

# **The Wind Games 2017**

## **Solo Freestyle**

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

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

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

#### **2. Category:**

Solo Freestyle Event (One Performer).

Four (4) Rounds: Two(2) Compulsory Rounds of 60 seconds each (2) musical rounds. The working time for the musical round will be between 1 minute, 45 seconds and 2 minutes inclusive as appropriate to the Performer's music track.

All entrants will compete in one open category. There is no gender classification.

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

Friday 3<sup>rd</sup> and Saturday 4<sup>th</sup> February 2017.

#### **4. Schedule:**

The competition will run concurrently with the FS Open, FS Female, VFS and Dynamic competitions, over two (2) days with the awards ceremony and party taking place on the Saturday evening.

#### **5. Competition Prizes:**

#### **6. Eligibility**

6.1 All Performers should be experienced tunnel flyers.

6.2 All Performers 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 A Performer may be of any gender.

## **7. How to Apply**

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

7.2 The maximum number of Performers and teams is 60. (Divided amongst all categories and disciplines including FS, VFS, Dynamic, and Freestyle).

7.3 Application forms should be completed by the performer 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. An application form that does not include the payment is not a recognized registration.

8.2 The early bird discounted entry fee is €300 per competitors before the 31st December 2016. The entry includes 15 minutes of training time to be used from 27th January – 2<sup>nd</sup> February 2017, lunch on the 3<sup>rd</sup> and 4<sup>th</sup> of February and the end of competition prize giving and party.

8.3 From the 1st January 2017, the discount will no longer apply and the price per entry will be 350€.

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 Free entry to the Wind Games 2017 will be offered to gold medal winners in all disciplines at the WISC 2016.

8.6 The entry fee is non-refundable unless the competition is cancelled by Windoor Realfly.

8.7 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. Fifteen minutes per team has been allocated and included in the entry fee.

9.2 Official training sessions can take place from 27th January – 2<sup>nd</sup> February 2017.

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 1st November 2016 to 2<sup>nd</sup> February 2017.

## **10. Equipment**

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- 10.1 Each Performer is responsible for supplying their own ear phones, clothing and footwear.
- 10.2 Any equipment or accessories must be approved for use in the flight chamber.
- 10.3 Flight suits, helmets, goggles, elbow & knee pads and ear plugs may be supplied upon request on arrival, subject to availability.
- 10.4 Various items of kit may be available to buy from the Windoor Realfly shop.
- 10.5 Use of elbow and knee pads is optional, though advisable.
- 10.6 Each Performer is responsible to supply the music track for their musical round before the official training sessions. (.wav, .aif, .flac, .mp3, or .acc files are accepted.) A music track longer than 2 minutes will not be accepted.
- 10.7 Windoor Realfly will provide audio equipment including loud speakers for the viewing gallery, the music player and any necessary receivers to supply music playback to the speed controller (driver), Performer, live internet video feed and video recordings of the flight. The audio equipment and its operators must permit the Performer to command the start of the music track.

## **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 competition flights will be recorded, including the music.
- 14.2 Copies of the competition flights may be available at an extra cost after the competition has ended.
- 14.3 No camera or video equipment is allowed in the flight chamber or flight chamber waiting area unless Windoor Realfly has given written consent.

14.4 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 2017. No departure from these rules is permitted. For anything not specified in these rules, the FAE/IPC rules will be referenced.

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 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.

15.4 This information may be subject to change.

## **16. Compulsory 1 (Addendum A)**

16.1 The wind speed is chosen by the performer and must remain the same speed throughout the flight.

16.2 The compulsory routines will be performed without music.

16.3 Working time starts when the Performer separates from the flight chamber doorway into the flight chamber and terminates 60 seconds later. At the end of working time, a visual signal will be given and the Performer will have 15 seconds to exit.

16.4 Routine will be scored on Technical difficulty, Presentation and artistic merit.  
Technical: Degree of difficulty of moves • Variety of orientations shown • Moves performed without loss of balance • Good body form maintained throughout all moves

Presentation: Original moves • Variety of moves shown • Full use of working time • Appropriate use of space in the flight chamber • Appealing body positions shown

16.5 Calculating the Flight Score: For each individual criterion, Technical and Presentation, the Judges' scores will be averaged with no rounding applied.

## **17. Compulsory 2 (Addendum B)**

17.1 The wind speed is chosen by the performer and must remain the same speed throughout the flight.

17.2 The compulsory routines will be performed without music.

17.3 Working time starts when the Performer separates from the flight chamber doorway into the flight chamber and terminates 60 seconds later. At the end of working time, a visual signal will be given and the Performer will have 15 seconds to exit.

17.4 Routine will be scored on Technical difficulty, Presentation and artistic merit.  
Technical: Degree of difficulty of moves • Variety of orientations shown • Moves performed without loss of balance • Good body form maintained throughout all moves

Presentation: Original moves • Variety of moves shown • Full use of working time • Appropriate use of space in the flight chamber • Appealing body positions shown

17.5 Calculating the Flight Score: For each individual criterion, Technical and Presentation, the Judges' scores will be averaged with no rounding applied.

## **18. Musical Free Routine**

18.1. The content of the routine is chosen entirely by the Performer and executed with a musical track.

18.2 Working time starts when the music starts and terminates when the music ends.

18.3 Throughout the entire routine, the wind tunnel speed must never be lower than 10% of the tunnel's output capacity.

18.4 Routine will be scored on Rhythm, Interpretation/Expression, Choreography and Appearance/Connection. between 0.0 and 10.0 for each criterion.

18.5 Calculating the Flight Score: For each individual criterion, Rhythm, Interpretation/Expression, Choreography and Appearance/Connection, the Judges' scores will be averaged with no rounding applied. The average scores will then be added and the result will be divided by four (4), then rounded to the first decimal place.

18.6 Every performer must provide the official version of their musical choice in MP3 format. The music must have 4 beeps either in 1/2 second intervals or in time with the song, whichever the performer prefers, but the introduction to the song must be clearly delineated.

18.7 The final volume of recorded music is the responsibility of the performer, the recording cut must be of sufficient quality and volume to be heard by the performer inside the tunnel. Windoor Realfly recommends qualities above 192 kbps.

18.8 It is the responsibility of the performer to ensure that all of their equipment is tested prior to competition. Earphones, helmet padding and other measures to cancel noise or enhance the recording are entirely the responsibility of the performer.

## **19. Flight Chamber Entry Procedure**

19.1 There is only one doorway leading into the flight chamber. This is used for both entries and exits.

19.2 The tunnel will be set to the correct speed decided by the Performer during the official training session.

19.3 When the tunnel is at the correct speed and the Judges have signaled that they are ready, a signal will be given to the Performer.

19.4 There are no limitations on flight chamber entry and use other than those imposed for safety reasons by Windoor Realfly.

## **20. Judging**

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

20.2 A minimum of two (2) Judges must evaluate each Performer's flight.

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

20.4 If a video review is necessary, the Judges will watch each flight up to a maximum of two (2) times and at normal speed. The second viewing may be waived if all Judges agree it is not necessary.

## **21. Re-flights**

21.1 Re-flights will only take place at the Meet Director's discretion, after presentation from the Chief Judge.

## **22. Protests**

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

22.2 No protest can be made nor shall one be accepted that deals with the evaluation of a flight or a score given by the Judges.

25.3 A protest fee of 35€ will be payable for each protest raised, regardless of the outcome.

25.4 Protests must be received within two (2) hours of the round scores being released. Protests received after this time will not be accepted.

## **23. Determination of the Champion Freestylist**

23.1 The title of The Wind Games 2017 Champion Solo Freestylist will be awarded to the Performer with the highest total score for all completed rounds.

## **Information and Contacts**

For all questions please contact:

[proflyer@windoor-realfly.com](mailto:proflyer@windoor-realfly.com)

# Addendum A

## Compulsory Routine 1

### Front layout/full twist combo

### Double back loops tucked

### Spacelab

**Front Layout Full Twist Sequence** - At the beginning and end, the Performer is in a Layout position with the knees straight, head-up orientation, presenting the side of the body to the Judges. - Three (3) complete 360° Layout front loop rotations, without stopping, must be performed. - A full twist must be performed within and evenly executed throughout the second loop. - Looping movement must remain about a horizontal axis, without tilting or changing heading. - Torso must be straight and legs in line with the torso, without any bend at the waist and knees, throughout the entire sequence. - Looping motion must be smooth. - The sequence must end on the same heading as the beginning.

**Manna's Space Lab** - At the beginning and end, the Performer is in head-up orientation, on the same heading, presenting the side of the body to the Judges. - A full 360° back loop is performed with the horizontal axis at the upper body. - During the back loop, four (4) steps are performed to create the illusion of walking around the inside of a horizontal tube. - The 4 steps would need to have a minimum of 90 degree rotation between each one in one direction rotating around the torso axis. Lack of fixed axis or less than 90 degree separation between steps, would result in a reduction of points.

**Tucked Double Back Loops** - At the beginning and end, the Performer is in belly-down orientation, facing the Judges. - Two (2) consecutive back loops in a tucked position must be performed. - Loops must be around the horizontal axis, without wobbling and without changing heading. - Loops must be smooth, without stopping. - The entire sequence must remain at the same level in the flight chamber. The knees should be tucked to the chest with arms clasped around the knees. Looser degrees of tuck or arms above or to the side of the head or body would result in lower points depending on the discrepancy from the specified move.

# Addendum B

## Compulsory 2

### Thomas Flair (do not have to finish head down)

### Barrel Roll Stall

### Head up breaker (legs straight)

**Thomas Flair** - For a complete Thomas Flair, the torso must roll through 360° while simultaneously turning through 360° horizontally. - The torso must be belly-down at the start of the rotation, on its side when 90° of the turn is complete, on its back when 180° of the turn is complete, and on the other side when 270° of the turn is complete. - Legs must remain straddled apart, with at least 90° between them, with the knees straight. - The face must remain facing the Judges (Performer looking at the Judges) and maintain the same direction throughout all the rotation. Do not need to finish head down.

**360° Barrel Roll Stall** - At the beginning, the Performer is in the head-down orientation, presenting the back of the body to the Judges. - The Performer descends into a belly-down orientation, facing the Judges. - A 360° barrel roll, in the Layout position with the knees straight, is performed with the head facing the Judges, without changing heading or wobbling. - The barrel roll must remain at the same level and centred in the flight chamber. - The barrel roll can be performed in either direction. - The Layout position, with the knees straight, must be maintained throughout the entire sequence. - After the barrel roll, the Performer ascends, returning to the head-down orientation presenting the back of the body to the Judges.

**Head-Up 360° Breaker** - At the beginning, the Performer is in the head-up orientation in a Layout position with the knees straight, outfacing on one side of the flight chamber, presenting the side of the body to the Judges. - The Performer descends and when passing across the bottom of the flight chamber, a 360° barrel roll is performed. - The 360° barrel roll must be evenly performed such that the Performer is halfway through the roll when halfway across the flight chamber. **The centre line will apply** - The Performer must maintain the Layout position, with the upper legs inline with the torso, throughout the entire 360° barrel roll without wobbling. **(Legs and knees straight)** - During the 360° barrel roll, the head may face towards or directly away from the Judges. - The barrel roll can be performed in either direction. - At the end, the Performer ascends into the head-up orientation in a Layout position, outfacing on the opposite side of the flight chamber from the beginning, presenting the side of the body to the Judges.