



Dynamic Committee

73 th Plenary Meeting
FAI International Skydiving Commission (ISC)



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1 MEMBERS

References :

- Annex 5 to Section 5 “Terms of Reference for ISC Committees & Working Group”, Article 3.2.1.
- ISC Internal Regulations, Article 6.2.3

One member (Lika Borzova) had to leave the committee at the beginning of the year due to her NAC no longer being part of the ISC, and one member (Josh Ruiz Velasco, USA) decided to leave the Committee: . We propose two new members to the Dynamic Committee.

Kristian MOXNES	Chair	Norway
Domitille KIGER	Deputy Chair	France
Haavard FLAAT	Member	Belgium
Jan (Honza) TUREK	Member	Czech Republic
Jean-Philippe CHATELAIN	Member	France
Anna Katharina BADDORF	Member	Austria
David PETRACCO	Member	France
Mason CORBY	Member	Australia
Mauri Vaisto	Member	Finland
Lika Borzova	Member	Russia
Josh Ruiz VELASCO	Member	USA

The DY Committee would be pleased to welcome Mason Corby and Mauri Vaisto, and thank Josh and Lika for their work during 2022.

2 PROPOSAL FOR CHANGES TO COMPETITION RULES

2.1 SEQUENTIAL ORDER TO BE MAINTAINED

Rational : To make it clear that a sequential order must be maintained during the two Verticals Butterfly and Crossing Classic, we suggest to clarify this in our rules.

PROPOSAL

Performance Requirements and Infringements Applicable to V-2 Butterfly and V-6 Crossing Classic

- The Centreline applies.
- While performing V-2 Butterfly and V-6 Crossing Classic, each Performer must cross the Centerline twice and maintain their sequential order: in D2W, P#1 must cross in front of P#2 and in D4W, P#1 must cross in front of P#2, P#2 in front of P#3 and P#3 in front of P#4. Any infringement will lead to a five (5) second penalty.

2.2 DEFINITION OF “BOTTOM LOOP”

Rational: To make our rules easier to understand for flyers, we decided to simplify by defining “bottom loop” in Addendum B, and replace “one half outface Eagle with one half back loop” with “bottom loop” in the Competition Rules.

PROPOSAL

ADDENDUM – A3, Performance Requirements for Mixers

- Mixers finish to a head-down orientation when all Performers have performed a bottom loop (~~one half outface Eagle with one half back loop~~) to head-down and, then, inface carve crossing a Sideline. When head-down (before the inface carve), the Performers must be on the correct side of the Centreline.

Compulsory Transition to any Snake or Compulsory Exit Sequence (D4W):

...To transition to a Head-down Snake or Head-down Compulsory Exit Sequence (D4W): Each pair, one after the other, performs a bottom loop ~~one half outface Eagle with one half back loop~~, crossing through the Sidelines, to head-down, ending with each Performer head-down completely on his/her side of the Centreline, right after his/her half back loop. While head-down, each pair then inface carves, crossing a Sideline, before starting any Head-down Snake or Head-down Compulsory Exit Sequence.

Compulsory Transition to any Snake or Compulsory Exit Sequence (D2W):

...To transition to a Head-down Snake or Head-down Compulsory Exit Sequence (D2W): The pair then performs a bottom loop ~~one half outface Eagle with one half back loop~~, crossing through the Sidelines, to head-down, ending with each Performer head-down completely on his/her side of the Centreline. They then inface carve, crossing a Sideline, before starting any Head-down Snake or Head-down Compulsory Exit Sequence.

V-2 Butterfly with Bottom Loops (D4W)

While head-down, the Performers separate into two (2) pairs: P#1 and P#2 will be the leading pair and P#3 and P#4 will be the following pair. Each pair, one after the other, flies

forward, with the two (2) Performers in the pair crossing each other, over the Ring. Then each pair, one after the other, performs a ~~bottom loop one-half outface Eagle with one-half back loop~~ passing under the Ring to head-down. This sequence is performed twice.

V-4 Head-down 360° (D4W)

While head-down, the Performers separate into two (2) pairs. P#1 and P#2 will be the leading pair and P#3 and P#4 will be the following pair. Each pair, one after the other, flies forward over the Ring and then performs a ~~bottom loop one-half outface Eagle with one-half back loop~~ passing under the Ring to head-down. As the pairs fly over the Ring, they perform a 360° pirouette and perform a ~~bottom loop one-half outface Eagle with one-half back loop~~ passing under the Ring to head-down. The 360° pirouette must rotate away from the Start Sideline.

V-2 Butterfly with Bottom Loops (D2W)

While head-down, the two (2) Performers fly this Pattern as a pair. The pair flies forward, with the two (2) Performers in the pair crossing each other, over the Ring. The pair then performs a ~~bottom loop one-half outface Eagle with one-half back loop~~ passing under the Ring to head-down. This sequence is performed twice.

V-4 Head-down 360° (D2W)

While head-down, the two (2) Performers fly this Pattern as a pair. The pair flies forwards over the ring and then performs a ~~bottom loop one-half outface Eagle with one-half back loop~~ passing under the Ring to head-down. As they fly over the Ring, they perform a 360° pirouette and perform a ~~bottom loop one-half outface Eagle with one-half back loop~~ passing under the Ring to head-down.

Addendum B (After the definition of the front loop)

Bottom Loop

A bottom loop is one-half outface Eagle with one-half back loop.

2.3 D4W BATTLES FOR FINALS IN WORLD CUP

Rational: In order to increase participation in Dynamic 4-way, we chose to include only Speed Routines (by excluding Free Routines) for the World Cup. This change was not reflected in the current divepool, and to amend this, we suggest the following.

PROPOSAL

5.4.3 In D4W, when the routines are only composed of Speed Routines (see 5.2.1), the finals will consist of only one round.

2.4 FINALS : FREE THEN SPEED FOR FINALS

Rational: In order to be consistent, we suggest the order of flights in the finals shall always be Free Routine, then Speed Routine.

PROPOSAL

Update the divepool available here: <https://www.dynamicflying.com/brackets/index.html>

2.5 FLIGHT ABORTION

Rational: Leaving the flight chamber early during a Routine leads to a flight abortion and the time stops. In order to avoid misunderstanding, we suggest to further specify what “leaving the flight chamber” means.

PROPOSAL

4.7 If, during any competition flight, one (1) or more of the Performers intentionally leaves the flight chamber (eg., one foot of any competitor stepping out of the door) for any reason (other than a direct order from the Event Judge or Chief Judge), deliberately stopping the flight early, no re-entrance or re-flight will be allowed (also see 6.3.5).

2.6 BATTLES IN FREE ROUNDS

Rational: Most Free Routine battles during a competition is between two teams, but some of the battles are between three or more teams. To be consistent we suggest that the ranking order after these battles is determined by each judge ranking the teams, and after this ranking is summarized to reach the final ranking.

PROPOSAL

6.2.3.1 Under the supervision of the Event Judge, during a Free Routine Battle of more than two Teams, the Judges taking into account the above criteria, determine the ranking of the Battle as it follows:

- The Judges will individually rank the Teams by awarding points to the competing teams: the best team receives a number of points corresponding to the number of teams, then at each level of the ranking a point is withdrawn until the lowest ranked team which then receives only one point.
- The Teams are ranked according to their total number of points: the team with the highest number of points wins the battle. The ranking is then established in descending order of the number of points.
- Only for the teams in tie, the judges will determine the ranking by conference.

2.7 FLIGHT ABORTION – SKIPS

Rational: To clarify what penalties the teams shall receive following a flight abortion; we suggest to further specify what an omission is.

PROPOSAL

6.3.5 An omitted Compulsory Pattern will lead to adding a penalty of twenty (20) seconds to the total time for the Speed Routine. An omission is one of the following:

- A Compulsory Pattern missing from the drawn sequence
- Any Compulsory Pattern not performed following a flight abortion.

2.8 WORKING TIME

Rational: It might not be possible to use the laser beam technology to determine the total time following a flight abortion. This means that the judges should use any means to assess the time. We suggest to add the following to reflect this in our rules.

PROPOSAL

2.14.4 In case of flight abortion, the end of the Speed Routine Working Time will be assessed by judges by any means.

2.9 CHALLENGE PROCEDURE

Rational: The current review procedure allows the teams to view their flight only once and at normal speed. We have learned that it is more beneficial with a reduced speed, and also that sometimes it is beneficial to review more than once.

PROPOSAL

6.3.9.1.3 The review by the Team can only be made once and at ~~reduced~~ **normal** speed (50% of normal speed). The Event Judge may authorize multiple reviews within the limit of (3) three.

2.10 JUDGES' ASSIGNED PHYSICAL LOCATIONS

Rational: In order for our rules to reflect how the judges prefer to judge a competition, we suggest to update the rule regarding the judges' assigned physical locations.

PROPOSAL

6.5.2.3 Judges' Assigned Physical Locations:

6.5.2.3.1 ~~In D2W, one~~ **Two** Judges, positioned at a Sideline, will evaluate for complete crossings of the Sidelines and will evaluate that no part of any Performer's body is visible in the Ring hole (Vertical Patterns only). The Judges must be positioned with the Judge's eye level with the Ring and the outer rim (but no view beyond the outer rim) of the far Ring visible through the five (5) cm hole of the near Ring.

In D2W, the ~~one~~ Sideline Judges will also evaluate Synchronisation.

~~In D4W, two (2) Judges, positioned at either or both Sideline(s), will evaluate for complete crossings of the Sidelines.~~ The Sideline Judge(s) must be positioned such that the Sideline on the far wall is obscured from view by the Sideline on the near wall.

~~6.5.2.3.2 A Ring Judge will evaluate that no part of any Performer's body is visible in the Ring hole (Vertical Patterns only). The Ring Judge must be positioned with the Judge's eye level with the Ring and the outer rim (but no view beyond the outer rim) of the far Ring visible through the five (5) cm hole of the near Ring.~~

6.5.2.3.23 At least one Judge, positioned at the Centreline with the Judge's eye level with the Ring Plane, will evaluate the Team's correctness in following the performance description of each Compulsory Pattern (e.g., Performers flying in the correct order, pirouettes in correct direction, etc.) This judge(s) will also evaluate for complete crossings of the Centreline.

~~6.5.2.3.3 In D4W, a Judge may be positioned between the Centreline and a Sideline Judge. This Judge will evaluate the Team's adherence to the performance description of each Compulsory Pattern (e.g., Performers flying in the correct order, pirouettes in correct direction, etc.).~~

6.5.2.3.34 In D4W, a Judge may be positioned between the Centreline and a Sideline Judge. This Judge will evaluate the Team's adherence to the performance description of each Compulsory Pattern (e.g., Performers flying in the correct order, pirouettes in correct direction, etc.).

2.11 FREE ROUTINE VIDEO

Rational: The teams must deliver a video of their free routine to the judges 48 hours before the competition starts, in order for the judges to assess the technical difficulty of each routine. The judges have requested more time for this, and therefore we suggest to increase this to 72 hours.

PROPOSAL

5.2.2 Teams must deliver a video of their Free Routine(s) to the Chief Judge at least ~~two (2)~~ **three (3)** days in advance (~~48~~ **72** hours) before the start of the competition. The video must be uploaded to the designated ISC Cloud or as is described in Bulletin 2. Competitors are responsible for the quality of the video delivered. The quality should be at least that described in para. 4.2.8. for a satisfactory scoring of Technical Difficulty by Judges.

2.12 CENTERLINE CONSISTENCY

Rational: In order to achieve consistency within our rules we propose to change the wording in addenda A-3 describing the four mixers Head-down Shuffler, Head-up Shuffler, Mixed Shuffler and Head-down inface Shuffler.

PROPOSAL

Performance Requirements for Mixers

- The Centreline **strictly** applies during any Shuffler **when passing through the center**

M-5 Head-down Shuffler (D4W)	M-5 Head-down Shuffler (D2W)
While head-down, each pair of Performers separates into inface carving in opposite directions, with P#1 followed by P#3, crossing a	While head-down, the two (2) Performers separate into inface carving in opposite directions, with P#1 crossing a Sideline and P#2 crossing the other Sideline.

<p>Sideline and P#2 followed by P#4, crossing the other Sideline.</p> <p>Next, P#1, then P#2, then P#3, then P#4, passes through the centre into 180° of outface carving, with P#1, then P#3, crossing a Sideline and P#2, then P#4, crossing the other Sideline.</p> <p>Continuing the Shuffler, P#1, then P#2, then P#3, then P#4, passes through the centre into 180° of inface carving, with P#1, then P#3, crossing a Sideline and P#2, then P#4, crossing the other Sideline.</p> <p>P#1 and P#2 then become the leading pair and fly forwards through the Sidelines, followed by P#3 & P#4. Thence...</p>	<p>Next, P#1, then P#2, passes through the centre (completely crossing the Centreline) into 180° of outface carving, with P#1 crossing a Sideline and P#2 crossing the other Sideline.</p> <p>Continuing the Shuffler, P#1, then P#2, passes through the centre (completely crossing the Centreline) into 180° of inface carving, with P#1 crossing a Sideline and P#2 crossing the other Sideline.</p> <p>Joining as a pair, the Performers fly forwards through the Sidelines. Thence...</p>
<p>M-6 Head-up Shuffler (D4W)</p> <p>While head-down, each pair flies forwards, crossing through the Sidelines, performing one-half back loop to head-up.</p> <p>While head-up, each pair of Performers separates into inface carving in opposite directions, with P#1 followed by P#3, crossing a Sideline and P#2 followed by P#4, crossing the other Sideline.</p> <p>Next, P#1, then P#2, then P#3, then P#4, passes through the centre into 180° of outface carving, with P#1, then P#3, crossing a Sideline and P#2, then P#4, crossing the other Sideline.</p> <p>Continuing the Shuffler, P#1, then P#2, then P#3, then P#4, passes through the centre into 180° of inface carving, with P#1, then P#3, crossing a Sideline and P#2, then P#4, crossing the other Sideline.</p> <p>P#1 and P#2 then become the leading pair and perform one-half inface Reverse Eagle, crossing through the Sidelines, to head-down, followed by P#3 and P#4.</p> <p>Each pair then flies forwards crossing through the Sidelines. Thence...</p>	<p>M-6 Head-up Shuffler (D2W)</p> <p>While head-down, the two (2) Performers, as a pair, fly forwards, crossing through the Sidelines, performing one-half back loop to head-up.</p> <p>While head-up, the two (2) Performers separate into inface carving in opposite directions, with P#1 crossing a Sideline and P#2 crossing the other Sideline.</p> <p>Next, P#1, then P#2, passes through the centre (completely crossing the Centreline) into 180° of outface carving, with P#1 crossing a Sideline and P#2 crossing the other Sideline.</p> <p>Continuing the Shuffler, P#1, then P#2, passes through the centre (completely crossing the Centreline) into 180° of inface carving, with P#1 crossing a Sideline and P#2 crossing the other Sideline.</p> <p>Joining as a pair, the Performers perform one-half inface Reverse Eagle, crossing through the Sidelines, to head-down.</p> <p>The Performers then fly forwards, crossing through the Sidelines. Thence...</p>
<p>M-7 Mixed Shuffler (D4W)</p>	<p>M-7 Mixed Shuffler (D2W)</p>

While head-down, each pair of Performers separates into inface carving in opposite directions, with P#1 followed by P#3, crossing a Sideline and P#2 followed by P#4, crossing the other Sideline.

Next, P#1, then P#2, then P#3, then P#4, passes through the center crossing through the Sidelines while performing one-half inface Eagle to head-up and then perform 180° of inface carving, with P#1, then P#3, crossing a Sideline and P#2, then P#4, crossing the other Sideline.

Continuing the Shuffler, while head-up, P#1, then P#2, then P#3, then P#4, passes through the center crossing through the Sidelines and performs 180° of outface carving, with P#1, then P#3, crossing a Sideline and P#2, then P#4, crossing the other Sideline.

Then, P#1 and P#2 become the leading pair and fly backwards through the Sidelines, followed by P#3 and P#4.

Each pair, one after the other, then performs one-half inface Reverse Eagle, crossing through the Sidelines, to head-down. P#1 and P#2 fly forwards, crossing through the Sidelines, followed by P#3 and P#4. Thence...

While head-down, the two (2) Performers separate into inface carving in opposite directions, with P#1, crossing a Sideline and P#2, crossing the other Sideline.

Next, P#1 then P#2, passes through the centre crossing crosses through the Sidelines, while performing one-half inface Eagle to head-up and then performs 180° of inface carving, with P#1 crossing a Sideline and P#2 crossing the other Sideline.

Continuing the Shuffler, while head-up, P#1, then P#2, passes through the center crossing through the Sidelines and then performs 180° of outface carving, with P#1, crossing a Sideline and P#2 crossing the other Sideline.

Joining as a pair, the Performers fly backwards through the Sidelines.

The Performers then perform one-half inface Reverse Eagle, crossing through the Sidelines, to head-down and then fly forwards, crossing through the Sidelines. Thence...

M-8 Head-down inface Shuffler (D4W)

While head-down, each pair of Performers separates into inface carving in opposite directions, with P#1 followed by P#3, crossing a Sideline and P#2 followed by P#4, crossing the other Sideline.

Next, P#1, then P#2, then P#3, then P#4 passes through the centre ~~(completely crossing the Centreline)~~ into 180° of inface carving, with P#1 followed by P#3, crossing a Sideline and P#2 followed by P#4, crossing the other Sideline.

Continuing the Shuffler, P#1, then P#2, then P#3, then P#4, passes through the centre ~~(completely crossing the Centreline)~~ into 180° of inface carving, with P#1 followed by P#3, crossing a Sideline and P#2 followed by P#4, crossing the other Sideline.

P#1 and P#2 then become the leading pair and fly forwards through the Sidelines, followed by P#3 & P#4. Thence...

M-8 Head-down inface Shuffler (D2W)

While head-down, the two (2) Performers separate into inface carving in opposite directions, with P#1 crossing a Sideline and P#2 crossing the other Sideline.

Next, P#1, then P#2, passes through the centre ~~(completely crossing the Centreline)~~ into 180° of inface carving, with P#1 crossing a Sideline and P#2 crossing the other Sideline.

Continuing the Shuffler, P#1, then P#2, passes through the centre ~~(completely crossing the Centreline)~~ into 180° of inface carving, with P#1 crossing a Sideline and P#2 crossing the other Sideline.

Joining as a pair, the Performers fly forwards through the Sidelines. Thence...

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2.13 JUDGING FREE ROUNDS

Rational: To clarify which information will be published regarding the Free Routine judging, we suggest to specify as follows.

PROPOSAL

6.4.3 For each Free Routine during the Tournament (para 5.7), the decision of each Judge will be published, **but only indicating which team each judge voted for, and when applicable the ranking given.**

2.14 CENTERLINE

Rational: In order to clarify the Compulsory Transition to any Snake or Compulsory Exit Sequence, we see the need to specify when and where the fliers must cross the centerline.

PROPOSAL

1. Compulsory Transition to any Snake or Compulsory Exit Sequence (D2W):

...To transition to a Head-down Snake or Head-down Compulsory Exit Sequence (D2W): The pair then performs one-half outface Eagle with one-half back loop, crossing through the Sidelines, to head-down, ending with each Performer head-down completely on his/her side of the Centreline. They then inface carve, crossing a Sideline, **and then the Centerline for P#1**, before starting any Head-down Snake or Head-down Compulsory Exit Sequence.

...To transition to a Head-up Snake or Head-up Compulsory Exit Sequence (D2W): The pair then performs one-half outface Eagle, crossing through the Sidelines, to head-up, ending with each Performer completely on his/her side of the Centreline. While head-up, the pair then flies backwards through the Sidelines, **and then through the Centerline for P#2**, before starting any Head-up Snake or Head-up Compulsory Exit Sequence.

Compulsory Transition to any Snake or Compulsory Exit Sequence (D4W):

...To transition to a Head-down Snake or Head-down Compulsory Exit Sequence (D4W): Each pair, one after the other, performs one-half outface Eagle with one-half back loop, crossing through the Sidelines, to head-down, ending with each Performer head-down completely on his/her side of the Centreline, right after his/her half back loop. While head-down, each pair then inface carves, crossing a Sideline, **and then the Centerline for P#1 and P#3**, before starting any Head-down Snake or Head-down Compulsory Exit Sequence.

...To transition to a Head-up Snake or Head-up Compulsory Exit Sequence (D4W): Each pair, one after the other, performs one-half outface Eagle, crossing through the Sidelines, to head-up, ending with each Performer completely on his/her side of the Centreline. While

head-up, each pair then flies backwards through the Sidelines, **and then through the Centerline for P#2 and P#4**, before starting any Head-up Snake or Head-up Compulsory Exit Sequence.

Hence:

Head-down Compulsory Exit Sequence (D4W)

While head-down, P#1, followed by P#2, then P#3, then P#4, will inface curve towards the Performers' right, completely crossing the ~~Centreline, then the~~ Start Sideline before exiting the flight chamber from the far side, while maintaining sequential order.

Head-up Compulsory Exit Sequence (D4W)

While head-up, P#1, followed by P#2 then P#3, then P#4, will inface curve towards the Performers' left, completely crossing ~~the Centreline, then~~ the Start Sideline before exiting the flight chamber from the far side, while maintaining sequential order.

3 PROPOSAL FOR HOUSEKEEPING

4.6.5 When the tunnel is at the correct speed, a signal will be given to the Team. Before entering the flight chamber (see para. 6.1), the team must indicate by any means to the organizer if the displayed speed is not consistent with their latest **speed Settings**.

6.3.3 With respect to the pathways described in Addendum A, one or both Performers fly a Pattern and/or a Transition in the wrong direction (eg. Carving towards the left instead of the right). ~~†~~ If the Performer(s) repeat(s) the performance of the infringed pattern and/or Transition and respect(s) the pathway, the penalty shall still apply.

6.5.3.6 During the Tournament, in consideration of the ~~five (5)~~ **four (4)** criteria (para 6.2), each Judge will select the best Team in the Battle.

On behalf of the Dynamic Committee,

Domitille Kiger
Deputy Chair
Delegate
FRANCE