

The Wind Games 2018

Dynamic Solo Speed Open

Information, Rules and Technical Conditions

Video examples of routines:

<https://vimeo.com/windoor>

(control + click on the hyperlink)

1. Venue:

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

2. Category:

Dynamic Solo Event

A maximum of 9 Speed rounds.

One Category : All entrants will compete in one open category

3. Competition Dates:

Friday 2nd and Saturday 3rd February 2018.

4. Schedule:

The competition will run concurrently with the FS Female, VFS, Dynamic 2 and 4-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 27th January– 2nd February 2017.

5. Competition Prizes:

6. Eligibility

6.1 All competitors should be experienced tunnel flyers.

6.2 All competitors 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 Competitors may be of any nationality.

6.4 Competitors 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 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 €345 (or 445€ with 10 mins tunnel time) per team before the 29th December 2017. The 10 mins training time must be used from 27th January to 1st February 2018. Lunch on the 1st, 2nd and 3rd 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 30th December 2017, the discount will no longer apply and the price per team entry will be 445€ (or 545€ 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.

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

9.2 Official training sessions can take place from 27th January – 1st 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 1st November 2017 to 1st February 2018 for all registered teams.

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 1st, 2nd and 3rd February and is included in the registration fee. Breakfast and dinner are available on site for an additional cost.
- 12.2 There is a restaurant on site which will be open throughout the competition.
- 12.3 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.
- 12.4 Alcohol is not permitted to those who are flying until the end of each flying day.
- 12.5 Competitors are not permitted to bring their own alcohol into the tunnel facility.

13. Entertainment

- 13.1 After the awards ceremony on Saturday February 3rd 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.

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 1 competitor.

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.

17. Speed round rules

17.1 Teams fly the sequence as fast as they can for one page and then exit the tunnel.

17.2 The sequence consists of a random draw of 1 line – 1 layout – 2 moves. (All lines, layouts and moves can be found in the descriptions and video below).

17.3. Time starts when the competitor enters the chamber.

17.4. Time finishes when the competitor exits the chamber.

18. Bust for speed rounds

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

18.2. When any part of the body passes through the circle on all layouts.

18.3. When any chase, layout or move is not performed correctly.

18.4. Competitors can only bust once for each line, layout or move on each sequence.

18.5. All busts will incur a 3 second penalty.

18.6. If there is no clear attempt to perform a line, layout or move, a 20 second skip penalty will be incurred.

18.7. If there is a deliberate exit of the tunnel before completion of the sequences, the competitor will forfeit the round and score a zero.

19. Performance Requirements

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

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

20. The Draw

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

20.2 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.

20.3 The sequence for the compulsory draw will be 1 x Snake 1 x Layout + 2 moves (the same or different, they will be performed the first in zone 1 and the second in zone 2).

20.4 A separate draw will be made at the discretion of the meet director and chief judge.

21. Video Recording

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

22. Tunnel Entry Procedure

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

22.2 When the tunnel is at the correct speed, the competitor will be given the go ahead by the tunnel instructor. The chronometer will start the moment the competitor enters through the flight chamber door.

22.3 The round will finish when the competitor exits through the flight chamber door.

23. Judging

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

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

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

23.4 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.

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

24. Re-flights

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

25. Protests

25.1 Challenges or protests may be permitted at the discretion of the Meet Director and Chief Judge.

25.2 In the event of a competitor 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.

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

25.4 If the appeal does not result in the reinstatement of the bust, a team will not be permitted to appeal again. If the team is successful, then they are permitted to repeat the process at a later time.

26. Determination of the Champion Team

26.1 The title of The Wind Games 2018 Solo Dynamic Speed Champion will be awarded to the competitor who has emerged as victor from the final round.

Video examples of routines:

www.vimeo.com/windoor (control + click on the hyperlink)

Lines

All Lines can be viewed

1. Head Down switching snake
 2. Head Up inface snake
 3. Head Up switching snake
 4. Head UP mixed snake
 5. Head Down inface 360
 6. Head Up inface 360
 7. Mix snake
- 1 Way Solo Speed (Dynamic) consists of one page: 1 snake, 1 layout and 2 moves (the moves will be the same), the first is like No. 1 and the second in the zone No 2 (from 2WD rules).

As you finish the snake:

Video examples of routines:

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Layouts

All layouts can be viewed

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

- To start the layout you must cross the centre line and be in the place of the number 1 in 2WD rules
- When finishing the layout, the first move must start in number 1 position.

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Moves

All moves can be viewed

1. Head Down Inface circles
2. Head Up inface circles
3. Head Down Shuffle
4. Head UP shuffler
5. Mix shuffler
6. Mix circles
7. Reversed mix circles

- For the second move , it will depend on the type of move where the move will start (if finishing in head up the connecting move will be a normal layout and make sure you are in head down before crossing the centre line) you must start in position 1 and finish in position 2.)
- If you finish in head down, the connecting move will be a bottom loop (finish the bottom loop before crossing the centre line) and then you may need to do a second bottom loop if the next move starts in a head down position.
- Therefore, If you finish head up and you start head down you need to connect with a bottom loop (you need to be head down before crossing the centre line)
- For the tunnel exit, If you finish a move in a head up you must exit the tunnel with a layout passing directly over the ring.
- For exiting the tunnel, if you finish head down you must exit the tunnel with a bottom loop passing directly over the ring

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Information and Contacts

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

proflyer@windoor-realfly.com

