

The Wind Games 2015

VFS (2-way)

Professional/Open Category

Information, Rules & Technical Conditions

Introduction

The competition will be conducted under the authority granted by Windoor Realfly, according to the regulations of Windoor Realfly and these rules. All participants accept these rules and the Windoor Realfly regulations as binding by registering in the competition. There are 2 parts to this document stating the below.

Main document – Rules, format and information of the competition.

Addendum A – Dive Pools

1. Venue:

Windoor Realfly, Sector Aeroclub s/n, Empuriabrava, Spain 17486.

2. Event:

2-way Vertical Formation Skydiving Team Event (Up to two Performers and an alternate)

3. Competition Dates

Friday 23rd January – Saturday 24th January 2015.

4. Competition Schedule

Competition Schedule: The competition will run concurrently with the 4 way VFS, FS, FS Female, 2 and 4 way Dynamic competitions, over two days with the awards ceremony and party taking place on the Saturday evening. Official training sessions and speed setting rounds will take place from 17 – 22nd January.

4.1 Friday 23rd January:

Opening Speech followed by draw and qualifying rounds.

4.2 Saturday 24th January:

Competition final qualifying plus semi-finals and finals. Prize giving and closing party.

5. Competition Prizes:

Prizes will only be awarded with registration of 10 or more teams in any event.

The 2015 Total Prize Fund for the 2 Way Open VFS Category is:

1st – 2000€

2nd – 1000€

3rd – 1 hour Wind Tunnel Time

6. How to Apply

6.1 Due to health and safety requirements (in terms of maximum building capacity), numbers of teams are limited. Attendance at the competition is therefore by application and invitation only.

6.2 The maximum number of teams is 60. ((Divided amongst all categories and disciplines including FS, Dynamic 2-way and VFS).

6.3 Application forms should be completed by the team captain and sent to Windoor Realfly as part of the payment inscription process.

7. Fees

7.1 Entry fees must be paid at the time of application via the online payment form. Payment can be taken on a Credit or debit card.

7.2 The entry fee is €550 per Team before the 15 December 2014. The entry includes 15 minutes of training time to be used from 17 – 22nd Jan 2015.

7.3 From the 16^h December 2014, the entry fee will rise to 595€ per team.

7.4 For teams participating in more than one event (a team is defined as 2 or more members who are competing in another category), the first entry will be paid in full, and subsequent registrations in other categories will be subject to a discount of 50%.

7.5 The entry fee is not refundable unless the competition is cancelled by Windoor Realfly.

7.6 In the event of the competition being cancelled by Windoor Realfly the entry fee is the only refund that will be available. No compensation will be awarded to cover travel and/or accommodation expenses incurred by teams.

8. Training Flights/Practice Times

8.1 All training / practice flights must take place before the draw. Competitors are not allowed to skydive (freefall from an aircraft) or fly in Windoor Realfly or any other wind tunnel after the commencement of the competition draw on Friday 17th January 2014.

8.2 Competitors may book tunnel time before the competition directly with the tunnel subject to availability.

8.3 Any team found to be using the remainder of a competition round after the working time is complete to train / practice for upcoming rounds is automatically disqualified.

9. Competition Format:

Six Qualifying Rounds; 35 seconds working time

One Semi-Final Round; 35 seconds working time: Scores are carried forwards to the finals,

One Final Round; 35 seconds working time.

10. Categories

Professional (Open) Category. Please note the category must have a minimum of four teams entered in order for the competition to take place.

11. Competition Officials

The competitors will be notified of the attending officials prior to the start of the competition and at the latest at the competitors' briefing.

Rules & Technical Conditions

Definitions of Words and Phrases used in these Rules

1.1 Formation

A formation consists of flyers linked by grips, with each flyer in the correct orientation to the relative wind.

1.2 Grip

A grip consists of a handhold on an arm or leg (as shown in diagram 3.1) or foot of another flyer as shown in 3.1. A grip requires stationary contact. A foot grip consists of a handhold on a foot.

1.3 Grip Line

This is the line linking the torsos of two competitors via their arms or legs and the grip that joins them.

1.4 Body

Body refers to the entire competitor and his or her equipment.

1.5 Dive Pool

The dive pool consists of the random formations and block sequences depicted in the annexes of these rules.

1.6 Subgroup

The subgroup is the individual flyer, or linked flyers, required to complete a designated maneuver during the inter of a block sequence.

1.7 Subgroup Center point

A subgroup's center point is one of the following:

1. The defined grip or the geometric center of the defined grips within a subgroup of linked flyers.
2. The geometric center of an individual's torso.

1.8 Total Separation

Total separation occurs when all competitors show at one point in time they have released all their grips and no part of their arms have contact with another body.

1.9 Inter

An inter is an intermediate requirement within a block sequence which must be performed as depicted in the dive pools.

1.10 Sequence

A sequence is a series of random formations and block sequences which are designated to be performed on a flight.

1.11 Scoring Formation

Scoring formation is a formation which is correctly completed and clearly presented either as a random formation or within a block sequence as depicted in the dive pool, and which, apart from the first formation after entry, must be preceded by a correctly completed and clearly presented total separation or inter, as appropriate.

1.12 Infringement

Infringement is one of the following:

1. An incorrect or incomplete formation which is followed within working time by either
 - ☒ A total separation or,
 - ☒ An inter, whether correct or not.
2. A correctly completed formation preceded by an incorrect inter or incorrect total separation.
3. A formation, inter, or total separation not clearly presented.

1.13 Omission

An omission is one of the following:

1. A formation or inter missing from the drawn sequence.
2. No clear intent to build the correct formation or inter is seen and another formation or inter is presented and there is an advantage to the team resulting from the substitution.

1.14 Working Time

Working time is the period of time during which teams are scored on a flight which starts the first moment a competitor's feet leave the cable net floor as determined by the judges, and terminates a number of seconds later as specified in 3.1.

1.15 Orientation

1. "Relative wind" is defined as the direction from which the air appears to be coming due to the relative speed of the competitors in flight.
2. "Head down" orientation consists of the competitor's head having advanced further into the relative wind than the competitor's feet by a significant amount, i.e., the length of the competitor's torso. All distances and lengths are in terms of what is shown on the judging screen.
3. "Upright" orientation consists of the competitor's head trailing behind the average position of the competitor's feet by more than the length of the competitor's torso. All distances and lengths are in terms of what is shown on the judging screen.
4. "Belly-flying" or "Belly-to-Earth" orientation consists of the competitor's chest region facing the relative wind and the competitor's head being neither above nor below the average position of the competitor's feet by more than the length of the competitor's torso. All distances and lengths are in terms of what is shown on the judging screen ("Belly-flying" is not currently used in VFS formations).
5. "Back-flying" orientation consists of the competitor's back region facing the relative wind and the competitor's head being neither above nor below the average position of the competitor's feet by more than the length of the competitor's torso. All distances and lengths are in terms of what is shown on the judging screen

General Competition Rules

All participants accept these rules as binding by registering for the **Windoer Realfly Wind Games 2015**. No departure from these rules is permitted. For anything not specified in these rules competitors should refer to FAI rules.

Where an unforeseen change is felt necessary to ensure the smooth running of the competition, a meeting will be held between Chief Judge, Meet Director and if necessary the competitors.

Each team shall be allocated 60 seconds per round, with a maximum working time of 35 seconds for each round.

Windoer Realfly reserves the right to amend or cancel the competition and/or the prizes at their discretion.

There is only one doorway leading into the flight chamber which will be used for both entry and exits.

Eligibility

All members of Pro teams must be checked off to fly head down and level III transitions.

All members of teams should be experienced tunnel flyers.

All members of teams who are new to Windoor Realfly must have been fully briefed before the start of the competition.

Team members may be of any nationality.

Team members may be of any gender.

The team shall consist of 2 competitors including the team captain. One alternate may be nominated. Alternates must be nominated prior to the start of the event. An individual may be a member of only one team within the 2-way VFS discipline, even if this is as an alternate.

Equipment

Each individual is responsible for supplying their own suitable clothing and footwear.

Flight suits, helmets, goggles and ear plugs may be supplied upon request on arrival, subject to availability.

White gloves must be worn by all team members. There will be a limited number for sale at Windoor Realfly.

Video

All flight sessions will be recorded using the 'InTime' scoring system. This will be backed up by a DVD recording.

Rounds are recorded and may be reviewed for judging from any of the Windoor Realfly cameras in the flight chamber.

Copies of flight sessions may be available at an extra cost after the competition has ended.

No camera or video equipment is allowed in the flight chamber or flight chamber waiting area unless Windoor Realfly has given written consent.

All entrants will by entering the competition, be deemed to have agreed to be filmed and the resultant images shall be owned exclusively by Windoor Realfly, its agents or assigns.

Object of the Events

The objective is for a team to complete as many scoring formations as possible within the working time, while correctly following the sequence for the round.

The top 8 teams will proceed to the semi-finals. If less than 8 teams enter the category, the top 4 teams shall proceed directly to the finals.

The top 4 teams from the semi-finals will proceed to the finals.

The accumulated total of all rounds completed is used to determine the final placing of teams.

Performance Requirements

Each round consists of a number of randoms and blocks drawn from the Dive Pool as described in Addendum A.

The order in which teams must perform their formations in is as drawn. Once the 5 or 6 formations have been completed, they should be repeated, in order, until the working time has ended.

It is the competitors' responsibility to stay in view of the judges' camera angle; this will be briefed before the competition.

Scoring formations need not be perfectly symmetrical, but they must be performed in a controlled manner. Mirror images of random formations and whole block sequences are permitted. Mirrors are only permitted when set in a vertical plane.

In sequences, total separation is required between block sequences, between random formations, and between block sequences and random formations.

Where degrees are shown (180°, 270°, 360°, 540°), this indicates the approximate degrees and direction of turn required to complete the inter as intended. The degrees shown are approximately that amount of the circumference of the subgroup's centre point to be presented to the centre point(s) of the other subgroup(s). For judging purposes, the approximate degrees and direction of turn of subgroups centre points will be assessed using only the two dimensional video evidence as presented.

Contact is allowed between different subgroups during the inter of a block sequence.

Where sub-groups are shown, they must remain intact as a sub-group with only the depicted grips on other flyers in that subgroup.

Assisting handholds on other bodies in a scoring formation are not permitted.

Handholds by the flyer on their own body within a subgroup or a scoring formation are permitted.

No grip line may cross another grip line within a formation.

The Draw

The draw will take place on the 23rd January 2015 before the start of the competition and will be supervised by the Meet Director.

Event Draws: All the «Block Sequences» (numerically numbered) and the «Random Formations» (alphabetically marked) shown in Addendum A will be singularly placed in one container. Individual withdrawal from the container, (without replacement) will determine the sequences to be jumped in each round. Each round will be drawn so as to consist of five or six scoring formations, whichever number is reached first.

Rounds 1-2 will be drawn from the belly/back dive pool, rounds 3-6 from the entire vertical dive pool.

Flight Order

The initial flight order will be drawn by the judges before the start of the competition.

Video Recording

The competition will be recorded using the Windoor Realfly tunnel cameras. It may also be filmed for broadcast.

The flights will be judged from video using the InTime scoring system. A backup DVD will be recorded and used in the event of a technical problem. Only one recording will be dubbed & judged.

Tunnel Entry Procedure

The tunnel will be set at the correct speed for the round (speed decided by the team in the practice time). During this time the flight instructor will stand in the doorway.

When the tunnel is at the correct speed, the flight instructor will allow the team into the flight chamber. Teams may set up on the cable net floor and the clock will start when any team member's feet leave the cable net.

When the flashing lights come on, the teams will have 15 seconds to exit.

12. Alcohol

Alcohol is not permitted to those who are flying until the end of each flying day.

13. Entertainment

After the awards ceremony on Saturday evening there will be a party.

Scoring Rounds

Judges give a score for the Team as follows:

A team will score one point for each scoring formation performed in the sequence within the allotted Working Time of each round. Teams may continue scoring by continually repeating the sequence.

For each omission three points will be deducted. If both the inter and the second formation in a block sequence are omitted, this will be considered as only one omission.

If an infringement in the scoring formation of a block sequence is carried into the inter, this will be considered as one infringement only, provided that the intent of the inter requirements for the next formation is clearly presented and no other infringement occurs in the inter. Deliberate use of the net/tunnel walls will lead to a deduction of one (1) point.

Re-flights

Re-flights will only take place at the Chief Judge's discretion.

Problems with a competitor's equipment shall not be grounds for the team to request a re-flight.

Appeals

In the event of a team disputing a judging decision, an appeal may be lodged through the Formation Skydiving coordinator. An appeal fee of 45€ will be payable for each appeal raised, regardless of the outcome.

Appeals must be received within two hours of the round scores being released. Appeals received after this time will not be allowed.

The Chief Judge and Meet Director will decide if a round is eligible to be re-judged. The team must specify which point or points and/or points in time they want re-judged.

One single appeal and re-judge will be accepted per team per competition. The re-judged round decision will be final regardless of points scored being more or less than the initial judgment.

Another judging panel will re-judge the round and the re-judged round will be judged by the same procedures as a new round.

Judging

A minimum of three judges must evaluate each team's performance.

The Chief Judge is responsible for all judging and scoring.

The Judges will watch the video evidence of each jump at normal speed to determine points in time to a maximum of (2) two times. The moment of freeze frame at the end of working time will be determined at the first viewing. At the request of the Event Judge a (3rd) third view of part(s) of the jump will then be conducted at reduced speed between 70-90 percent of normal speed. The same reduced speed shall be used to judge all jumps requiring a third viewing. The Chief Judge will decide prior to the start of the Competition the percentage of reduced speed to be used for the different Events. The freeze frame from the first viewing will be applied on each viewing.

If, after the viewings are completed, and within fifteen seconds of the knowledge of the result, the Chief Judge, Event Judge or any Judge on the panel considers that an absolutely incorrect assessment has occurred, the Chief Judge or Event Judge will direct that only that part(s) of the jump in question be reviewed at reduced speed in accordance with 5.4. If the review results in a unanimous decision by the Judges on the part(s) of the performance in question, the score for the jump will be adjusted accordingly. Only one review is permitted for each jump.

For all rounds a majority of Judges must agree in the evaluation in order to;

- ☒ credit the scoring round, or
- ☒ assign an omission or Infringement, or
- ☒ determine an NV situation.

In the event of the scoring system failing the judges will use a score sheet and manually score the rounds.

Determination of the Champion Team

The title of Indoor The **Wind Games 2015** 2-way VFS Team will be awarded to the team with the highest accumulated score in the completed Professional category rounds.

If two or more teams within the top four places have equal scores, the first four places will be decided by comparison of the highest scoring round for each team. The team with the highest score on any individual round will be placed the highest.

If the winner still cannot be decided the highest score starting with the last completed round and continuing in reverse order, round by round until the tie is broken will be placed highest.

Dive Pool

Thanks to Steve and Sara Curtis and Ari Perelman for the help provided and permission to use the rules and dive pool for this 2 Way Competition.

<http://gottunnel.com/divegenerator/>

2-Way VFS Open			
<p>BB-01</p> <p>Belly Star Both performers are on their bellies. The performers each take a double-handed grip on the other's opposite lower arm (right-to-left and left-to-right).</p>	<p>BB-02</p> <p>Back Star Both performers are on their backs. The performers each take a double-handed grip on the other's opposite lower arm (right-to-left and left-to-right).</p>	<p>BB-03</p> <p>Belly Closed Accordion Both performers are on their bellies. Each performer takes a single-handed grip on the other's same lower leg (right-to-right or left-to-left).</p>	<p>BB-04</p> <p>Mixed Closed Accordion One performer is on their belly, the other on their back. Each performer takes a single-handed grip on the others' opposite lower leg (right-to-left or left-to-right).</p>
<p>BB-05</p> <p>Back Open Accordion Both performers are on their backs. Each performer takes a single-handed grip on the other's same lower arm (right-to-right or left-to-left).</p>	<p>BB-06</p> <p>Mixed Open Accordion One performer is on their belly, the other on their back. Each performer takes a single-handed grip on the others' opposite lower arm (right-to-left or left-to-right).</p>	<p>BB-07</p> <p>Back Side Body Both performers are on their backs. One performer takes a double-handed grip on the other's arm and leg (arm and leg must be on the same side of the body).</p>	<p>BB-08</p> <p>Mixed Side Body One performer is on their belly, the other on their back. One performer takes a double-handed grip on the other's arm and leg (arm and leg must be on the same side of the body).</p>
<p>BB-09</p> <p>Back Cat</p>	<p>BB-10</p> <p>Mixed Cat</p>	<p>BB-11</p>	

<p>Both performers are on their backs. One performer takes a double-handed grip on the other's same leg (right-to-right and left-to-left).</p>	<p>One performer is on their belly, the other on their back. One performer takes a double-handed grip on the others opposite leg (right-to-left and left-to-right).</p>	<p>Back Stair Step Both performers are on their backs. One performer takes a single-handed grip on the other's´ opposite leg (right-to-left or left-to-right).</p>	
<p>BB-12</p> <p>Back Grip 360 Grip Both performers are on their backs. Each performer docks on the other's same lower arm (right-to-right or left-to-left). Each performer then performs a 360 degree turn followed by a repeat of the original grip.</p>	<p>BB-13</p> <p>Back Grip Over/Under Grip Both performers are on their backs. Each performer docks on the other's same lower arm (right-to-right or left-to-left). An over/under is performed followed by a repeat of the original grip.</p>		
<p>HU-01</p> <p>Hand-to-Hand Each performer takes a single-handed grip on the others opposite hand (right-to-left or left-to-right).</p>	<p>HU-02</p> <p>In-Facing Double Grip While facing each other, the performers take a double-handed grip on the other's opposite hand (right-to-left and left-to-right).</p>	<p>HU-03</p> <p>Out-Facing Double Grip While facing away from each other, the performers take a double-handed grip on the other's opposite hand (right-to-left and left-to-right).</p>	<p>HU-04</p> <p>Hand-to-Foot One performer takes a single-handed grip on the others´ opposite foot (right-to-left or left-to-right).</p>
<p>HU-05</p> <p>Hands-to-Feet One performer takes a double-handed grip on each of the other's opposite feet (right-to-left and left-to-right).</p>	<p>HU-06</p> <p>Feet-to-Knees One performer takes a double-footed dock on each of the other's opposite upper legs (right-to-left and left-to-right).</p>	<p>HU-07</p> <p>Totem Both performers face the same direction. One performer takes a double-footed dock on each of the other's same shoulders (right-to-right and left-to-left).</p>	<p>HU-08</p> <p>Foot-to-Foot Each performer takes a single-footed dock with same foot (right-to-right or left-to-left).</p>

<p>HU-09</p> <p>Double Spock Each performer takes a single-handed grip on the top of the other's head.</p>			
<p>HU-10</p> <p>Grip 360 Grip Each performer takes a single-handed grip on the other's same hand (right-to-right or left-to-left). Each performer then performs a 360 degree turn followed by a repeat of the original grip.</p>	<p>HU-11</p> <p>Grip Carve Grip Each performer takes a single-handed grip on the other's same hand (right-to-right or left-to-left). One performer maintains heading, while the other performer does a 360 degree carve around the static performer, followed by a repeat of the original grip.</p>	<p>HU-12</p> <p>Grip Front Flip Grip Each performer takes a single-handed grip on the other's same hand (right-to-right or left-to-left). Each performer does a front flip, followed by a repeat of the original grip.</p>	<p>HU-13</p> <p>Grip Over/Under Grip Each performer takes a single-handed grip on the other's same hand (right-to-right or left-to-left). An over/under is performed while both performers maintain the same heading, followed by a repeat of the original grip.</p>
<p>HD-01</p> <p>Joker One performer is head-up, the other head-down. Each performer takes a single-handed grip on the other's opposite hand (right-to-left or left-to-right)</p>	<p>HD-02</p> <p>In-Facing Double Grip Both performers are head-down. While facing each other, the performers each take a double-handed grip on the other's opposite lower arm (right-to-left and left-to-right).</p>	<p>HD-03</p> <p>Mixed In-Facing Double Grip One performer is head-up, the other head-down. While facing each other, the performers each take a double-handed grip on the other's same lower arm (right-to-right and left-to-left).</p>	<p>HD-04</p> <p>Out-Facing Double Grip Both performers are head-down. While facing away from each other, the performers each take a double-handed grip on the other's opposite lower arm (right-to-left and left-to-right).</p>
<p>HD-05</p> <p>Mind Warp One performer is head-up, the other head-down. The head-up performer takes a double-handed</p>	<p>HD-06</p> <p>Double Spock One performer is head-up, the other is head-down. Each performer takes a single-handed</p>	<p>HD-07</p> <p>Sole-to-Sole One performer is head-up, the other head-down. Each performer takes a</p>	<p>HD-08</p> <p>Stair Step Both performers are head-down and facing the same direction. One</p>

<p>grip on the sides of the head-down performer's head.</p>	<p>grip on the top of the other's head.</p>	<p>single-footed dock with a sole on the other's same sole (right-to-right or left-to-left).</p>	<p>performer performs a single-handed grip on the other's opposite leg (right-to-left or left-to-right).</p>
<p>HD-09</p> <p>Vertical Closed Accordion One performer is head-up, the other head-down. Each performer takes a single-handed grip on the other's same leg (right-to-right or left-to-left).</p>	<p>HD-10</p> <p>Sixty-Nine One performer is head-up, the other head-down. The head-down performer takes a double-handed grip on each of the other's same feet (right-to-right and left-to-left).</p>		
<p>HD-11</p> <p>Double Sixty-Nine One performer is head-up, the other head-down. The head-down performer takes a double-handed grip on each of the other's same feet (right-to-right and left-to-left). The performers then switch orientation and the move is repeated one time.</p>	<p>HD-12</p> <p>Grip 360 Grip Both performers are head-down. Each performer takes a single-handed grip on the other's same hand (right-to-right or left-to-left). Each performer then performs a 360 degree turn followed by a repeat of the original grip.</p>	<p>HD-13</p> <p>Grip Carve Grip Both performers are head-down. Each performer takes a single-handed grip on the other's same hand (right-to-right or left-to-left). One performer maintains heading, while the other performer does a 360 degree carve around the static performer, followed by a repeat of the original grip.</p>	<p>HD-14</p> <p>Grip Flip Grip One performer is head-up, the other head-down. Each performer takes a single-handed grip on the other's same hand (right-to-right or left-to-left). Each performer does a front flip or back flip, followed by a repeat of the original grip.</p>
<p>HD-15</p> <p>Grip Half-Eagle Grip One performer is head-up, the other head-down. Each performer takes a single-handed grip on the other's same hand (right-to-right or left-to-left). Each performer</p>	<p>HD-16</p> <p>Grip Half-Cradle Grip One performer is head-up, the other head-down. Each performer takes a single-handed grip on the other's same hand (right-to-right or left-to-left). Each performer</p>		

then does half an over/under, with the head-down performer flying under, both performers doing half a front loop and switching orientations in the process, followed by a repeat of the original grip.

then does half an over/under, with the head-up performer flying under, both performers doing half a back loop and switching orientations in the process, followed by a repeat of the original grip.