

The Wind Games 2016

4-way Open VFS Information, Rules & Technical Conditions

1. Venue:

Windoor Realfly, Sector Aeroclub s/n, Empuriabrava, Spain 17487.

2. Category:

4 Way VFS

Category: AAA – 8 rounds including finals and semi-finals as determined by 23.1 and 23.2.

3. Competition Dates:

Friday 22nd January & Saturday 23rd January 2016.

4. Schedule:

The competition will run concurrently with the FS Female, FS Open, Dynamic 2-way and Freestyle competitions, over two days with the awards ceremony and party taking place on the Saturday evening. Entry includes 15 minutes of training time to be used from 17 – 22nd Jan 2016.

5. Competition Prizes:

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

The 2016 Total Prize Fund for the VFS 4 Way Professional Category is

- 1. 3000€**
- 2. 2000€**
- 3. 1000€**

If there are less than 10 teams, non-cash prizes will be awarded.

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, signed a waiver 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 per category, even if this is as an alternate.

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 60. (Divided amongst all categories and disciplines including FS, Dynamic, VFS and Freestyle).
- 7.3 Application forms should be completed by the team captain and sent to Windoor Really as part of the payment inscription process.

Apply [here](#).

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. An application form that does not include the payment is not a recognized registration.
- 8.2 The early bird discounted entry fee is €595 per Team before the 17 December 2015. The entry includes 15 minutes of training time to be used from 17 – 22nd Jan 2016.
- 8.3 From the 18th December 2015, the discount will no longer apply and the price per team entry will be 640€.
- 8.4 For individuals participating in more than one event, the first entry will be paid in full, and subsequent registrations in other categories will be subject to a discount of 25%. This discount will only be applied to individuals and will not be applied to the team as a whole, unless all team members are participating in more than one event.
- 8.5 The entry fee is not refundable unless the competition is cancelled by Windoor Really.
- 8.6 In the event of the competition being cancelled by Windoor Really 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. Fifteen minutes per team has been allocated and included in the entry fee.
- 9.2 Official training sessions can take place from 17 – 22nd January 2016.
- 9.3 Additional Training time is available prior to the competition weekend at additional cost on a first come first served basis, extended opening hours will be in operation to allow teams the maximum opportunity to train. Special training rates will apply from 8th – 22nd January 2016.

10. Equipment

- 10.1 Each individual is responsible for supplying their own clothing and footwear.
- 10.2 Flight suits, helmets, goggles, elbow & knee pads 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 Realfly shop.
- 10.4 Elbow and knee pads are not essential although advisable.
- 10.5 White gloves must be worn in the VFS competition. White gloves will be available to buy prior to the event on an availability basis.
- 10.6 If your Weight Belts is deemed to be unsuitable you may be asked to wear it inside your flight suit.

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 open throughout the competition.
- 12.2 Competitors are welcome to bring their own food, but only food purchased in the restaurant may be consumed on the top floor of the tunnel.
- 12.3 Alcohol is not permitted to those who are flying until the end of each flying day.
- 12.4 Competitors are not permitted to bring their own alcohol into the tunnel facility.

13. Entertainment

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

14. Video

- 14.1 All flight sessions will be recorded using the scoring system. This will be backed up by a DVD recording
- 14.2 Rounds are recorded and judged from the overhead propeller camera.
- 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 Realfly 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 Rules

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

- 15.3 VFS will consist of 8 rounds with all teams completing all rounds.
- 15.4 The team shall consist of 4 competitors including the team captain. One alternate may be nominated.
- 15.5 Competitors may only be members of one team per discipline including alternates.
- 15.6 Each team shall be allocated 35 seconds of working time per round, starting at entry through the doorway.
- 15.7 Windoor Realfly reserves the right to amend or cancel the competition, rules and/or the prizes at their discretion. In the event of the competition being cancelled Windoor Realfly will not be liable for competitors travel costs.
- 15.8 There is only one doorway leading into the flight chamber. This is used for both entries and exits. See section 22 for launch procedures.
- 15.9 This information was correct at the time of going to print but may be subject to change.

16. Objective of VFS Event

- 16.1 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.
- 16.2 The accumulated total of all rounds completed is used to determine the final placing of teams.

17. Performance Requirement of Sequential Events

- 17.1 Each round consists of a sequence of formations described in the dive pools. Teams may continue scoring by continually repeating the sequence.
- 17.2 It is the responsibility of the team to clearly present the correct scoring formations inters and total separations to the camera (and judges).
- 17.3 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.
- 17.4 In sequences, total separation is required between block sequences, between random formations, and between block sequences and random formations.
- 17.5 Where degrees of turn are shown, (180°, 270°, 360°, 540°), this indicates the approximate degrees of turn required to complete the inter as intended. The sub-group(s) must continue turning in the direction of the arrow until it is possible for the sub-group(s) to link together to complete the next designated scoring formation. The degrees shown are approximately that amount of the circumference of the sub-group's centre-point to be presented to the other sub-group(s) centre point(s).
- 17.6 Contact is allowed between different subgroups during the Inter of a block sequence.
- 17.7 Where sub-groups are shown, they must remain intact as a sub-group with only the depicted grips on other jumpers in that subgroup.
- 17.8 Assisting handholds on other bodies in a scoring formation are not permitted.
- 17.9 Handholds by the flyer on their own body within a subgroup or a scoring formation are permitted.
- 17.10 It is the competitors' responsibility to stay in view of the cameras.

18. The Draw

18.1 The draw of the sequences on the morning of the start of the competition will be performed by a manual draw and will be supervised by the Chief Judge.

18.2 The draw of the sequences will be done publicly and be supervised by the Chief Judge.

Teams will be given not less than 30 minutes knowledge of the results of the draw before the competition begins.

18.3: All the «Block Sequences» (numerically numbered) and the «Random Formations» (alphabetically marked) 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. Each round

will be drawn so as to consist of five or six scoring formations, whichever number is reached first.

18.4 It is the responsibility of the team to clearly present the correct scoring formation inters and total separations to the judges.

18.5 Use of Dive Pool: Each block or formation will be drawn only once for the scheduled rounds of each competition. In the event that additional rounds are necessary, due to a tie-breaking fly-off, the dive pool for these additional rounds will consist of the blocks and formations which were not drawn for the scheduled rounds. In the event that all of the remaining blocks and formations are drawn without completing the required number of scoring formations for a round, the draw will continue from an entire original dive pool in that event, excluding any blocks or formations which have already been drawn for that round.

18.6 The flight order as drawn at random may be changed after the completion of a full round or rounds, or as soon as a natural break occurs. The Semi-final and final rounds will be in reverse order of placing unless results from round 8 are not available in sufficient time. In this case, the rounds will proceed in the order of the competition.

19. Video Recording

19.1 Only one recording will be dubbed & judged.

19.2 The competition will be recorded using the nominated camera, as agreed by the Chief judge and Meet director.

19.3 A Secondary camera may be used as a back- up in the event of the failure of the first camera, at the Chief Judge and Meet Directors' discretion.

20. Launch Procedure

20.1 The chronometer will start when the first competitor's feet leave the floor and enter into the wind.

20.2 Each team is allocated 60 seconds of flying time. The first 35 seconds is judgeable, with the light flashing after 45 seconds, giving 15 seconds to exit the flight chamber.

21. Scoring Sequential Rounds

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

21.2 In the case of an omitted formation three points will be deducted for each omission. The point will also not be awarded resulting effectively in a 4 point penalty. 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 demonstrated and no other infringement occurs in the Inter.

21.3 The minimum score for any round is zero points.

22. Re-flights & appeal

22.1 Re-flights will only take place at the Chief Judge's and Meet Directors discretion.

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

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

22.4 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.

22.5 The same judging panel will re-judge the flight.

22.6 A 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.

22.7 Decisions made at the judge's discretion cannot be appealed.

22.8 An appeal will be re-judged as if the video was watched for the first time.

23. Semi-Finals, Finals

23.1 Semi-Finals: The seventh round shall be the Semi-Final Round, consisting of all teams.

23.2 Finals: The eighth round shall be the Final Round, consisting of all teams.

23.3 Place Ties: In the event of a tie for one of the top 3 places, a fly-off will take place at the discretion of the Chief Judge's and Meet Director. If the round is tied in points at the end of the fly-off, the team to reach the fastest team to the last scoring formation in the last complete round will win. If for any reason, a fly-off is not possible, the team with the highest score in any round will take the higher placing. If all scores are tied, the team with the highest last round score will win working back towards round 1.

24. Judging

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

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

24.3 A majority of Judges must agree in the evaluation in order to;

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

24.4 The Judges will watch the video evidence of each jump (1) one time at normal speed to

Determine points in time. The moment of freeze frame at the end of working time will be Determined at the first viewing. If a judgement call occurs, a second viewing of the jump will be

Conducted at normal or reduced speed between 70-90 per cent of normal speed. At the request

Of any Judge, a (3rd) third view of part(s) of the jump can be conducted at normal or Reduced speed. The speed of the second- and third viewings (normal or reduced) will be Determined by the Event Judge. 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

24.5 If, after the viewings are completed, and within fifteen seconds of the knowledge of the result, the Chief 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 flight in question be reviewed. If the review results in a unanimous decision by the Judges on the part(s) of the performance in question, the score for the flight will be adjusted accordingly. Only one review is permitted for each flight.

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

24.7.1 The judges will use an electronic scoring system to record the evaluation of performance. The chronometer will be operated by the judges or by a person(s) appointed by the Chief Judge. The judges may correct their evaluation record after the flight has been judged. At the end of working time, freeze frame of the image will be applied on each viewing, based on the timing taken from the first viewing only.

24.7.2 If the Judges use a score sheet to record their evaluation, they will operate their own chronometer and they will use the signs below. In this case the score sheets of all judges must be collected immediately after the judges have scored the flight for evaluation by the scoring section. The results of the evaluation will be checked by at least one judge.

Situation:

Correct scoring formation /.

Infringement 0.

Omission X.

NV situation NV.

End of Working Time //.

25. Determination of the Champion Team

25.1 The title of 2016 Wind Games Champion VFS Open Team will be awarded to the team with the highest scores in the completed AAA category rounds.

25.2 Where a minimum of 10 teams is registered, prizes will be awarded to the top three scoring teams.

The title of Indoor The **Wind Games 2016** 4-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.

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 manoeuvre during the inter of a block sequence.

1.7 Subgroup Centerpoint

A subgroup's centerpoint 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.

2. Definitions of Symbols

2.1 Coding in the Dive Pool Addenda

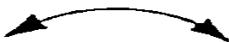
2.1.1 Indicates direction of turn by the subgroup



2.1.2 Indicates turn by the subgroup in either direction



2.1.3 Indicates turns by all subgroups

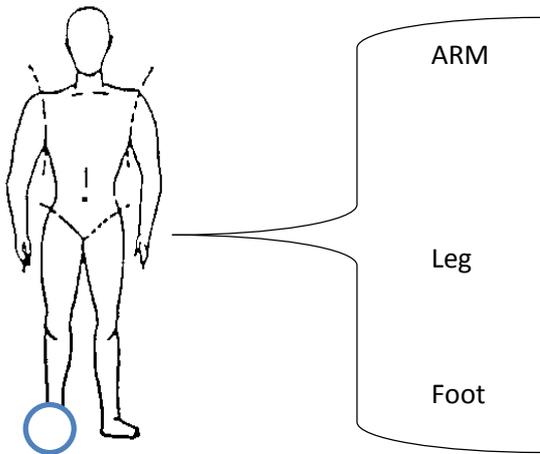


ALL

2.1.4 Indicates clarification of intent symbolizing only one performer in a block.

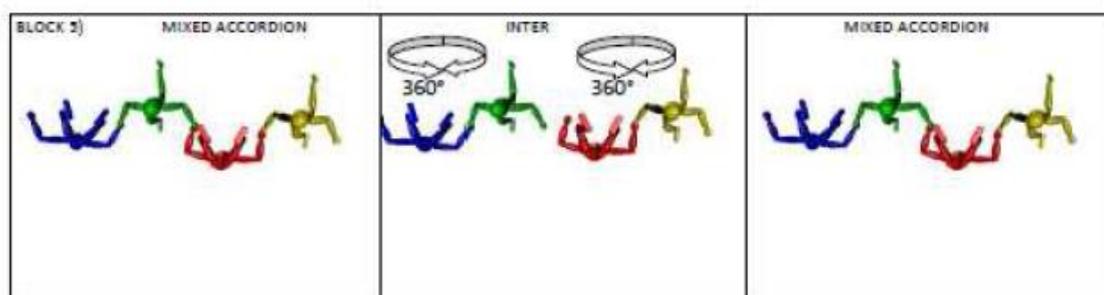
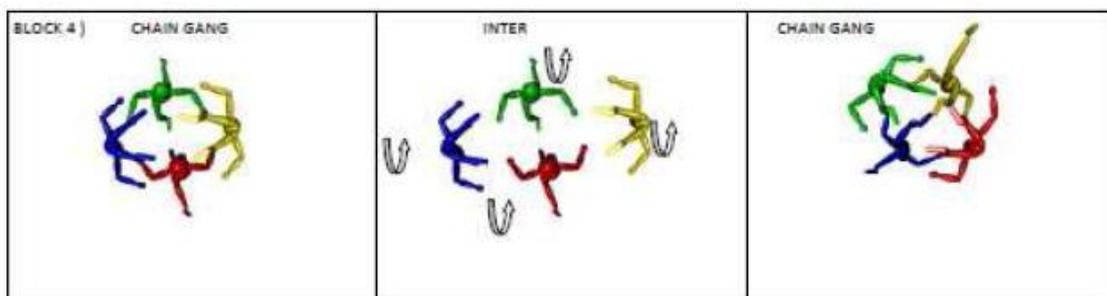
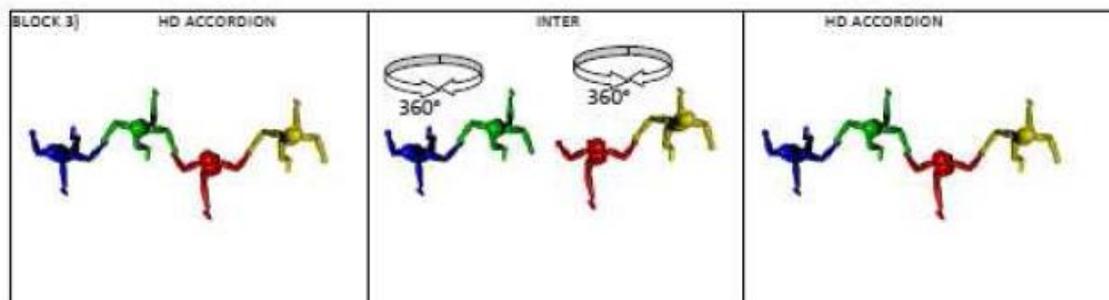
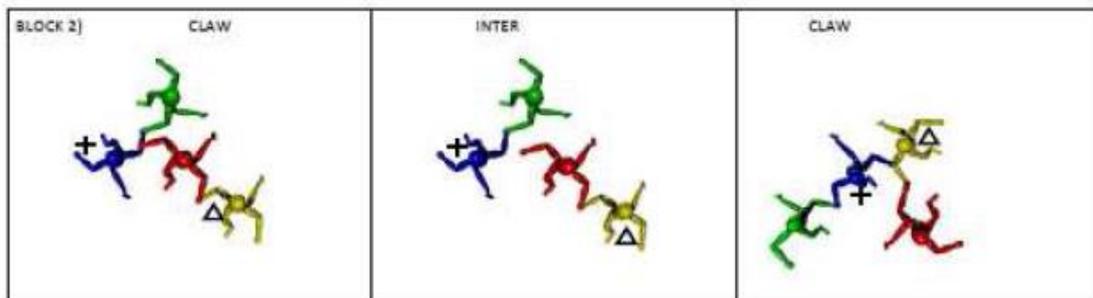
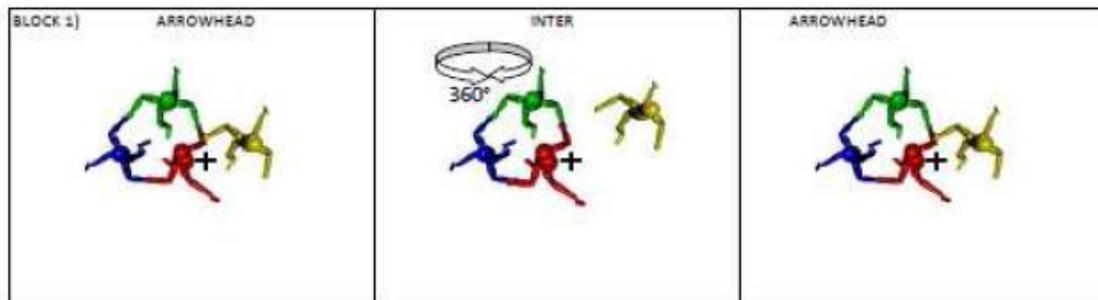


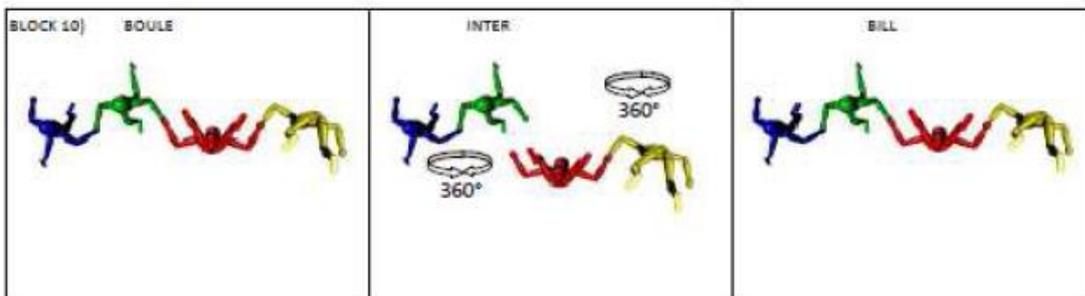
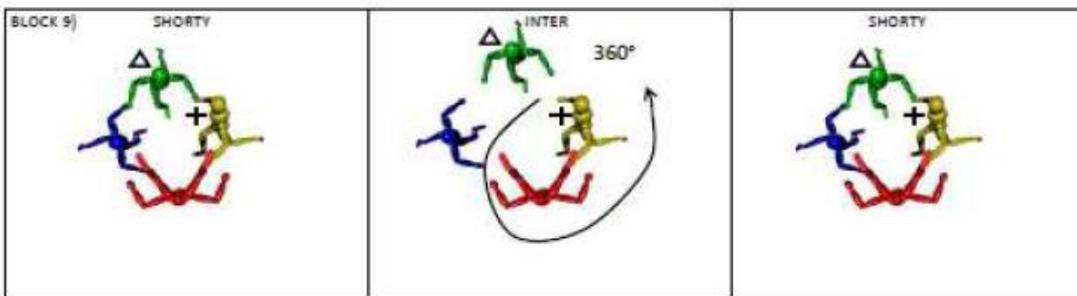
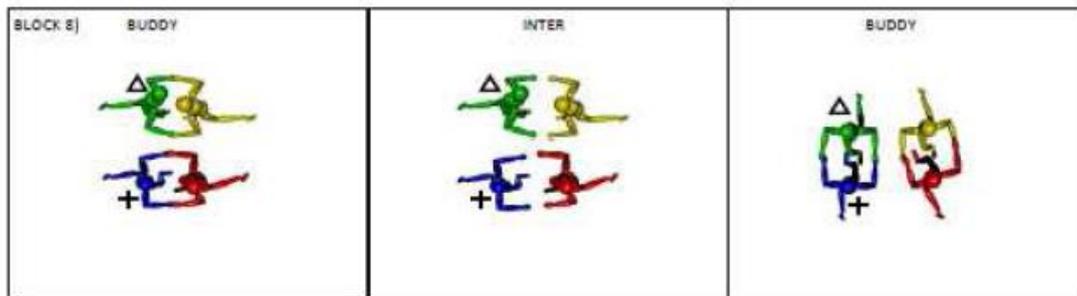
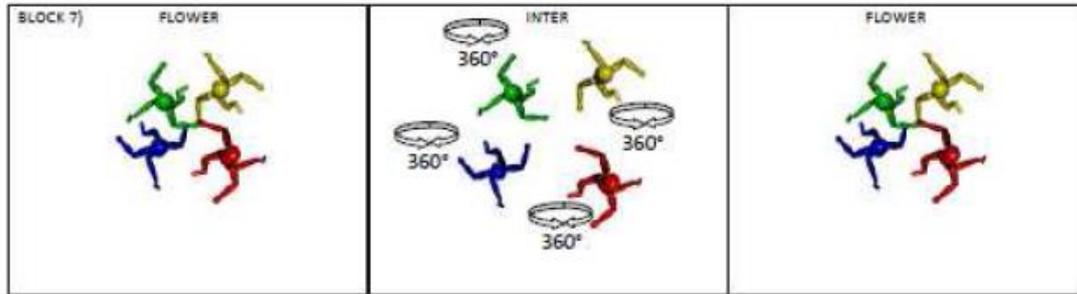
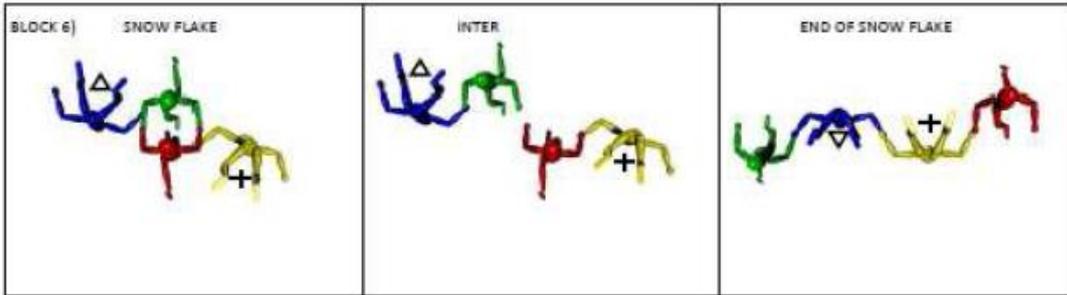
3.1 Visualization for grip positions

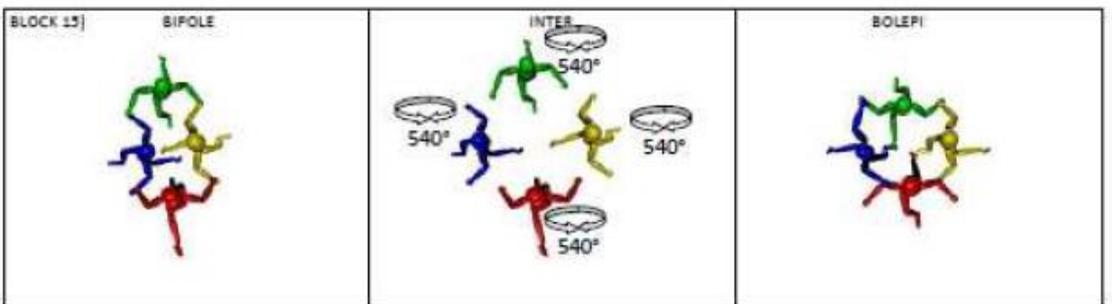
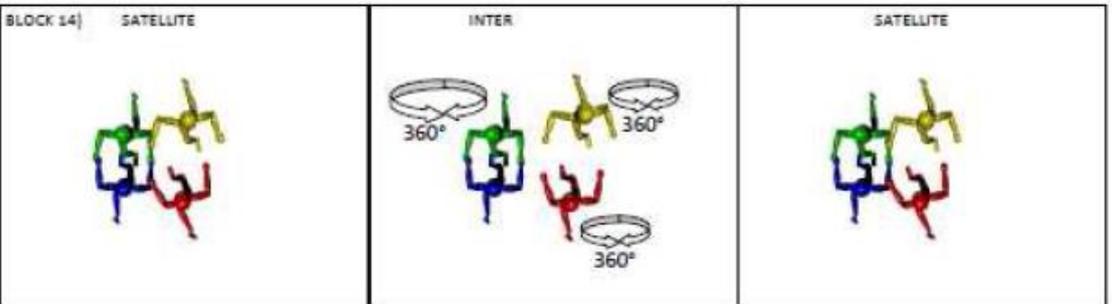
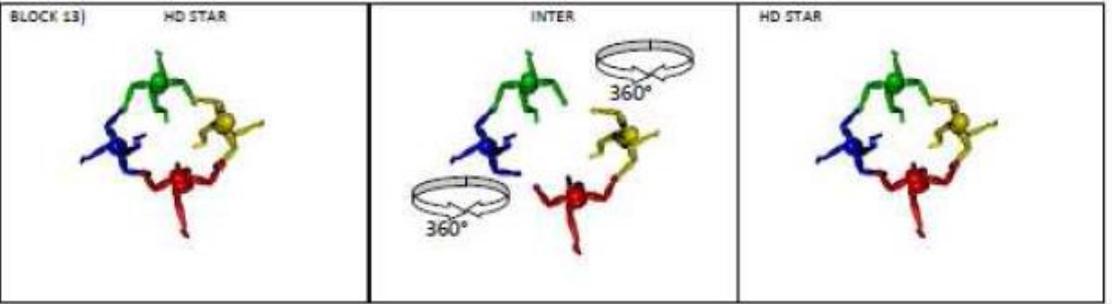
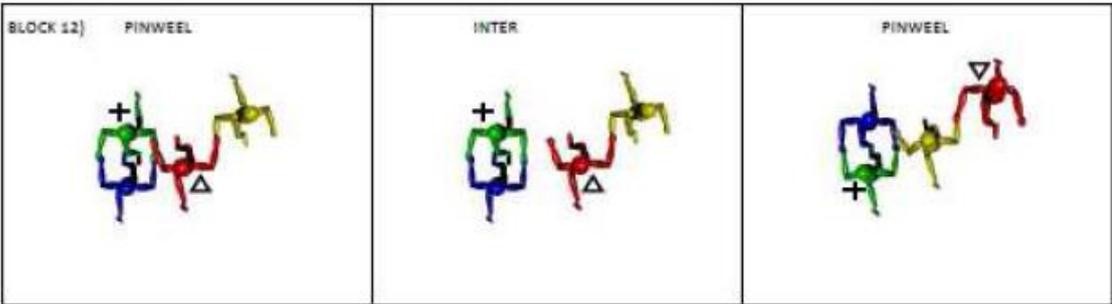
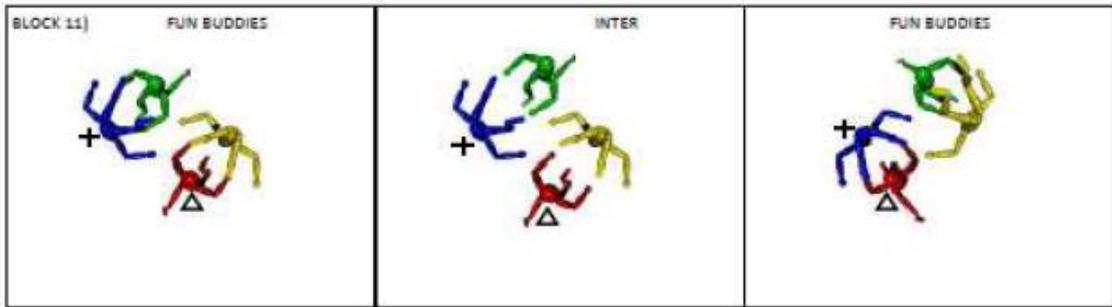


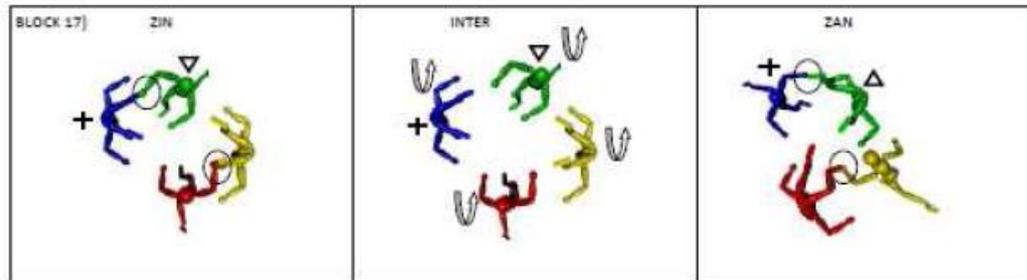
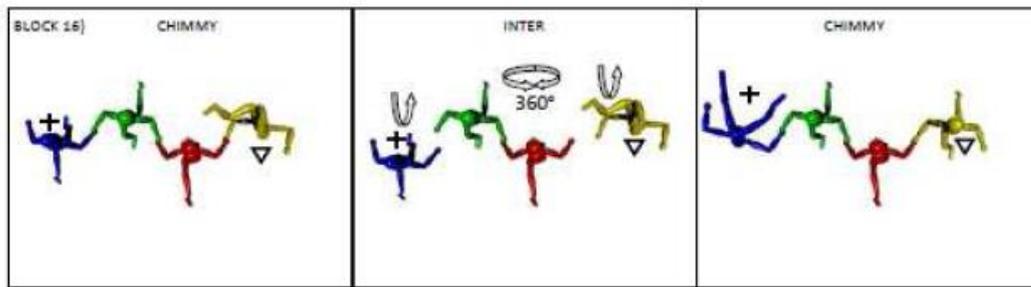
ADDENDUM – A

Vertical Formation Skydiving 4-Way Block Pool 2012









Note: A circle denotes a foot grp (ref: VFS Competition rules 2.2)