

8 Jan – Addition of Music protocol 17. Music for free rounds.

8 Jan – Addition of drama sheet Addendum C.

# **The Wind Games 2018**

## **Dynamic 2 Way Open**

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

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

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

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

Dynamic Team Event (Two Performers and an alternate).

The competition will consist of preliminary rounds to determine followed by knock-outs comprising free and speed routines.

One Category: All entrants will compete in one open category

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

Thursday 1<sup>st</sup>, Friday 2<sup>nd</sup> and Saturday 3<sup>rd</sup> February 2018.

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

The competition will run concurrently with the FS Open, FS Female, VFS, Dynamic and Freestyle competitions, over three days with the awards ceremony and party taking place on the Saturday evening. Entry with tunnel time includes 10 minutes of training time to be used from 27<sup>th</sup> January to 1<sup>st</sup> February 2018.

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

Details coming soon!

#### **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 80. (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 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 €495 (or 595€ with 10 mins tunnel time) per team before the 29<sup>th</sup> December 2017. The 10 mins training time must be used from 27<sup>th</sup> January to 1<sup>st</sup> February 2018. Lunch on the 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> of February is included as well as the end of competition prize giving and party. Breakfast and dinner is not included, but can be purchased separately.
- 8.3 From the 30<sup>th</sup> December 2017, the discount will no longer apply and the price per team entry will be 595€ (or 695€ including 10 mins tunnel time) per team entry.
- 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 20%. 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.
- 8.6 The entry fee is not 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.
- 9.2 Official training sessions can take place from 27<sup>th</sup> January to 1<sup>st</sup> February 2018.
- 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 1<sup>st</sup> November 2017 to 2<sup>nd</sup> February 2018.

## **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 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 Lunch will be provided on site at Windoor or Windoor Wave Club for all registered participants on 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> February and is included in the registration fee. Breakfast and dinner are available on site for an additional cost.

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 February 3<sup>rd</sup>, there will be a party from 21.00.

## **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 2018. 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 The team shall consist of 2 competitors including the team captain. One alternate may be nominated.

15.4 Competitors may only be members of one team per discipline including alternates.

15.5 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.

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

15.7 This information was correct at the time of going to print but may be subject to change.

## **16. Free round rule**

16.1 Teams create a routine of their choice which last 60 seconds.

16.2 Routine will be scored on Presentation, Technical difficulty and Execution.

16.3 Time starts when the first flyer enters the tunnel.

## **17. Music**

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

17.2 Working time starts when the competitor begins flying and terminates after 60 seconds. A competitor may start the music without a compulsory entrance to the tunnel, however, the routine will not be scored until the competitor is flying in the tunnel.

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

17.4 Routine will be scored on technical difficulty, presentation and artistic interpretation.

17.5.1 Competitors will send a copy of their free routine **without music** at least 7 days prior to the start of the competition. This video must be sent in mp4 H264 format. It must be accompanied by a written version of the moves to be performed, a copy of this form can be found in **Addendum C This is known as the drama sheet.**

17.5.2 It is the responsibility of the performer to ensure that the video of the routine is of sufficient quality to show the judges the entire performance.

17.5.3 Judges will watch the routines prior to the start of the competition and award each competitor with a score for technical difficulty between 1 and 10.

17.5.3 Judges will award penalties if the routine performed in the actual competition does not include the same movements as those on the video provided.

17.6 During the competition, the judges will calculate scores for presentation and artistic merit and the Judges' scores will be input into the computer scoring system. These scores will then be combined with the technical score to achieve an overall score for the round for every competitor.

17.7.1 Every performer must provide the official version of their musical choice in MP3 format a minimum of 7 days prior to the start of the competition.

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

## **18. Speed round rules**

18.1 Teams fly the sequence as fast as they can 3 times and then exit the tunnel.

18.2 The sequence consists of a random draw of 1 line – 1 Vertical– 1 Mixer in that order. (All Lines, Verticals and Mixers can be found in the descriptions and video below).

18.3. Time starts when the first team members cuts the laser as they enter the chamber.

18.4. Time finishes when the last team member cuts the laser as they leave the chamber.

## **19. Bust for speed rounds**

19.1. When the whole body does not pass the intended lines.

19.2. When any part of the body passes through the circle on all Verticals.

19.3. When any chase, vertical or mixer is not performed correctly.

19.4. Teams can only bust once for each line, vertical or mixer on each sequence.

19.5. All busts will incur a 5 second penalty.

19.6 .If there is no clear attempt to perform or finish the line, vertical or move, a 20 second skip penalty will be incurred.

19.7. If there is a deliberate exit of the tunnel before completion of the 3 sequences, the team will forfeit the round.

## **20. Performance Requirements**

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

20.2. Each compulsory round consists of 3 random moves (1x Line, 1 x Mixer, 1x Vertical)

20.3. 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.

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

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

20.6. 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.

## **21. The Draw**

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

21.2 The Randoms, will be placed into three containers. One container for Lines moves, one container for Mixer moves and so on. One Random will be drawn from each container, one at a time, without replacement.

21.3 The sequence for the compulsory draw will be 1 x Line , 1 x Mixer, 1 x Vertical.

21.4 Practice jumps or Wind tunnel time Competitors are not allowed to make a parachute jump of any kind nor use a wind tunnel for practice after the draw has been made.

## **22. Video Recording**

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

## **23. Tunnel Entry Procedure**

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

23.2 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.

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

## **24. Judging**

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

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

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

24.4 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.

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

## **25. Re-flights**

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

## **26. Protests**

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

26.2 A team may only lodge a protest on a technical point, there can be no protest of 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.

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

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

27.1 The title of The Wind Games 2018 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://www.dynamic-flying.com/videos>

1. Head Down inface snake
2. Head Down switching snake
3. Head Up inface snake
4. Head Up switching snake
5. Head Down Mix Inface snake
6. Head Up 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.

## **Verticals**

All Verticals can be viewed

<http://www.dynamic-flying.com/videos>

1. Back Layout
2. Head Up 360
3. Head Down 360
4. Butterfly
5. Classic
6. Half-barrel roll

- All Verticals will start in the same place.
- All Verticals will finish in the same place.
- All Verticals– 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 Vertical, the circle bust applies.

## **Mixers**

All mixers can be viewed

<http://www.dynamic-flying.com/videos>

1. Head Down Inface circles
2. Head Up inface circles



3. Mix circles
4. Reverse mix circles
5. Head Down shuffler
6. Head Up Shuffler
7. Mix shuffler

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

For examples of a flown sequence please visit

<http://www.dynamic-flying.com/videos>

## **Information and Contacts**

For any questions relating to the rules, technical information or administration please contact:

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


