



Competition Rules

Indoor Dynamic Flying

Solo Speed



2026 Edition
Effective 1st May 2026

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Revisions

VERSION	AMENDMENTS
Ver. 1.0 2025-05-01	Revisions table added. Modifications: - Art. 4.5.1 (Compliance with S5), - Art. 5.1.3 (number of performers), - Art. 5.3.5 (Consequence of withdrawal or disqualification), - Art. 5.5.2 (number of flights), - Art. 6.3 (Challenge), - Art. 6.5.1.2. (interference with judges), - Art. 6.5.4.1 (Review Process for Speed Routines), - Annex A 2 (V-8 Crossing Layout and requirements), - Annex A 3 (Compulsory Exit Sequence). Minor housekeeping and new references to Eagles.
Ver. 1.0 2026-05-01	Modifications: - Reference to Indoor Dynamic flying, disciplines/sub-disciplines and category (R&R request) - Art. 4.3.1 (Speed Checks) - Art. 4.5.1 (Order of flights - Compliance with S5) - Art. 5.1.4 (Entering in the 3 sub-disciplines) - Art. 5.5.2 (Battles for Finals) - Art. 6.2.5 and 5.5.1 (10 seconds penalty for an omitted Pattern) - Art. 6.4.2 (Broadcast Screen) - New Art. 9 (Videos) - Annex A2 (Ring Plane performance requirement) Minor housekeeping : - Competitor changed to Performer for consistency

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1 FAI AUTHORITY

The competition will be conducted under the authority granted by the FAI, according to the regulations of the Sporting Code of the FAI, General Section, and Section 5 as approved by the ISC and validated by the FAI, and these rules. All participants accept these rules and the FAI regulations as binding by registering in the competition.

2 DEFINITIONS AND REFERENCES

2.1 PERFORMER

A Solo Speed competition entry consists of one (1) Performer. It is referred to as P#1 in Annex A.

2.2 BODY

A body consists of the entire Performer and his equipment.

2.3 MOVE

A change in body position, and/or a rotation around one or more of the three (3) body axes, or a static pose. See Annex B.

2.4 PATTERN

A movement sequence during which the Performers' body follows pathways, often with embedded moves or intermixing.

2.4.1 Compulsory Pattern: a Pattern with specific performance requirements. See Annex A.

2.5 SIDELINES

Two (2) vertical lighted lines positioned on the transparent tunnel walls 180° opposite each other to describe a vertical plane that spans across the flight chamber. The Start Sideline is clockwise from the doorway (with respect to top view.)

2.6 CENTRELINE

A vertical plane that spans across the centre of the flight chamber extending from one (1) vertical line positioned on the transparent tunnel wall 90° offset from the two (2) vertical lighted lines.

2.7 RING

A horizontal line that crosses the centre of the flight chamber, two (2) metres above the cable floor, between the two (2) Sidelines.

2.7.1 Ring Plane (for Speed Routines): the plane parallel to the cable floor that spans across the entire flight chamber at the level of the Ring.

2.8 ANTECHAMBER

Area used by Performers as a waiting area for entrance into the flight chamber. This area is separated from public viewing areas and is for the exclusive use of Performers on call.

2.9 FLIGHT

A Performer's performance in the flight chamber.

2.10 SPEED ROUTINE

A sequence of Moves or Patterns performed during the working time.

A Speed Routine is composed of four (4) Compulsory Patterns: one (1) Snake, one (1) Vertical, one (1) Mixer repeated twice, to be performed in the fastest time possible. A Mixer is a combined Pattern described in Annex A3.

The Speed Routine starts with a compulsory entrance and ends with a compulsory exit sequence.

2.11 WORKING TIME

The period of time during which a Performer may perform a routine during a flight. Performers will wait for a visual signal before entering the flight chamber.

- 2.11.1 Speed Routine Working Time starts when the Performer crosses through the door's sensor beam and ends when the Performer crosses through the door's sensor beam, completely exiting through the doorway of the flight chamber.
- 2.11.2 Sensor beam technology must be used to detect the start and end of Speed Routine Working Time.
- 2.11.3 In case of flight abortion, the end of the Speed Routine Working Time will be assessed by judges by any means.

3 DISCIPLINE - OBJECTIVE

3.1 DISCIPLINE – SUB-DISCIPLINES - CATEGORY

The Indoor Dynamic Flying Discipline consists of the following sub-disciplines: Dynamic 4-way (D4W) and Dynamic 2- way (see specific competition rules) and Dynamic Solo (DS).

Each sub-discipline is divided into two (2) categories: Junior and Open, namely: D4W Junior, D4W Open, D2W Junior, D2W Open, DS Junior and DS Open.

There is no gender separation.

- 3.1.1 Junior Performers, whose 15th birthday occurs during the calendar year of the competition may, if they choose, enter an open category sub-discipline. For each sub-discipline (D2W, D4W and DS), any Performer may elect to enter the Junior category or the Open category.
- 3.1.2 In all sub-disciplines, the junior category must be judged before the corresponding Open category.

3.2 OBJECTIVE

The objective for the event is for the Performer to perform Speed Routines in the fastest possible time.

The total accumulated time of all rounds is used to determine the placing of each Performer during the Qualification Rounds. The total time or accumulated time in each Battle will determine the winner of each Battle. The performers achieving the best places in the tournament will be declared champions. Only one completed round is required to declare champions.

3.3 WORLD CHAMPIONS

- 3.3.1 After all completed Rounds, World Champions in Solo Speed Open, and in Solo Speed Junior will be declared.
- 3.3.2 The Solo Speed World Champions and the Junior Solo Speed World Champions are the Performers winning in their category.
- 3.3.3 Ties: in case of a tie-break, a tie-break Speed Routine Battle will be held to determine placings.
- 3.3.4 Prizes and awards are awarded as follows:
All Performers in the categories will be awarded medals if placed First, Second or Third.

The flags of the countries of the Performers in the categories placed First, Second and Third must be flown and the national anthems of the countries of the Performers placed First must be played.

4 GENERAL RULES

4.1 EQUIPMENT

Performers are responsible for outfitting themselves in their own suitable clothing and footwear, including flight suits, full face helmets and ear plugs.

- 4.1.1 No additional equipment intended to artificially enhance the performance of the flyer is allowed (eg: palmed gloves). The event judge must decide whether any equipment is allowed or not. Such decision is no grounds for a protest.

4.2 WIND TUNNEL EQUIPAGE

- 4.2.1 The minimum acceptable diameter for the flight chamber is 4.25 metres. The minimum height for the transparent wall is 3.7 metres.
- 4.2.2 The Sidelines must consist of two (2) vertical lines of lights, which must be changeable in colours. The lights may be LED technology. The Sidelines must extend from the floor up to the top of the transparent walls or five (5) metres, whichever is less.
 - 4.2.2.1 For Speed Routines, the Start Sideline must be green and the opposite Sideline blue.
- 4.2.3 The two (2) Rings must have a five (5) cm hole. The diameter of the Ring (from outer rim to outer rim) must be between fifteen (15) and eighteen (18) cm. The two (2) Rings must be positioned two (2) metres above the cable floor, one (1) on each Sideline.
 - 4.2.3.1 The Ring Plane is materialised on the transparent wall by horizontal lines (adhesive tape affixed or any other equivalent means) of at least fifty (50) cm long, level with the centre of the Ring, and starting on either side of the outer diameter of the Ring on both Sidelines.
- 4.2.4 The Centreline may be a vertical line of lights or adhesive tape affixed to the transparent tunnel wall and must extend from the cable floor (or from the top of the door) up to the top of the transparent walls or five (5) metres, whichever is less.
- 4.2.5 The speed setting will be indicated in the tunnel and must be clearly visible to the Performer prior to entering the flight chamber.
- 4.2.6 The wind tunnel equipage and the video judging system must be approved by the Chief Judge prior to the start of the official Training Flights. If any equipment does not meet the requirements as determined by the Chief Judge, this equipment will be deemed to be unusable for the competition.
- 4.2.7 Video Recording: The Organiser must record all competition flights in a High Definition digital video signal with a minimum of 50 frames per second and 720p progressive resolution (1080p recommended).
 - 4.2.7.1 For Speed Routines, a minimum of two (2) cameras must record video; one camera positioned at one of the Sidelines and the other camera positioned at the Centreline. If the wind tunnel configuration permits, a third camera may be positioned at the other Sideline. All cameras must be level with the Ring.
 - 4.2.7.2 Video recording must allow the Judges to clearly view the cable floor up to at least three (3) metres (or to the top of the transparent wall, whichever is greater) above the Ring.
- 4.2.8 The Organiser must provide the Performers with a way of identification, which will be included in the video along with the numeric ID for the Battle.
- 4.2.9 The Organizer must provide all necessary means to secure the exit of Performers (mattresses, padding...).

4.3 OFFICIAL SPEED SETTING FLIGHTS AND TRAINING FLIGHTS

- 4.3.1 Official Speed Setting Flights: A strict minimum of one (1) minute flight will be allocated to each Performer for speed setting. The lighted Sidelines and Centreline plus the judging and scoring systems to be used in the competition will be used for the official Speed Setting Flights. No score or time will be given by Judges.
- 4.3.2 Each Performer in each category, whose official registration duly reaches the Organiser of the competition before its official deadline, will have the opportunity, under the terms and conditions set by the Organiser, to book a maximum of fifteen (15) minutes Training Flights between 8:00 am and 24:00 pm (local time of the competition) to be performed within forty-eight (48) hours prior to Official Speed Setting Flights.
 - 4.3.2.1 For the purposes of article 4.3.2, Junior Performers (see para. 3.1.1) must have priority between 08:00 am and 18:00 pm (local time of the competition).
- 4.3.3 Official Speed Setting Flights and Training Flights may only take place prior to the start of the competition.
- 4.3.4 Prior to the Start of the Competition, the Performers must deliver to the Event Judge the form set forth in Annex E to indicate in particular their initial Speed Settings to be retained for the Speed Routines. A copy of the form will be given to the Organiser by a judge designated by the Event Judge.

4.4 THE DRAW

At the Chief Judge's discretion, the Draw for the Compulsory Patterns may be conducted either in accordance with the procedure described below in paragraph 4.4.1, or electronically in accordance with the provisions of article 4.4.2. In both cases, the draw will be done publicly and supervised by the Chief Judge.

- 4.4.1 In case of a non-electronic draw:
 - 4.4.1.1 The Compulsory Patterns will be drawn as follows: One (1) Pattern from each group (Snakes, Verticals and Mixers), as shown in Annex A, will be drawn for each Round.
 - 4.4.1.2 All Compulsory Patterns will be singularly placed in three (3) containers, one for each group of Patterns. Individual withdrawal from each container, without replacement, will determine the Patterns to be performed.
- 4.4.2 In case of an electronic draw, only the draw generator accessible via the webpage <https://dynamicflying.com> can be used either by the Chief Judge or the Event judge under the supervision of the Chief judge.
- 4.4.3 In both cases, and for each group of Patterns (Snakes, Verticals and Mixers), once all the Patterns have been drawn, they can all be drawn again singularly without replacement, until all the rounds have the necessary Patterns.
- 4.4.4 Performers will be given not less than two (2) hours notice of the results of the Draw before the competition starts.
- 4.4.5 For all sub-disciplines, the Open category draw will be applied to the corresponding Junior category.

4.5 ORDER OF FLIGHTS

- 4.5.1 During the Qualification Rounds, all Performers will fly each round according to their registration number. Performers' numbers will be randomly drawn, except when it is necessary to comply with article 5.2.5 of Section 5. In such case, the Chief Judge in coordination with the Organiser may decide on the Order of Flights.
- 4.5.2 During the Tournament, all Battles will be flown in numerical order. (The Tournament Brackets identify each Battle with a unique numeric ID.)

- 4.5.3 The FAI Sporting Code, Section 5, Chapter 5.2.5. requirement for the minimum time between flights will not apply for each Performer's second flight in the last round of the Tournament and for any tie-break Battles.
- 4.5.4 The relevant order of flights will be maintained throughout the competition, except for any logistical changes deemed necessary by the Chief Judge and the Meet Director.

4.6 FLIGHT CHAMBER ENTRY AND SPEED SETTINGS

- 4.6.1 Only one (1) doorway leading into the flight chamber will be used for entries and exits.
- 4.6.2 The Speed setting will be indicated, by any means, in the tunnel and shall be clearly visible to the Performer prior to entering the flight chamber.
- 4.6.3 The tunnel will be set to the correct speed decided in writing by the Performer during the Official Speed Setting Flights (see para. 4.3.4) or following any change (see para 4.6.4). Any change will be considered as cancelling the previously decided settings.
- 4.6.4 The Performer must use the form set forth in Annex E for any changes in Speed Settings during the Competition. Such Form must be handed over to the Event Judge at least 20 min before entering the antechamber. No changes will be accepted beyond this time limit.
- 4.6.5 When the tunnel is at the correct speed, a signal will be given to the Performer. Before entering the flight chamber (see para. 6.1), the Performer must indicate by any means to the Organiser if the displayed speed is not consistent with their latest speed Settings. Any entry into the flight chamber must be considered as a validation by the Performer of the speed settings.
- 4.6.6 The Speed Setting must remain the same throughout any Working Time as defined in para 2.11.

4.7 FLIGHT ABORTION

If, during any competition flight, the Performer intentionally leaves the flight chamber (eg., one foot of any Performer stepping out of the door) for any reason (other than a direct order from the Event Judge or Chief Judge), deliberately stopping the flight early, no re-entrance or re-flight will be allowed (also see para. 6.2.5).

4.8 RE-FLIGHTS

- 4.8.1 A re-flight may be granted if the Event Judge or Chief Judge concludes that the performance of a Performer has been adversely affected by any external factor(s). The Event Judge's or Chief Judge's decision is no grounds for a protest.
- 4.8.2 Contact between the Performer and the tunnel walls/cable floor must not be grounds for a re- flight.
- 4.8.3 Problems with a Performer's equipment must not be grounds for a re-flight.
- 4.8.4 A re-flight will be granted if a tunnel spotter must abort a flight for any safety reason, provided that there was no intentional act on the part of the Performer to create a safety problem.
- 4.8.5 For safety reasons, if a Performer demonstrates inadequate flying skills and/or persistent unsafe flying requiring repeated intervention by a tunnel spotter, FAI Sporting Code, Section 5, Chapter 4.8 SAFETY will apply.
- 4.8.6 In accordance with FAI Sporting Code, Section 5, Chapter 5.2.11 (1), a re-flight will be made as soon as possible after the incident giving rise to the re-flight. In all cases, a re-flight must be made with a minimum of a two (2) minute delay starting from the time when the last Performer of the aborted flight completely exits the doorway.

4.9 FREEFALL

Performers are not allowed to freefall from any aircraft or use any freefall simulator or wind tunnel, for flights other than competition flights, after the draw has been published.

5 RULES SPECIFIC TO THE EVENT

5.1 PERFORMERS

5.1.1 There is no gender separation.

5.1.2 A Performer may only represent one (1) NAC.

5.1.3 The maximum number of Performers allowed is thirty-two (32) Performers.

Each NAC (National Airsport Control) is guaranteed the opportunity to participate with at least one national Performer in the competition. If the total number of represented NACs exceeds 32, then the system described below will be applied.

If the total number of represented NACs does not exceed 32, but the total number of Performers presented by all NACs exceeds 32, then, after ensuring universal representation, the remaining places will be allocated as described below.

Within the respective deadlines set out in article 4.4.1. of Section 5 for provisional entry and official entry, the NACs must submit the list of the performers they would like to be selected for the competition. The NACs are required to submit certified results for every performer presented, in order to participate in the selection process. Under the supervision of the Organizer, the FAI Controller and the Dynamic Committee, in order to allocate the remaining places, consideration will be given to (in order of preference):

1. The official international ranking from the last World Championship (or World Cup), and/or
2. Results from national or regional competitions, based on times (final time, penalties included) certified by the NAC.

The selection must be made without delay and will be notified to the NACs.

5.1.4 Each Performer may enter in the three (3) sub-disciplines per First Category Event in Indoor Dynamic Flying (D4W, D2W, DS).

5.2 NUMBER OF ROUNDS

The Qualification Rounds will have three (3) rounds.

The number of rounds in the Tournament is determined by the number of Performers registered.

5.3 QUALIFICATION ROUNDS

5.3.1 All Performers will fly round 1, then round 2, then round 3.

5.3.2 The final time is the sum of the times of each round, after all penalties have been applied. It will be used for placings in the Tournament Rounds.

5.3.3 The Performers will be placed in descending order according to their final time, the Performer with the lowest time being placed first.

5.3.4 If two (2) or more Performers have equal time, their placings will be determined according to the number of penalties accrued during the Qualification rounds. The Performer(s) with the fewest penalties will earn the higher placing(s). In case of equal number of penalties, the Performer(s) with the fastest time in the first Qualification round will earn the higher placing(s).

- 5.3.5 If one or more Performer(s) is(are) withdrawn or disqualified after the start of the Qualification Rounds, the Tournament Bracket will not be changed. The Performers in question will be ranked according to their time and will then be deemed to have lost any battle in the tournament. In the event of a tie between two or more of the teams in question, their ranking will be determined by the Event Judge.

5.4 THE TOURNAMENT

- 5.4.1 Based on their placings from the Qualification Rounds, Performers are put into the appropriate Battles in the Tournament Bracket, as shown for the number of Performers in the Category following the link: <https://dynamicflying.com/brackets>
- 5.4.2 The Tournament Bracket will be approved by the Event Judge and published before the start of the Tournament. Such approval is no grounds for a protest.
- 5.4.3 If, after the Tournament has started, any Performer(s) is(are) withdrawn or disqualified, they will follow the losing pathways for all their remaining Battles in the Tournament.
- 5.4.4 After the completion of the Tournament, for determination of the final placings, any withdrawn and/or disqualified Team(s) will be moved to the lowest placings and then removed.

5.5 BATTLES DURING THE TOURNAMENT

- 5.5.1 For each Battle in the Tournament, flight order will be determined as it follows:

At the end of the qualifying rounds, Performers will be ranked according to the number of three (3) second penalties inflicted by Judges. For the purpose of this paragraph, a ten (10) second penalty will be counted as three (3) penalties of three (3) seconds.

The Performer with the fewest three (3) second penalties will fly second during the tournament battles. In the event of a tie, the Performers will fly in reverse order of their ranking in the Qualification Rounds.

- 5.5.2 Each battle will consist of one flight except for Finals (placings 1,2,3 and 4).

The finals will consist of two battles and a tiebreaker if necessary. Each battle and the tiebreaker will have its own draw. The Performer with the fastest final time (including penalties) will win a Battle. The Performer who wins two (2) Battles (i.e. fastest time including penalties twice) will earn the higher placing.

- 5.5.3 If a Performer does not arrive at the Antechamber in time for a Battle (or is withdrawn or disqualified), the other Performer in the Battle will win and may choose whether or not he will fly for that Battle.
- 5.5.4 If both Performers (neither of which is withdrawn or disqualified) for a specific Battle do not arrive at the Antechamber in time for their Battle, the winner will be the Performer who placed higher in the Qualification Rounds.

6 JUDGING AND SCORING

6.1 GENERAL

Once a Performer has entered the flight chamber, the flight must be evaluated and scored.

6.2 SCORING

The score is based on the time, measured in thousandths of a second, that the Team takes to complete the Speed Routine plus penalty times for infringements and omitted Compulsory Patterns.

- 6.2.1 Infringements: Each incorrect, incomplete or non judgeable Compulsory Entrance, Compulsory Pattern, Compulsory Transition or Compulsory Exit Sequence will lead to adding a penalty of three (3) seconds to the total time for the Speed Routine. See Annex A for performance and scoring requirements.

- 6.2.2 A three (3) second penalty will apply to the Compulsory Entrance, each Compulsory Pattern, each Compulsory Transition and the Compulsory Exit Sequence if:
- Any part of the Performer's body crosses the doorway entering the flight chamber before the visual signal is given to start the working time.
 - The Performer does not stay in view and clearly present the performance requirements to the Judges. e.g., if a Performer flies so high in the Flight Chamber that the Judges cannot determine that the Pattern has been performed correctly, (e.g., properly crossed a Sideline, rotation away from the Start Sideline, etc.).
 - With respect to the pathways described in Annex A, the Performer flies a Pattern and/or a Transition in the wrong direction (eg. Carving towards the left instead of the right). If the Performer(s) repeat(s) the performance of the infringed pattern and/or Transition and respect(s) the pathway, the penalty shall still apply.
- 6.2.3 (not attributed)
- 6.2.4 The Compulsory Entrance, the transition between the Snake and the Vertical, each Pattern, and the Compulsory Exit Sequence may receive a maximum of one (1) three (3) second time penalty; the maximum number is seven (7).
- 6.2.5 An omitted Compulsory Pattern will lead to adding a penalty of ten (10) seconds to the total time for the Speed Routine. An omission is one of the following:
- A Compulsory Pattern missing from the drawn sequence.
 - No clear intent to finish the Compulsory Pattern (e.g., after an infringement) is seen and there is a resulting time advantage to the Performer.
 - No clear intent to perform the correct Compulsory Pattern is seen and another Pattern is presented and there is a time advantage to the Performer resulting from the substitution.
 - Any Compulsory Pattern not performed following a flight abortion.
- 6.2.6 If a Performer crashes and becomes disorganised during a Compulsory Pattern, the Performer may continue to the next Compulsory Pattern accruing only a three (3) second time penalty provided that the Judges see the Performer losing time in the process of getting organised and there is no time advantage to the Performer.
- 6.2.7 One or more Judges may make an evaluation of any infringements and of an omission.

6.3 CHALLENGE

A Performer may not challenge an infringement or omission given by the Judges. No Performer can challenge any infringement or omission given by the Judges to another Performer.

6.4 SCORES AND RESULTS

- 6.4.1 The final time for each Round will be published, including the raw speed routine completion time, time penalties, infringement types and any omissions.

6.4.2 Broadcast screen

At the end of flight, the judges' reviews will be broadcasted live to the Performers in the antechamber on a specific screen (see para. 4.2.7 for specifications). At the organizer's initiative, it may also be broadcasted to the audience.

The screen will display the time to beat including penalties, i.e. best final time of each round during Qualification Rounds or Battles of more than two Performers during the Tournament or the final time of the Team having flown first for a Battle of two Performers.

6.5 JUDGING RULES

6.5.1 Viewing the Flights:

6.5.1.1 The Judges will watch each Performer's flight live.

6.5.1.2 Nobody will approach or talk to the Judges during any flight. Non-compliance may result in the application of FAI Sporting Code, Section 5, Chapter 5.4 PENALTIES.

6.5.2 Speed Routine Judging:

6.5.2.1 A panel of a minimum of three (3) Judges, must evaluate each Performer's Speed Routine.

6.5.2.2 Each Judge will watch each flight from an assigned physical location or by viewing the video monitor of a camera set in that same assigned physical location.

6.5.2.3 The Judges may use video monitors and these cameras must record video. The cameras for the video monitors must be positioned in accordance with the Judges' assigned physical locations below.

6.5.3 Judges' Assigned Physical Locations:

6.5.3.1 One Judge, positioned at a Sideline, will evaluate for complete crossings of the Sidelines and will evaluate that no part of any Performer's body is visible in the Ring hole (Vertical Patterns and Compulsory Exit Sequence only). The Judge must be positioned with the Judge's eye level with the Ring and the outer rim (but no view beyond the outer rim) of the far Ring visible through the five (5) cm hole of the near Ring.

6.5.3.2 The Sideline Judge(s) must be positioned such that the Sideline on the far wall is obscured from view by the Sideline on the near wall.

6.5.3.3 One Judge, positioned at the Centreline with the Judge's eye level with the Ring Plane, will evaluate the Performer's correctness in following the performance description of each Compulsory Pattern (e.g., Performer flying in the correct order, pirouettes in correct direction, etc.).

6.5.3.4 One Judge, positioned at the Centreline with the Judge's eye level with the Ring Plane, will evaluate the complete crossings of the Centreline.

6.5.3.5 The Event Judge will choose its position.

6.5.4 Judges' Video Review Process for Speed Routines:

6.5.4.1 For the Speed Routines in the Qualification Rounds and during the Tournament, and under the Event Judge's decision and supervision, the Judges may review at any speed any part of any video from any camera view.

6.5.4.2 Three (3) or more judges, overseen by the Chief Judge or the Event Judge, will make an assessment by a majority decision of the part(s) of the flight in question.

7 RULES SPECIFIC TO THE COMPETITION

7.1 COMPOSITION OF DELEGATIONS

Each Delegation may be composed of:

- One (1) Head of Delegation.
- One (1) Manager.
- A maximum of two (2) Performers for a WISC or Continental Indoor Skydiving Championship.
- The number of Performers for an Indoor Skydiving World Cup will be decided by the Organiser.

7.2 COMPETITION SCHEDULE

The competition will be organised in accordance with two (2) official training days and a minimum time frame of three (3) competition days.

8 ANNEXES

Annex A1: Speed Routine Compulsory Patterns – Snakes

Annex A2: Speed Routine Compulsory Patterns – Verticals

Annex A3: Speed Routine Compulsory Patterns – Mixers

Annex D: Samples / Videos

Annex E: Speed Settings

The following Annex from the current competition rules for Indoor Skydiving Dynamic 2-Way and Dynamic 4-Way is applicable:

Annex B: Basic Orientations, Rotations and Pathways

9 SAMPLES / VIDEOS

For informational use only, follow this link for videos: <https://dynamicflying.com/videos>

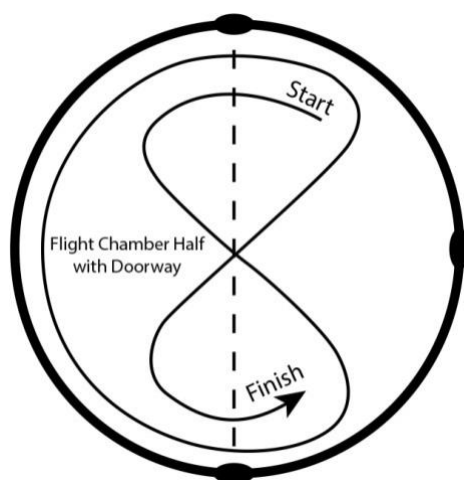
Courtesy of Mateo Limnaios - Medjay Freefly

ANNEX A1- ENTRANCE & SNAKES

SPEED ROUTINE COMPULSORY PATTERNS - PERFORMANCE REQUIREMENTS & JUDGEMENT CRITERIA

Performance Requirements for Snakes

- For execution purposes, the definitions given in Annex B for any orientation, rotation and pathway must be respected.
- The Sidelines and Centreline apply.
- The Performer's entire body must completely cross each Sideline and Centreline.
- The Performer must be in the orientation of the Snake before crossing the Start Sideline after the Compulsory Entrance.
- 360°pirouettes may rotate in either direction (ie, away or not from the Start Sideline).
- The Performer follows the illustrated pathway, with respect to top view. (Mirror image is not permitted.)



- During any Snake, a Performer crosses a Sideline six (6) times and crosses the Centreline three (3) times.

Infringements Applicable to the Compulsory Entrance

- If the Compulsory Entrance is not performed correctly, a three (3) second penalty will apply.

Infringements Applicable to Snakes

- If a Performer flies any Snake differently from that which is described, (e.g., failure to switch to outface during a Switching Snake, etc.) a three (3) second penalty applies.
- Apart from the Compulsory Entrance, if the Performer's body is not in the correct orientation, (e.g., it is horizontal,) before crossing the Start Sideline, a three (3) second penalty applies.
- If a Sideline or Centreline is not completely crossed, (e.g., a hand does not pass the line, even though the rest of the body does,) a three (3) second penalty applies.

Also see para. 6.2.1 to para. 6.2.6 for general busts (infringements) and skips (omissions).

ENTRANCE AND SNAKES

Compulsory Entrance

P#1 must completely cross the vertical plane defined by the Sidelines. P#1 may cross this vertical plane in any orientation.

S-1 Head-down Inface Snake

P#1 crosses the Start Sideline in a head-down inface orientation and remains in head-down inface carving during the entire Pattern. P#1 starts by carving towards his left. When passing through the centre the first time, P#1 changes to carving towards his right. When passing through the centre the second time, P#1 changes to carving towards his left.

S-2 Head-down Switching Snake

P#1 crosses the Start Sideline in a head-down inface orientation and remains head-down during the entire Pattern. P#1 starts by inface carving towards his left. When passing through the centre the first time, P#1 changes to outface carving towards his left. When passing through the centre the second time, P#1 returns to inface carving towards his left.

S-3 Head-up Inface Snake

P#1 crosses the Start Sideline in a head-up inface orientation and remains in head-up inface carving during the entire Pattern. P#1 starts by carving towards his right. When passing through the centre the first time, P#1 changes to carving towards his left. When passing through the centre the second time, P#1 changes to carving towards his right.

S-4 Head-up Switching Snake

P#1 crosses the Start Sideline in a head-up inface orientation and remains head-up during the entire Pattern. P#1 starts by inface carving towards his right. When passing through the centre the first time, P#1 changes to outface carving towards his right. When passing through the centre the second time, P#1 returns to inface carving towards his right.

S-5 Head-down Mixed Snake

P#1 crosses the Start Sideline in a head-down inface orientation and starts by head-down inface carving towards his left. When crossing through the Sidelines for the first time, P#1 transitions through the back down orientation to head-up inface carving towards his left. When crossing through the Sidelines for the second time, P#1 transitions through the back-down orientation to head-down inface carving towards his left.

S-6 Head-up Mixed Snake

P#1 crosses the Start Sideline in a head-up inface orientation and starts by head-up inface carving towards his right. When crossing through the Sidelines for the first time, P#1 transitions through the back-down orientation to head-down inface carving towards his right. When crossing through the Sidelines for the second time, P#1 transitions through the back-down orientation to head-up inface carving towards his right.

S-7 Head-down Inface 360 Snake

P#1 crosses the Start Sideline in a head-down inface orientation and remains in head-down inface carving during the entire Pattern. P#1 starts by carving towards his left. When passing through the centre the first time, P#1 performs a 360° pirouette and then changes to carving towards his right. When passing through the centre the second time, P#1 performs a 360° pirouette and then changes to carving towards his left.

S-8 Head-up Inface 360 Snake

P#1 crosses the Start Sideline in a head-up inface orientation and remains in head-up inface carving during the entire Pattern. P#1 starts by carving towards his right. When passing through the centre the first time, P#1 performs a 360° pirouette and then changes to carving towards his left. When passing through the centre the second time, P#1 performs a 360° pirouette and then changes to carving towards his right.

ANNEX A2 -VERTICALS SPEED ROUTINE COMPULSORY PATTERNS

PERFORMANCE REQUIREMENTS & JUDGEMENT CRITERIA

Performance Requirements for Verticals

- For execution purposes, the definitions given in Annex B for any orientation, rotation and pathway must be respected.
- The Sidelines and Ring apply.
- During each Vertical (not including the Compulsory Transition), P#1 will cross a Sideline four (4) times, completing (2) two full vertical orbits around the Ring.
- Any Vertical starts in a head-down orientation with P#1 having continued across the Centreline following the compulsory transition from any head-down Snake. During a Vertical, P#1 may partially cross the Centreline, but must finish completely on the correct side of the Centreline. Any Vertical ends in a head-down orientation.
- Apart from the Compulsory Transition to any Vertical, P#1 must fly around the Ring, completely clear of the Ring. P#1 must completely cross a Sideline on each half of the Vertical.
- All head-up and head-down 180° and 360° pirouettes must rotate away from the Start Sideline.
- All head-up and head-down 180° and 360° pirouettes must be performed with any part of the body above the Ring Plane.

Infringements Applicable to the Transition from any Snake

- If the Compulsory Transition to the Vertical from the Snake is not performed correctly, a three (3) second penalty will apply.

Infringements Applicable to Verticals

- At the beginning of the Vertical, while flying over the Ring, P#1 must be, at some time, strictly on his side of the Centreline before reaching the Ring Plane; otherwise, a (3) three second penalty applies. At the end of the Vertical, if P#1 is not on his side of the Centreline, a three (3) second penalty applies.
- If P#1 flies any Vertical Pattern differently from that which is described, (e.g., Performer not pirouetting in the correct direction, etc.) a three (3) second penalty applies.
- If a Sideline is not completely crossed, a three (3) second penalty applies.
- Apart from the Compulsory Transition to any Vertical, no part of any Performer's body may be visible through the Ring. If any part of P#1's body is visible through the Ring, a three (3) second penalty applies.

Performance Requirements and Infringements Applicable to V-2, V-6 and V-8

- The Centreline applies.
- While performing V-2 Butterfly, V-6 Crossing Classic and V-8 Crossing Layout, P#1 must cross the centreline twice. Any infringement will lead to a three (3) second penalty.

Also see para. 6.2.1 to para. 6.2.6 for general busts (infringements) and skips (omissions).

TRANSITIONS AND VERTICALS

Compulsory Transition from Any Head-down Snake to Any Vertical

While remaining head-down throughout the Compulsory Transition, P#1 must cross the Centreline and then the Start Sideline before starting any Vertical.

Compulsory Transition from Any Head-up Snake to Any Vertical

While remaining head-up throughout the Compulsory Transition, P#1 must cross the Centreline. When crossing a Sideline, P#1 transitions to head-down in a transition feet-first through back-down before starting any Vertical.

V-1 Back Layout

While head-down, P#1 flies forwards over the Ring and then performs a transition head-first through belly-down passing under the Ring to head-up. Next, P#1 flies backwards over the Ring and performs a transition feet-first through back-down under the Ring to head-down.

V-2 Butterfly

While head-down, P#1 flies forward crossing the Centreline over the Ring. P#1 then performs a bottom loop passing under the Ring to head-down. This sequence is performed twice.

V-3 Classic

While head-down and flying over the Ring, P#1 performs a 180° pirouette. P#1 then performs a transition head-first through back-down under the Ring to head-up. While head-up and flying over the Ring, P#1 performs a 180° pirouette. P#1 performs a transition feet-first through back-down under the Ring to head-down.

V-4 Head-down 360°

While head-down, P#1 flies forwards over the ring and then performs a bottom loop passing under the Ring to head-down. As he flies again over the Ring, P#1 performs a 360° pirouette and then a bottom loop passing under the Ring to head-down.

V-5 Head-up 360°

While head-down, P#1 flies forwards over the Ring and then performs a transition head-first through belly-down passing under the Ring to head-up. Next, P#1 flies backward over the Ring and performs a 360° pirouette and then performs a transition feet-first through back-down under the Ring to head-down.

V-6 Crossing Classic

While head-down, P#1 flies forward, and performs a 180° pirouette while crossing the Centreline over the Ring. P#1 then performs a transition head-first through back-down under the Ring to inface head-up. While head-up and flying over the Ring, P#1 performs a 180° pirouette while crossing the Centreline. P#1 performs a transition feet-first through back-down under the Ring to head-down.

V-7 Bottom Loop

While head-down, P#1 flies forwards over the Ring and then performs one bottom loop passing under the Ring to head-down. This sequence is performed twice.

V-8 Crossing Layout

While head-down, P#1 flies forward crossing the Centreline over the Ring and then performs a transition head-first through belly-down while passing under the Ring to head-up. Next, P#1 flies backwards crossing the Centerline over the Ring and performs a transition feet-first through back-down under the Ring to head-down.

ANNEX A3 - MIXERS & EXIT SPEED ROUTINE COMPULSORY PATTERNS

PERFORMANCE REQUIREMENTS & JUDGEMENT CRITERIA

Performance Requirements for Mixers

- For execution purposes, the definitions given in Annex B for any orientation, rotation and pathway must be respected.
- The Sidelines and the Centreline apply during any Mixer. P#1 must completely cross a Sideline or a Centreline during each part of a Mixer.
- The first Mixer finishes when P#1 has performed the last move before passing through the centre (eg a bottom loop for M-1).
- The second Mixer starts after the transition is completed.
- The Second Mixer finishes when P#1 is head-down before the Compulsory Exit Sequence.
- During a Mixer, P#1 may partially cross the Centreline, but must finish completely on the correct side.
- Passing through the centre implies that P#1 intends to cross the Centreline and the Sidelines at once. The wall means the transparent wall of the flight chamber.

Infringements Applicable to Mixers

- If P#1 flies any Mixer differently from that which is described, (e.g., failure to switch to outface during a Shuffler, etc.) a three (3) second penalty applies.
- If P#1 does not completely cross a Sideline during each part of a Mixer, (e.g., P#1 does not perform his circle sufficiently wide enough for his entire body to completely cross a Sideline on each half circle,) a three (3) second penalty applies.
- At the beginning of the first Mixer, if P#1 is not on his side of the Centreline, a three (3) second penalty applies to the previous Vertical.
- At the end of the first Mixer, if P#1 is not on his side of the Centreline, a three (3) second penalty applies.
- If the transition between the two Mixers is not executed as described, a three (3) second penalty applies to the First Mixer.
- At the beginning of the second Mixer, if P#1 is not on his side of the Centreline, a three (3) second penalty applies.
- At the end of the second Mixer, if P#1 is not on his side of the Centreline, a three (3) second penalty applies.
- If the transition between the second Mixer and the Exit Sequence is not executed as described, a three (3) second penalty applies to the Second Mixer.

Performance Requirements and Infringements Applicable to Specific Mixers

- After the half back loop to head-up, at the beginning of each head-up Mixer (M-2, M-6 and M-9), a three (3) second penalty applies if P#1, when proceeding into inface carving, is not in a head-up orientation before reaching the Sideline.

Infringements Applicable to the Compulsory Exit Sequence

- If the Compulsory Exit Sequence from any Mixer is not performed correctly, a three (3) second penalty applies to the Compulsory Exit Sequence.
- Ring applies. No part of any Performer's body may be visible through the Ring. If any part of P#1's body is visible through the Ring, a three (3) second penalty applies.

Also see para. 6.2.1 to para. 6.2.6 for general busts (infringements) and skips (omissions).

MIXERS, TRANSITIONS AND COMPULSORY EXIT SEQUENCE

For Mixers beginning in a head-down orientation (M-1, M-3, M-5, M-7, M-8), the description for the first and second Mixers are identical.

For Mixers beginning in a head-up orientation (M-2, M-4, M-6, M-9) there are separate descriptions given for the first and second mixers.

M-1 Head-down Inface Circles

Mixer 1 While head-down, P#1 starts by inface carving away from the Centreline presenting his back to the wall, with P#1 crossing a Sideline. While head-down, P#1 performs 360° of inface carving, crossing a Sideline two (2) additional times, once for each half circle. P#1 then flies forwards, crossing through a Sideline. Thence...

Transition P#1 performs a bottom loop while crossing through a Sideline, and then flies forwards while passing through the centre and performs a second bottom loop crossing through a Sideline, to head-down.

Mixer 2
Same as Mixer 1 While head-down, P#1 starts by inface carving away from the Centreline presenting his back to the wall, with P#1 crossing a Sideline. While head-down, P#1 performs 360° of inface carving, crossing a Sideline two (2) additional times, once for each half circle. P#1 then flies forwards, crossing through a Sideline. Thence...

Transition P#1 performs a bottom loop while crossing through the Sidelines to head-down.

M-2 Head-up Inface Circles

Mixer 1 While head-down, P#1 flies forwards, crossing through the Sidelines, performing one-half back loop to head-up. While head-up, P#1 starts by carving away from the Centreline presenting his back to the wall, with P#1 crossing a Sideline. P#1 performs an additional 360° of inface carving, crossing a Sideline two (2) additional times, once for each half circle. P#1 then performs a transition feet-first through back-down, crossing through the Sidelines, to head-down.

Transition While head-down, P#1 performs one-half back loop to head-up while passing through the centre.

Mixer 2 While head-up, P#1 starts by carving away from the Centreline presenting his back to the wall, with P#1 crossing a Sideline. P#1 performs an additional 360° of inface carving, crossing a Sideline two (2) additional times, once for each half circle. P#1 then performs a transition feet-first through back-down, crossing through the Sidelines, to head-down.

Transition None

M-3 Mixed Circles

Mixer 1 While head-down, P#1 flies directly through the Sidelines presenting his back to the Centreline into 180° of inface carving, with P#1 crossing a Sideline. P#1 flies forwards, crossing through the Sidelines, and then performs a transition head-first through belly-down, passing through the Sidelines again, to head-up, into 180° of outface carving away from the Centreline presenting the front of his torso to the wall, with P#1 crossing a Sideline. P#1 flies backwards crossing through the Sidelines. Then P#1 executes a transition feet-first through back-down, crossing through the Sidelines, to head-down.

Transition While head-down, P#1 flies forwards while passing through the centre and performs a bottom loop while crossing through the Sidelines to head-down.

Mixer 2
Same as Mixer 1 While head-down, P#1 flies directly through the Sidelines presenting his back to the Centreline into 180° of inface carving, with P#1 crossing a Sideline. P#1 flies forwards, crossing through the Sidelines, and then performs a transition head-first through belly-down, passing through the Sidelines again, to head-up, into 180° of outface carving away from the Centreline presenting the front of his torso to the wall, with P#1 crossing a Sideline. P#1 flies backwards crossing through the Sidelines. Then P#1 performs a transition feet-first through back-down, crossing through the Sidelines, to head-down.

Transition None

M-4 Reverse Mixed Circles

Mixer 1 While head-down, P#1 flies forwards, crossing through the Sidelines, and then performs a transition head-first through belly-down to head-up, crossing through the Sidelines again, into 180° of head-up outface carving presenting the front of his torso to the wall, with P#1 crossing a Sideline. While head-up, P#1 flies backwards, crossing through the Sidelines, and then performs a transition feet-first through back-down, crossing through the Sidelines again to head-down. P#1 then flies directly through the Sidelines into 180° of inface carving presenting his back to the wall, with P#1 crossing a Sideline. P#1 flies forwards, crossing through the Sidelines. Thence ...

Transition While head-down, P#1 executes a bottom loop crossing a Sideline and then flies forward passing through the centre to head-down.

Mixer 2 While head-down, P#1 performs a transition head-first through belly-down to head up, crossing through the Sidelines again into a 180° of head-up outface carving presenting the front of his torso to the wall, with P#1 crossing a Sideline. While head-up, P#1 flies backwards, crossing through the Sidelines, and then performs a transition feet-first through back-down, crossing through the Sidelines again to head-down. P#1 then flies directly through the Sidelines into 180° of inface carving presenting his back to the wall, with P#1 crossing a Sideline. P#1 flies forwards, crossing through the Sidelines. Thence ...

Transition While head-down, P#1 executes a bottom loop crossing a Sideline to head-down.

M-5 Head-down Shuffler

Mixer 1 While head-down, P#1 starts by inface carving presenting his back to the wall with P#1 crossing a Sideline. Next, P#1 passes through the centre into 180° of outface carving with P#1 crossing a Sideline. Continuing the Shuffler, P#1 passes through the centre into 180° of inface carving, and crosses a Sideline. P#1 flies forwards through the Sidelines. Thence...

Transition P#1 performs a bottom loop while crossing through a Sideline, and then flies forward passing through the centre and then performs a second bottom loop crossing through a Sideline, to head-down.

Mixer 2
Same as Mixer 1 While head-down, P#1 starts by inface carving presenting his back to the wall with P#1 crossing a Sideline. Next, P#1 passes through the centre into 180° of outface carving with P#1 crossing a Sideline. Continuing the Shuffler, P#1 passes through the centre into 180° of inface carving, and crosses a Sideline. P#1 flies forwards through the Sidelines. Thence...

Transition P#1 performs a bottom loop while crossing through the Sidelines to head-down.

M-6 Head-up Shuffler

Mixer 1 While head-down, P#1 flies forwards, crossing through the Sidelines, and performs one-half back loop to head-up. While head-up, P#1 starts by inface carving presenting his back to the wall, and crossing a Sideline. Next, P#1 passes through the centre into 180° of outface carving, with P#1 crossing a Sideline. Continuing the Shuffler, P#1 passes through the centre into 180° of inface carving, and crosses a Sideline. Then, P#1 performs a transition feet-first through back-down, crossing through the Sidelines, to head-down. Thence ...

Transition While head-down, P#1 performs one-half back loop to head-up while passing through the centre.

Mixer 2 While head-up, P#1 starts by inface carving presenting his back to the wall, and crossing a Sideline. Next, P#1 passes through the centre into 180° of outface carving, crossing a Sideline. Continuing the Shuffler, P#1 passes through the centre into 180° of inface carving, with P#1 crossing a Sideline. Then, P#1 performs a transition feet-first through back-down, crossing through the Sidelines, to head-down.

Transition None

M-7 Mixed Shuffler

Mixer 1 While head-down, P#1 starts by inface carving presenting his back to the wall and crossing a Sideline. Next, P#1 passes through the centre, while performing a transition head-first through back-down to head-up and then performs 180° of inface carving presenting his back to the wall, with P#1 crossing a Sideline. Continuing the Shuffler, while head-up, P#1 passes through the centre and then performs 180° of outface carving, with P#1 crossing a Sideline. P#1 flies backwards through the Sidelines. P#1 then performs a transition feet-first through back-down, crossing through the Sidelines, to head-down. Thence...

Transition While head-down, P#1 flies through the centre then performs a bottom loop while crossing through a Sideline to head-down. Thence...

Mixer 2
Same as Mixer 1 While head-down, P#1 starts by inface carving presenting his back to the wall and crossing a Sideline. Next, P#1 passes through the centre, while performing a transition head-first through back-down to head-up and then performs 180° of inface carving presenting his back to the wall, with P#1 crossing a Sideline. Continuing the Shuffler, while head-up, P#1 passes through the centre and then performs 180° of outface carving, with P#1 crossing a Sideline. P#1 flies backwards through the Sidelines. P#1 then performs a transition feet-first through back-down, crossing through the Sidelines, to head-down. Thence...

Transition None

M-8 Head-down inface Shuffler

Mixer 1 While head-down, P#1 starts by inface carving presenting his back to the wall, and crossing a Sideline. Next, P#1 passes through the centre into 180° of inface carving presenting his back to the wall, with P#1 crossing a Sideline. Continuing the Shuffler, P#1 passes through the centre into 180° of inface carving presenting his back to the wall, while crossing a Sideline. P#1 flies forwards through the Sidelines.

Transition P#1 performs a bottom loop while crossing through a Sideline, and then flies forwards while passing through the centre and performs a second bottom loop crossing through a Sideline, to head-down.

Mixer 2
Same as Mixer 1 While head-down, P#1 starts by inface carving presenting his back to the wall, and crossing a Sideline. Next, P#1 passes through the centre into 180° of inface carving presenting his back to the wall, with P#1 crossing a Sideline. Continuing the Shuffler, P#1 passes through the centre into 180° of inface carving presenting his back to the wall, while crossing a Sideline. P#1 flies forwards through the Sidelines.

Transition P#1 performs a bottom loop while crossing through the Sidelines to head-down.

M-9 Head-up inface Shuffler

Mixer 1	While head-down, P#1 flies forwards, crossing through the Sidelines, and performs one-half back loop to head-up. P#1 starts by inface carving, presenting his back to the wall, and crossing a Sideline. Next, P#1 passes through the centre into 180° of inface carving presenting his back to the wall and crossing a Sideline. Continuing the Shuffler, P#1 passes through the centre into 180° of inface carving presenting his back to the wall, and crossing a Sideline. P#1 then performs a transition feet-first through back-down, crossing through the Sidelines, to head-down.
Transition	While head-down, P#1 performs one-half back loop to head-up while passing through the centre.
Mixer 2	While head-up, P#1 starts by inface carving presenting his back to the wall, and crosses a Sideline. Next, P#1 passes through the centre into 180° of inface carving presenting his back to the wall and crossing a Sideline. Continuing the Shuffler, P#1 passes through the centre into 180° of inface carving presenting his back to the wall, and crossing a Sideline. P#1 then performs a transition feet-first through back-down, crossing through the Sidelines, to head-down.
Transition	None

COMPULSORY EXIT SEQUENCE

While head-down, P#1 flies around the Ring crossing the Sidelines twice before exiting the flight chamber from the far side.

ANNEX D - REMINDER
FOR TRANSITIONS BETWEEN MIXERS AND TO THE EXIT SEQUENCE

Mixer	Type of Mixer	Transition 1 between the Mixers	Transition 2 to Exit Sequence
M-2 Head-up Inface Circles M-6 Head-up Shuffler M-9 Head-up inface Shuffler	Full Head-Up	Through Centre to Head-Up (½ back loop)	N/A
M-1 Head-down Inface Circles M-5 Head-down Shuffler M-8 Head-down inface Shuffler	Full Head-Down	Bottom loop / Through Centre / Bottom loop	Bottom loop
M-3 Mixed Circles M-7 Mixed Shuffler	Orientation goes from Head-Down to Head-Up during the Mixer	Through Centre / Bottom loop	N/A
M-4 Reverse Mixed Circles	Orientation goes from Head-Up to Head-Down during the Mixer	Bottom loop / Through Centre	Bottom loop

ANNEX E - SPEED SETTINGS

Instructions for use:

- Print the page of the Annex – E.
 - Fill in the required data with pen (black or blue only).
 - Deliver it to the Event Judge:
 - Prior to the Start of the Competition for Initial Settings or
 - At least 20 min before entering the antechamber for any changes (use a blank document)
 - **Do not write out of the boxes, or in the sidelines or edges of the paper.**
-

SPEED SETTINGS (indicate **INITIAL** or **CHANGE**) : -----

PERFORMER'S NUMBER	NAME
SOLO SPEED - WIND SPEED	
_____ %	

Date and Time	Signature

DO NOT USE THE BOXES BELOW

Event Judge	
Driver	



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