.1 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.

5.1.6. Refusal to jump: the team may choose to abort a jump for any pertinent reason and may descend with the aircraft (SC5, 5.2.8). 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.

### Change

~~5.1.1~~ 3.4.1 The jump run should be perpendicular to the wind line upwind of the designated landing area, which is established by ~~at the discretion of~~ the Meet Director and Chief Judge.

~~5.1.2~~ 3.4.2 The starting order of the first ~~round~~ task of jumping shall be in reverse order of the standings ~~order of~~ at the most recent FCE., ~~subject to the discretion of the Meet Director and Chief Judge based on safety considerations.~~ Competitors that did not participate in the most recent FCE will jump at the beginning of the task with the order determined by random draw made by the Meet Director.

~~5.1.3~~ 3.4.3 ~~At the discretion of the Meet Director, with the concurrence of the FAI Controller, safety officers~~ Flight Directors ~~may~~ must be placed aboard ~~the~~ aircraft larger than eight slots to assist competitors with ~~waypoints~~ identification of ground reference points and landmarks.

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

~~5.1.4~~ 3.4.4 The number of competitors to exit on a single pass of the aircraft and the spacing of those exits will be determined by the Meet Director. The horizontal spacing must be no less than 600m. ~~Exits will be spaced apart to achieve safe separation.~~ This will be expressed to the competitors as time, in seconds, between exits. Immediately after exit, each competitor/~~team~~ will turn directly ~~ninety degrees from the aircraft heading~~ towards his designated ~~target to fly back in parallel lanes.~~ flight path.

~~5.1.5~~ 3.4.5 Exit procedure: There are no limitations on the exit other than those imposed by the Chief Pilot for safety reasons.

~~5.1.5.1~~ If a competitor exits in a manner deemed unsafe, ~~the matter will be referred to the Safety Panel (SC5, 4.8).~~ ~~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.~~


~~5.1.6.~~ ~~Refusal to jump:~~ ~~may choose to abort a jump for any pertinent reason and may descend with the aircraft (SC5, 5.2.8).~~ ~~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.~~

### Existing

#### 5 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 A competitor must not cross other lanes or deviate more than 30 degrees from his designated flight path at any time. Violation of this rule, by decision of the chief judge, will result

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*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 will be removed from the official standings. This decision is not grounds for protest*

## **Change**

### **5.3.5 Flight Pattern**

~~5.2.1.~~ 3.5.1 The first exit point on an aircraft pass will be 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.

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.

~~5.2.2.~~ 3.5.3 A competitor must not cross other lanes another competitor's designated flight path, nor deviate more than 30 degrees from the his designated flight path at any time. Violation of this rule, as determined by decision of the Chief Judge the panel of judges, will result in a score of zero for that jump. This decision is not grounds for protest

3.5.4. At no time from exit to opening shall competitor(s) come within 250m of any other competitor(s). Violation of this rule, as determined by the panel of judges, will result in a score of zero for that jump. This decision is not grounds for protest.

3.5.5 Any violation of 3.5.3 or 3.5.4 that results in endangering other competitors shall be considered a serious endangerment and referred to the Safety Panel (SC5, 4.8). This decision is not grounds for protest.

## **Existing**

### **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 maximise horizontal and vertical separation. If a violation of this rule results in endangering other competitors, the competitor may, by decision of 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.

6.1.2. All jumps for the distance and speed tasks 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.

## **Change**

### ~~6.1~~ 3.6 GENERAL RULES

~~6.1.1.~~ 3.6.1 The deployment altitude for each competitor will be pre-determined by the Meet Director and Chief Judge in order to maximise horizontal and vertical separation and must not exceed 5000ft AGL.


3.6.2 Any violation of 3.6.1 that results in endangering other competitors shall be considered a serious endangerment and referred to the Safety Panel (SC5, 4.8).

~~If a violation of this rule results in endangering other competitors, the competitor may, by decision of 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.~~

~~6.1.2.~~ 3.6.3 All jumps for the distance and speed each tasks 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.

## **Existing**



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## 6.2 Equipment

6.2.1 Competitors shall not carry additional or removable weight on their body or equipment. They will be weighed by the FAI Controller, at the start of the competition to establish a baseline weight. which may fluctuate by +/- 2kg before requiring an inspection. If the addition or removal of weight is detected, the score for that jump will be zero.

6.2.1.1. This rule shall apply to include parachute equipment that is overweight in the judgment of the Chief Judge. This decision shall not be grounds for protest.

### Change

#### ~~6.2~~ 3.7 Equipment

~~6.2.1.~~ 3.7.1 Competitors shall not carry additional or removable weight on their body or equipment. They ~~will~~ must be weighed by the FAI Controller, or person appointed by the FAI Controller for the purpose, at the start of the competition wearing all their normal jump equipment to establish a baseline weight. The FAI Controller, or person appointed by the FAI Controller for the purpose, must conduct subsequent random weight checks, which may fluctuate from the baseline weight by +/- 2kg before requiring an inspection. If the addition or removal of weight is detected, the score for that jump will be zero.

~~6.2.1.1. This rule shall apply to include parachute equipment that is overweight in the judgment of the Chief Judge.~~ This decision shall not be grounds for protest.

{All following clauses renumbered i.e. 3.7.2 - 3.7.8}

### Existing

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

### Change

~~6.2.9.~~ 3.7.9 The PLD will be turned on and off by a Judge ~~as appropriate~~ or by the competitor if instructed to do so.

{All following clauses renumbered i.e. 3.7.10 - 3.7.12}

{All clauses to end of Performance Event to be renumbered}

### Existing

## 4 THE ACROBATIC EVENT

### 4.1 Objective

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

4.1.2 There is gender separation.

### Change

## 4 THE ACROBATIC EVENT

### 4.1 Objective


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

4.1.2 There is distinction as to gender ~~separation.~~

### Existing

### 4.2 Program

4.2.1 The competition will be organised 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.

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4.2.2 *Number of rounds: Seven (7)*

- *Compulsory Routine: Four (4) rounds*
- *Free Routines: Three (3) rounds*
- *Minimum valid competition : One (1) free round*

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

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.*

## Change

### 4.2 Program

4.2.1 The competition will consist of seven rounds – five initial rounds followed by two final rounds. ~~be organised 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.~~ The minimum number of rounds for a valid competition will be one (1) round.

4.2.2 The seven (7) rounds shall consist of: ~~Number of rounds: Seven (7)~~

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

4.2.3 ~~The order of the routines shall be F-C-C-F-C-C-F (C = compulsory; F = free).~~ The order of the routines shall be five (5) initial rounds F-C-C-F-C and two (2) final rounds C- F (C = compulsory; F = free).

4.2.4 The ~~first~~ five (5) ~~initial~~ rounds will be used as the selection rounds for the final two (2) rounds. If all five rounds are not completed at the stated starting time for the final rounds, the final rounds will start based on the standings ~~of~~ from the completed rounds.

## Existing

### 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 specified in this section, the working time is 65 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 with a working time of no less than 55 seconds and continue the competition. However, if the exit altitude is lowered it must apply for a complete task of a round for all competitors.

## Change


### 4.3 Exit Altitude and Working Time

4.3.1 Unless otherwise specified in this section, the maximum exit altitude is ~~10,500 feet (3210m)~~ 12,500 ft AGL ~~or greater.~~

4.3.2 Unless otherwise specified in this section, the working time is 65 seconds.

4.3.3 For meteorological and/or Air Traffic Control 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 with a working time of no less than 55 seconds and continue the competition. However, if the exit altitude is lowered it must apply for a complete task of a round for all competitors.

## Existing

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## 7.1 General Rules

7.1.1 *The Deployment altitude for each competitor will be pre-determined by the Meet Director and Chief Judge in order to maximise horizontal and vertical separation and may not exceed 5000ft AGL.*

### Change

#### ~~7.1~~ 4.4 General Rules

~~7.1.1~~ 4.4.1 The ~~D~~deployment altitude for each ~~competitor~~ team will be pre-determined by the Meet Director and Chief Judge in order to maximise ~~horizontal and vertical~~ team separation and may not exceed 5000ft AGL.

{Renumber following clauses, 7.1.2 - 7.1.4 to 4.4.2 - 4.4.4}

### Existing

7.1.5 *The jump order of all teams will be determined by a draw performed by the Chief Judge subject to 5.1.2 above.*

### Change

~~7.1.5~~ 4.4.5 ~~The jump order of all teams will be determined by a draw performed by the Chief Judge subject to 5.1.2 above.~~ The starting order of the first round of jumping shall be in reverse order of the standings at the most recent FCE. Teams that did not participate in the most recent FCE will jump at the beginning of the round with the order determined by random draw made by the Meet Director.

{Renumber following clause, 7.1.6 to 4.4.6}

### Existing

## 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.*

7.2.3 *Compulsory Sequences are determined via a random draw*

7.2.4 *The Chief Judge performs a draw for each compulsory round.*

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.*

### Change

#### ~~7.2~~ 4.5 Compulsory Routines

~~7.2.1~~ 4.5.1 The Compulsory Routines consist of two (2) Compulsory Sequences as described in Addendum ~~B~~ C.


~~7.2.2~~ 4.5.2 Compulsory sequences ~~may be~~ ~~are~~ repeated until the end of working time.

~~7.2.3~~ 4.5.3 The Compulsory Sequences to be used on each jump are determined via a random draw

~~7.2.4~~ 4.5.4 ~~The Chief Judge performs a draw for each compulsory round.~~ The draw of all compulsory round sequences will be done publicly and supervised by the Chief Judge. Teams will be given not less than two hours knowledge of the results of the draw before the competition starts.

~~7.2.5~~ 4.5.5 Sequences shown in the appropriate annex will be singularly placed in one container. Individual withdrawal from the container, (without replacement), will determine the sequences to be jumped in each round. A sequence, once drawn, will be put aside and may not be used again. Upon exhaustion of the pool, if the draw is not complete, all sequences will be



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returned to the initial pool and the draw continues.4.5.6 The order of the compulsory sequences is determined by the order in which they are drawn. ~~Drawn sequences are added back into the sequence pool after each draw.~~

~~7.2.6~~ 4.5.6 The order of the compulsory sequences is determined by the order drawn.

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**Existing**

**7.3 Free Routines**

7.3.2 Free Routines may be repeated for each Free Round.

**Change**

{renumber 7.3.1., 7.3.3. to 4.6.1. and 4.6.3}

~~7.3~~ **4.6 Free Routines**

~~7.3.2~~ 4.6.2 The Team may perform the same Free Routines ~~may be repeated for~~ each Free Round.

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**Existing**

**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.

**Change**

~~7.4~~ **4.7 Air-to-air video recording**

~~7.4.1~~ 4.7.1 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 ~~one~~ **only one** camera(s), 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.

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{renumber 7.4.2.- 7.4.9 to 4.7.2 - 4.7.9}

**Existing**

**7.5 Rejumps**

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.

**Change**

~~7.5~~ **4.8 Rejumps**

~~7.5.7~~ 4.8.7 Adverse weather conditions during a jump are not grounds for protest. However, **in circumstances not covered by 4.8.1**, a rejump may be granted due to adverse weather conditions, at the discretion of the Chief Judge.

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{renumber 7.5.1.- 7.5.6 to 4.8.1 - 4.8.6}


{renumber 7.6. - 7.6.2 to 4.9 - 4.9.2}

**Existing**

**8 JUDGING & SCORING**

**8.1 Performance Event**

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

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## 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.

### Change

#### **8 5 JUDGING & SCORING**

##### **8.4 5.1 Performance Event**

~~8.1.4~~ 5.1.1 Scoring will be supervised by at least two FAI Wingsuit Judges.

##### **8.2 5.2 Acrobatic Event**

~~8.2.1~~ 5.2.1 Once any team member has left the aircraft, the jump shall be evaluated and scored.

~~8.2.2~~ 5.2.2 The **judging evaluation** of each sequence **will take place during the full** ~~ends when the judges see the team complete the~~ working time **but may cease before the end of working time if the team** abandons the performance requirements for **the required routine** ~~that sequence~~.

{renumber 8.2.3, 8.2.3.1 & 8.2.3.2 to 5.2.3, 5.2.3.1 & 5.2.3.2 }

### Existing

8.2.3.3 *Compulsory Routines: all judges will evaluate the routines.*

8.2.3.4 *Free Routines: all judges evaluate all scoring measures and 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 fourth viewing may be allowed at the discretion of the Event Judge.*

### Change

~~8.2.3.3 — Compulsory Routines: all judges will evaluate the routines.~~

~~8.2.3.4 — Free Routines: all judges evaluate all scoring measures and criteria.~~

~~8.2.3.5~~ 5.2.3.3 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 fourth viewing may be allowed at the discretion of the Event Judge.

{renumber 8.2.4 & 8.2.5 to 5.2.4 & 5.2.5 }

### Existing

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*


### Change

~~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.~~

### Existing

8.2.7 *Scoring Compulsory Routines:*

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

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8.2.7.2 Judges give each of the above criteria a score between zero and ten (between 0 and 10, up to one decimal point), based on the guidelines in Addendum C.

8.2.7.3 For each manoeuvre 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 manoeuvre is carried into the grip this will be considered as one infringement only, provided that the intent of the manoeuvre requirements for the next formation is clearly presented.

8.2.7.6 The minimum score for any measure is zero points.

### Change

~~8.2.7~~ 5.2.6 Scoring Compulsory Routines:

~~8.2.7.4~~ 5.2.6.1 The Routine ~~judged-on~~ is evaluated using three (3) criteria: style, number of grips and camerawork.

~~8.2.7.2~~ 5.2.6.2 Judges will give ~~each of the above criteria~~ the style and camerawork a point score between zero and ten (between 0 and 10, up to one decimal point), based on the guidelines in Addendum C.

~~8.2.7.3~~ 5.2.6.3 For each manoeuvre omission 1.5 ~~style~~ points will be deducted from the style point score otherwise given.

~~8.2.7.4~~ 5.2.6.4 Judges give one point for each scoring grip performed in the routine sequence within the ~~allotted~~ working time of each round. Teams may continue scoring by continually repeating the sequences.

~~8.2.7.5~~ 5.2.6.5 For each grip omission one (1) point will be deducted from the total determined in 5.2.6.4. If an infringement in the scoring formation of a manoeuvre is carried into to the next grip this will be considered as one infringement only, provided that the intent of the manoeuvre requirements for the next formation is clearly presented.

5.2.6.5.1 A majority of Judges must agree in the evaluation in order to:

- credit the scoring grips, or
- assign an omission, or
- determine an NV situation.

5.2.6.5.2 The score given for grips shall be in whole integers only.

~~8.2.7.6~~ 5.2.6.6 The minimum score for any of the criteria ~~measure~~ is zero points.

### Existing

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 (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 team's score for each round is calculated by discarding the high and low scores and averaging the three remaining scores, rounded to one decimal place.

8.2.9.2 The total score for grips (compulsories), style (all rounds), dive plan (free round) and camera (all rounds) will be weighted 0% to 100% for each criteria between all teams for that round, the highest score defining 100% (100), and a no-score being 0% (0).

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8.2.9.3 *The team's final score for the event is the sum of the scores from all completed rounds.*

8.2.10 *All scores for each judge will be published.*

### **Change**

~~8.2.8~~ 5.2.7 Scoring Free Routines:

~~8.2.8.1~~ 5.2.7.1 The Routine is **evaluated using** ~~judged on~~ three (3) criteria: style, dive plan and camerawork.

~~8.2.8.2~~ 5.2.7.2 Judges **will** give each of the above three criteria a score from zero to ten (between 0 and 10, up to one decimal point), based on the guidelines in Addendum C.

~~8.2.9~~ 5.2.8 Score Calculation:

~~8.2.9.1~~ 5.2.8.1 The team's score **for a round** for each **of the criteria in 5.2.6 and 5.2.7** ~~round~~ is calculated by discarding the high and low scores and averaging the three remaining scores, rounded to one decimal place.

~~8.2.9.2~~ 5.2.8.2 The **team's** score (**calculated in 5.2.8.1**) for grips (compulsories), style (all rounds), dive plan (free round) and camera (all rounds) will be weighted 0% to 100% for each criteria between all teams for that round, the highest score defining 100% (100), and a no-score being 0% (0). **A total score for a round is then calculated by adding the three weighted percentage scores for that round.**

~~8.2.9.3~~ 5.2.8.3 The team's final score for the event is the sum of **the total** scores from all completed rounds **as calculated in 5.2.9.2.**

~~8.2.10~~ 5.2.9 All scores for each judge will be published.

*{renumber 8.2.11 - 8.2.11.3 to 5.3 - 5.3.3 & 8.3 - 8.3.3 to 5.4 - 5.4.3 & Clause 9 - 6}*

### **Existing**

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

### **Change**

~~9.3.4~~ 6.3.4 The title of World Cup **Champion Winner** is awarded to the first placed competitor or team in a FAI World Cup