

# **The Wind Games 2015**

## **Dynamic 4 way Open**

### **Information, Rules and Technical Conditions**

#### **1. Venue:**

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

#### **2. Event:**

Dynamic Team Event (Four Performers and an alternate).

A maximum of 10 Rounds: 6 Compulsory; and 2 Free Rounds of 60 seconds working time.

One Category : All entrants will compete in one open category

#### **3. Competition Dates:**

Friday 23rd and Saturday 24<sup>th</sup> January 2015.

#### **4. Prizes**

**Prizes will be awarded with a minimum entry of 10 teams as follows:**

1. 3000€
2. 2000€
3. 1000€

#### **5. Schedule:**

The competition will run concurrently with the FS and VFS competitions, over two days with the awards ceremony and party taking place on the Saturday evening.

#### **6. Eligibility**

6.1 All members of teams should be experienced tunnel flyers.

6.2 All members of teams who are new to Windoor Realfly must have been fully briefed, and have flown in the Windoor Realfly tunnel before the start of the competition.

6.3 Team members may be of any nationality.

6.4 Team members may be of any gender.

6.5 One alternate per team may be nominated before the competition starts.

6.6 An individual may be a member of only one team within the Dynamic competition.

#### **7. How to Apply**

7.1 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.

7.2 The maximum number of teams is 65. ((Divided amongst all categories and disciplines including Dynamic 2-way and VFS).

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

## **8. Fees**

8.1 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.

8.2 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 – 22<sup>nd</sup> Jan 2015.

8.3 From the 16<sup>h</sup> December 2014, the entry fee will rise to 595€ per team.

8.4 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%.

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

8.6 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.

## **9. Training Flights/Practice Time**

9.1 Training flights may only take place prior to the start of the competition.

9.2 Official Training sessions can be flown from 17 – 22<sup>nd</sup> Jan 2015.

9.3 Additional Training time is available prior to the competition weekend at additional cost on a first come first served basis. From 8 – 22<sup>nd</sup> January 2015, training rate .- TBD. Outside of these times, normal Windoor rates apply.

## **10. Equipment**

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

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

10.3 Various items of kit may be available to buy from the Windoor Shop.

10.4 Elbow and knee pads are not essential although advisable.

## **11. Competition Officials**

11.1 The competitors will be notified of the attending officials during the Competitors' Briefing.

## **12. Catering**

12.1 There is a restaurant on site which will be selling breakfast, lunch items and refreshments.

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

## **13. Entertainment**

13.1 After the awards ceremony on the evening of Saturday 24<sup>th</sup> Jan, there will be a party.

## **14. Video**

- 14.1 All flight sessions will be recorded and will be backed up by a DVD recording.
- 14.2 Rounds are recorded and may be reviewed for judging from any of the Windoor cameras in the flight chamber.
- 14.3 Copies of flight sessions may be available at an extra cost after the competition has ended.
- 14.4 No camera or video equipment is allowed in the flight chamber or flight chamber waiting area unless Windoor has given written consent.
- 14.5 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.

## **15. General Competition Rules**

- 15.1 All participants accept these rules as binding by registering for the The Wind Games 2015. No departure from these rules is permitted.
- 15.2 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.

### **15.3 Free round rule**

- 15.4 Teams create a routine of their choice which last 60 seconds.
- 15.5 Routine will be scored on Presentation, Technical difficulty and Execution. Marks will be scored out of 10.0.
- 15.6 Time starts when the first flyer enters the tunnel.

### **15.7 Speed round rules**

- 15.8 Teams fly the sequence as fast as they can 3 times and then exit the tunnel.
- 15.91 The sequence consists of a random draw of 1 line – 1 layout – 1 move in that order. (All lines, layouts and moves can be found in the descriptions and video below).
- 15.10 Time starts when the first team members' feet leave the floor.
- 15.11 Time finishes when the last team members' feet land on the floor.

## **16 Bust for speed rounds**

- 16.1 When the whole body does not pass the intended lines.
- 16.2 When any part of the body passes through the circle on all layouts.
- 16.3 When any chase, layout or move is not performed correctly.
- 16.4 Teams can only bust once for each line, layout or move on each sequence.
- 16.5 All busts will incur a 5 second penalty.
- 16.6 If there is no clear attempt to perform the line, layout or move a 20 second penalty will be incurred.
- 16.7 If there is a deliberate exit of the tunnel before completion of the 3 sequences, the team will forfeit the round.

## **17. Performance Requirements**

17.1 The compulsory Routines consist of a number of Compulsory sequences or Randoms drawn from the pools as described in Addendum A.

17.2 Each compulsory round consists of 3 random moves (1xSnake, 1 x Circle/Shuffler, 1xLayout)

17.4 The order in which teams must perform their Randoms is as drawn. Once the 3 Randoms have been completed, they should be repeated, in order, until the working time has ended.

17.5 It is the competitors' responsibility to stay in view of the judges, situated in the viewing gallery.

17.6 The content of the Free Routine(s) is chosen entirely by the team.

17.7 Competitors should be aware that the teams who devise different routines for each of the Free rounds may score higher than those who perform the same routine for each round.

## **18. The Draw**

18.1 The draw of the Randoms on the morning of the start of the competition will be supervised by the Meet Director and Chief Judge.

18.2 The Randoms, will be placed into three containers. One container for Snake moves, one container for Circle/Shuffle moves and so on. One Random will be drawn from each container, one at a time, without replacement.

18.3 The sequence for the compulsory draw will be 1 x Snake Move, 1 x Circle/Shuffler, 1 x Layout Move.

18.4 A separate draw will be made on the morning of the 18<sup>th</sup> for the semi-finals and finals.

## **19. Video Recording**

19.1 The competition will be recorded using the Windoor Realfly tunnel cameras.

## **20. Tunnel Entry Procedure**

20.1 The tunnel will be set at the correct speed for the round (speed decided by the team in the practice time).

20.2 When the tunnel is at the correct speed, the team will be given the go ahead by the tunnel instructor. The chronometer will start the moment the head and shoulders of either team member are through the flight chamber door.

20.3 At the end of the working time the flashing lights will come on and teams have 15 seconds to exit.

## **21. Judging**

21.1 The flights will be judged from the viewing gallery. A backup DVD will be recorded and used in the event of a technical problem.

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

21.3 The Chief Judge is responsible for all judging and scoring.

21.4 If a video review is necessary, the judges will watch each flight up to a maximum of two times and at normal speed. The second viewing may be waived if all judges agree it is not necessary.

21.5 The start and finish of the working time will be indicated in the tunnel and will be clearly visible from the video.

## **22. Re-flights**

22.1 Re-flights will only take place at the Meet Directors discretion, after presentation from the chief judge.

## **23. Protests**

23.1 Protests may be permitted at the discretion of the Meet Director.

23.2 In the event of a team disputing a judging decision, an appeal may be lodged through the Meet Director. A protest fee of 35€ will be payable for each protest raised, regardless of the outcome.

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

## **24. Determination of the Champion Team**

24.1 The title of The Wind Games 2-Way Dynamic Champion Team will be awarded to the team who has emerged as victor from the final round.

## **Lines**

All Lines can be viewed

<http://vimeo.com/93393299>

1. Head Down inface snake
  2. Head Down switching snake
  3. Head Down outface snake
  4. Head Up inface snake
  5. Head Up switching snake
  6. Head Up outface snake
  7. Mix inface snake
- All lines start in the same place.
  - All lines finish in the same place.
  - All lines must be flown in the correct pattern and flyers must pass the required lines completely.
  - Head Down outface snake - ONLY the first crossing of the line on the first page only. Flyers do not have to be in an outface position but still have to fully cross the

line.

- The outface head up snake - crossing the last line to finish the snake you can be in an inface position on all pages.

## **Layouts**

All layouts can be viewed

<https://vimeo.com/93390470>

1. Back Layout
2. Bottom loop
3. Classic
4. Butterfly
5. Bottom loop 360
6. Half-barrel roll, 180
7. Interlace
8. Opposite bottom loop

- All layouts will start in the same place.
- All layouts will finish in the same place.
- All layouts – Flyers must completely pass the required lines and around the center circle which is located 2metres high on the tunnel line.
- Interlace and opposite bottom loop – Flyers must carve half the tunnel and perform the second bottom loop. For both bottom loops in this layout, the circle bust applies.

## **Moves**

All moves can be viewed

<https://vimeo.com/93393297>

1. Head Down Inface circles
2. Head Down Outface circles
3. Head Up inface circles
4. Head Up outface circles
5. Shuffler
6. Mix shuffler
7. Head Down Outface shuffler
8. Mix circles

- All moves will start in the same place.
- All moves will finish in the same place.
- During a move each flyer must pass the line on each section of the move (this bust does not apply for 4 WD).

For examples of a flown sequence please visit

<https://vimeo.com/93393298>

For any questions relating to the rules or technical information about the competition please contact:

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