



Competition and Records Manual (CaRMa)

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Chapter 1

USIS Establishment, Mission, and Policies

CHAPTER 1: USIS ESTABLISHMENT, MISSION, AND POLICIES

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USIS ESTABLISHMENT, MISSION, AND POLICIES

1 ESTABLISHMENT

1.1 Name

- 1.1.1 The name of the association shall be United States Indoor Skydiving, hereinafter referred to as USIS.
- 1.1.2 USIS is a designated Air Sport Organization (ASO) of the National Aeronautic Association (NAA) with the delegated authorities thereof.

2 MISSION

- To select and send the U.S. Team to International Events of the Fédération Aéronautique Internationale (FAI) and other events as decided.
- To develop and support youth sports programs to benefit the growth and development of the sport.
- To sanction National Training Centers.
- To coordinate events relevant to the sport

3 POLICIES

3.1 Membership

- 3.1.1 Membership in USIS shall be open to persons without respect to age, sex, or system of beliefs.

3.2 Competitors with disabilities

- 3.2.1 In the event of one or more competitor(s)/team(s) have a physical disability which would, under normal circumstances, preclude their participation in an event due to an inherent conflict with the rules (e.g. amputee(s) entering Formation Skydiving), the competitor/team shall present to the Chief Judge a declaration of the method they intend to use to overcome the conflict to provide an equitable demonstration of their abilities.
- 3.2.2 This/these plan(s) may be the basis for amended judging criteria for this competitor(s)/team(s) performance.
- 3.2.3 This/these plan(s) must be submitted with sufficient time to allow for examination and approval.
- 3.2.4 The President of the Jury and Chief Judge will exercise due diligence in examining the team/competitor's plan(s) and shall approve any such plan that they believe is consistently applicable and falls within the Spirit of the Rules

3.3 Transgender Athlete Policy

- 3.3.1 USIS seeks to establish and maintain an inclusive environment that fosters fair and equitable competition for any member. For the purposes of competition and record setting, gender is determined by the athlete's government-issued ID.
- 3.3.2 Should an athlete have a concern that another athlete is misusing this policy to gain a competitive advantage, that athlete may file a formal complaint. Any such complaints will be treated confidentially to protect the privacy of the athlete(s).
- 3.3.3 This policy should not be construed to supersede the policy of another organizing body when athletes compete in an event that is not under the auspices of the USIS.

Chapter 2

USIS National Skydiving Championships General Competition Rules

CHAPTER 2: USIS NATIONAL SKYDIVING CHAMPIONSHIPS GENERAL COMPETITION RULES

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GENERAL RULES

1 INTRODUCTION

1.1 Purpose

- 1.1.1 The USIS Competition and Records Manual (CaRMa) provides general rules for USIS national skydiving competition; specific rules for skydiving disciplines; and procedures for host/site selection and the requirements for conducting USIS-sanctioned championships events.
- 1.1.2 Further, the CaRMa provides direction for the judge training and certification program; the selection and conduct of U.S. Teams; procedures for claiming and validating national and world records; the representation of U.S. interests in competition, judging and world records to the Fédération Aéronautique International/International Parachuting Commission (FAI/IPC).

1.2 Scope

- 1.2.1 This Manual includes rules and procedures by which the following competitions are conducted:

- Formation Skydiving (includes and Vertical Formation Skydiving)
- Solo Freestyle
- Dynamic Flying

- 1.2.2 Reference is made to the FAI/IPC Sporting Code (General Section and Section 5), which serves as a supporting document to the CaRMa and can be found at www.fai.org.

1.3 Applicability

- 1.3.1 In accordance with an agreement with the National Aeronautic Association (NAA), United States Indoor Skydiving is the sole organization delegated authority over indoor skydiving competition and records in the United States and is responsible for promoting and conducting competition events.
- 1.3.2 It is USIS's responsibility to control, observe and document world records set at skydiving events conducted in the United States, and to report any subsequent record claims on behalf of U.S. citizens (or foreign nationals/aero clubs) to the FAI/IPC.
- 1.3.3 USIS is responsible for selecting a delegation to participate in all meetings conducted by the FAI/IPC and serves as the representative of the U.S. indoor skydiving community to the international body.

1.4 Responsibility

- 1.4.1 It is the responsibility of the USIS to maintain and edit this Manual.
- 1.4.2 USIS must approve all changes, except those to ensure quality control and policy consistency, and those changes made by the IPC.

1.5 Changes

- 1.5.1 From time to time, the CaRMa requires revision to reflect the latest IPC rules.
- 1.5.2 Although USIS may provide periodic updates to those who have downloaded this manual from the USIS website, it is the responsibility of CaRMa holders to ensure their version is current.
- 1.5.3 CaRMa is available at www.usindoorskydiving.com.
- 1.5.4 Those in possession of CaRMa are encouraged to contact the USIS director of operations with comments or recommended changes.

1.6 Chapters

- Chapter 1: USIS Establishment, Mission, and Policies
- Chapter 2: USIS National Skydiving Championships General Competition Rules
- Chapter 3: USIS Judging Program
- Chapter 4: National and World Record Reporting Procedures
- Chapter 5: United States Indoor Skydiving Teams and Delegations
- Chapter 6: USIS National Championship Site Selection
- Chapter 7: International Parachuting/Indoor Skydiving Activities
- Chapter 8: USIS National Formation Skydiving Championships Competition Rules

GENERAL RULES

- Chapter 9: USIS National Solo Freestyle Championships Competition Rules
- Chapter 10: USIS National Dynamic Flying Championships Competition Rules

2 PURPOSE AND OBJECTIVES

- To establish the USIS National Skydiving Championships and recognize and honor U.S. National Champions in the following disciplines: Formation Skydiving (FS), Vertical Formation Skydiving (VFS), Solo Freestyle (SFS), and Dynamic Flying (DY).
- To select from the Open Classes of the USIS National Skydiving Championships final standings the best competitors in the United States to form representative U.S. Teams from the appropriate disciplines for participation in selected international competitions.
- To test other events that will strengthen and encourage the growth of the sport.
- An event that has fewer than four teams/individuals for the second consecutive year may be eliminated.

3 COMPETITION PLANNING

3.1 Dates and Locations

- 3.1.1 The USIS National Skydiving Championships will be held at a date and location determined by USIS or by an authority delegated by them.

3.2 Fees

- 3.2.1 Competitor costs will be advertised by the host via a means suitable to USIS as soon as possible before the competition.
- 3.2.2 Host will list separately the costs (per the Letter of Agreement) of practice and competition flights, the general meet registration fee and event/multiple event registration fees.
- 3.2.3 For all USIS-sanctioned competitions, the cost of travel, food, lodging, and practice flights will be borne by the competitors.

3.3 Registration

- 3.3.1 Registration will commence and terminate at a date specified before the start of events for each competitive discipline.
- 3.3.2 Once registration is closed, no other team (in team events) or individual (in individual events) will be allowed to register for the event unless specifically approved by USIS for pertinent reasons.
- 3.3.3 Should a team make a change to its roster after the beginning of round one, they may continue to compete but only as a guest team.

3.4 Refund policy

- 3.4.1 Competitors will be refunded the price of any scheduled competition flights not made within 30 days of the completion of the meet.

4 MANAGEMENT OF COMPETITION

4.1 Meet Director

- 4.1.1 Meet Directors for the USIS National Skydiving Championships selected by the host must be approved by the USIS.
- 4.1.2 The Meet Director may delegate administrative duties and authority to others but may not relieve himself or herself of the responsibility of conducting the meet according to all applicable competition rules.
- 4.1.3 Duties of the Meet Director include—
- Directing all activities relating to the conduct of the competition
 - Deferring to the jury all matters pertaining to rules interpretation
 - Ensuring that all decisions reached by the jury are followed, knowing that the Meet Director cannot overrule the jury except in matters pertaining to safety
 - Sending an after-action report to the USIS within 30 days of the completion of the competition

GENERAL RULES

- Selecting the Chief Judge(s) with confirmation of the USIS.

4.1.4 The Meet Director may not be a competitor in any event unless prior approval is granted by USIS.

4.2 Chief Judge

4.2.1 The Chief Judge will be selected from a list of qualified judges provided by the USIS.

4.2.2 The Chief Judge will select the judging staff.

4.2.3 All judges must be National or International Judges rated in the discipline for the panel on which they serve.

4.2.4 The panel of judges for a discipline will comprise of an event judge plus a minimum number of judges as specified.

4.2.5 For the purposes of this section, the following are considered one discipline:

- Formation Skydiving (including Vertical Formation Skydiving)
- Solo Freestyle
- Dynamic Flying

4.2.6 Additional individuals may perform tasks or take part in judge training provided they are under the direct supervision of the judge course director or the Chief/Event Judge.

4.2.7 At a USIS National Championship, the Chief Judge has the right to dismiss a judge from the panel of judges if his/her work and/or behavior is/are incompetent or unacceptable.

4.2.8 The Chief Judge shall be responsible for determining a competitor's/team's final score and placing.

4.2.9 Within 30 days after the conclusion of the competition, the Chief Judge is responsible for sending an after-action report to USIS, including names of all participating judges.

4.3 USIS Liaison

4.3.1 USIS will appoint a Liaison to represent USIS for the event to ensure the competition is conducted in accordance with the USIS National Skydiving Championships Letter of Agreement, and all applicable competition rules.

4.3.2 The USIS Liaison should be a member of the USIS staff, but if neither is available, another person shall be appointed USIS.

4.3.3 The duties of the USIS Liaison, commencing upon appointment, include—

- Acting as president of the Jury
- Ensuring that the host follows the terms of the Letter of Agreement and all applicable competition rules
- Physically inspecting the competition site at a suitable time during the preparation thereof
- Reporting to the jury the state of organization before the jury gives its approval to start the competition
- Liaising with the event host and Meet Director during the competition to ensure adherence to the program of competition, including the conduct of the awards ceremony and any social events
- Confirming that the registration fee and cost per flight are as presented in the host's approved bid
- Establishing the number of participants who pay any applicable sanction fees
- Verifying and facilitating the payment of travel and per diem expenses to those due payment

4.4 Jury

4.4.1 The Jury President will convene a jury at the USIS National Skydiving Championships, if needed.

4.4.2 The responsibility of the jury is to ensure that the rules of this manual and the USIS/Host Letter of Agreement are strictly observed.

4.4.3 The maximum number of jury members is five and the minimum is three.

4.4.4 At least three jury members (a quorum) will be physically present and officially convened to perform its duties which include:

- Approving the start of competition
- Ensuring fair, just, and equitable conduct of the competition and ensuring that all applicable competition rules are followed

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- Evaluating petitions for rule interpretation
- Hearing protest appeals

4.5 **Video Liaison**

- 4.5.1 The Meet Director, with the approval of the Chief Judge, will appoint a Video Liaison prior to the competition.
- 4.5.2 The Video Liaison may inspect all relevant video equipment to verify it meets competition standards.
- 4.5.3 As determined by the Chief Judge, inspections that do not interfere with the team's performance may be made at any time during the competition.
- 4.5.4 If any video equipment does not meet competition standards as previously defined, this equipment will be deemed unusable for the competition by the Video Liaison.
- 4.5.5 The Video Liaison's responsibilities are as follows:
- Have a clear understanding of the video processing system used for the event
 - Ensure that an effective copying and logging system, approved by the Chief Judge(s) and event judge(s), is in place for all events that use video for judging and scoring and that videographers operate in compliance with the appropriate chapters
 - Process the competition video
 - Conduct a video briefing prior to the start of the event
 - Provide USIS with copies of the competition video

5 **QUALIFICATION REQUIREMENTS**

5.1 **General**

- 5.1.1 If any member of a team is ineligible for medals or participation on a U.S. Team, the entire team is ineligible.
- 5.1.2 Meet management has the right to require documentation to substantiate eligibility and qualifications in 5.2.
- 5.1.3 Foreign and guest competitors may compete at any USIS National Championships at the discretion of the Meet Director and at their own expense, provided they are USIS members and comply with the minimum age and other requirements.

5.2 **Competitor Eligibility and Qualification**

- 5.2.1 Entry in a USIS National Skydiving Championships is open to all flyers, without regard to residency or eligibility for the U.S. National Team, provided that all competitors must be a current, regular USIS member
- 5.2.2 Guest competitors who do not reside in the U.S. must hold a regular membership. Residency documentation must be presented to the USIS Liaison upon request.

5.3 **Eligibility for the U.S. Team**

- 5.3.1 The following are not eligible to serve as U.S. Team members:
- Foreign and guest competitors
 - Competitors ineligible to hold an FAI sporting license issued by the U.S.
 - U.S. citizen/legal resident competitors eligible to hold a US-issued FAI sporting license, but who are not eligible to represent the U.S. at a FAI First Category Event (FCE) by current FAI rules.
- 5.3.2 If a competitor is entered on more than one team, a single team must be designated as the selection team. That team will fly first in the order.

6 **DUTIES AND CONDUCT OF PARTICIPANTS**

6.1 **General Rules**

- 6.1.1 Competitors and officials must comply with these rules throughout the competition.
- 6.1.2 Lack of knowledge regarding any subsection of these rules will not be grounds for protest or appeal of any judgment made by the judges or Meet Director.

GENERAL RULES

- 6.1.3 Competitors and officials must honor the basic rules of good behavior and sportsmanlike conduct, follow the official schedules, attend scheduled activities on time with proper equipment, obey the officials, and respect the established order of flighting.
- 6.1.4 To compete, all competitors must register.
- 6.1.5 Registration by a competitor is an implicit agreement to abide by these rules and the pronouncements made by meet management.
- 6.1.6 Failure to observe the required conduct and duties described in this section or willful disobedience of signals or orders from meet officials may be grounds for disqualification of a competitor by the Meet Director from a flight, an event, or the championships without refund of fees.
- 6.1.7 USIS and/or the sponsors of USIS-sanctioned competitions are not responsible for accidents, injuries, or casualties to competitors or loss of their equipment or possessions.
- 6.1.8 Legal responsibility waivers will be signed by competitors during registration.
- 6.1.9 If the flights are made in conditions which are evidently within the limits of the competition rules, though some of the technical conditions stated in the rules are not strictly complied with, there are no grounds for a re-flight.
- 6.1.10 Any other individuals/team(s) in the antechamber must not interfere with the entering individual/team.

6.2 Safety Rules

- 6.2.1 Good safety rules and practices must be followed at all times.
- 6.2.2 The Meet Director may expel (without refund of fees) an individual or entire team from one or all events for violating these safety rules.

6.3 Rules for Exigencies

- 6.3.1 Meet management has the authority to impose regulations, which may become necessary due to unforeseeable exigencies.
- 6.3.2 Competitors have the right to expect that such exigent regulations will be commensurate with fair and impartial conduct of the meet and will not alter the spirit of these rules.

6.4 Spirit of the Rules

- 6.4.1 For any controversy during the competition, which is not precisely described in these rules, the spirit of the rules will be applied to settle the matter.
- 6.4.2 “Spirit of the rules” is defined as a fair and equitable opportunity for individuals or teams to demonstrate their skill in competition.
- 6.4.3 It is the responsibility of the individual or team to plan strategy and to execute the appropriate skills in a manner that does not violate the rules.

7 TECHNICAL CONDITIONS

7.1 General Rules

- 7.1.1 All practice flights made at a USIS National Skydiving Championships site will be made only in a tunnel under control of the Meet Director and at his or her discretion.
- 7.1.2 After the close of registration and before the start of competition, meet management will conduct a briefing.
- 7.1.3 Injury or illness: A competitor may make up any flights missed due to injury or illness until the event in which the flights were missed is completed. Medical documentation may be required at the discretion of the Meet Director.
- 7.1.4 Competitor flight limits: There is no maximum number of competition flights allowed per day per competitor in all events or disciplines.

7.2 Wind Tunnels, Training and Fun Flights

- 7.2.1 Except at the discretion of the Meet Director and with the concurrence of the Chief Judge, once an event begins, no competitor or team in that event will be permitted to make outdoor skydives.

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- 7.2.1.1 Violations of this rule may warrant disqualification by the Meet Director and a recommendation to the USIS of disbarment from future USIS championships.
- 7.3 Flight Order**
- 7.3.1 Before starting the first round of each event, flight order numbers for each team or individual competitor will be drawn by meet management.
- 7.3.2 Teams or individuals will compete in this order, unless otherwise determined by the Meet Director.
- 7.4 Flight Notification**
- 7.4.1 Teams or individuals will be given a call at least 15 minutes and five minutes before entering the antechamber.
- 7.4.2 If a team or individual does not arrive in time for their flight, they will be scored as having made the flight and assessed the maximum penalty.
- 7.4.3 Except for re-flights and the first flight of the day, each competitor is allowed a minimum time of 30 minutes from arriving at the competition site to the first call for the next competition flight.
- 7.4.4 For competitors who have entered in two events, the minimum allowed time from arriving at the competition site to the first call for the next flight, except for re-flights and the first flight of the day, is 15 minutes.
- 7.5 Change or Interruption of Events**
- 7.5.1 If a round in an event is interrupted for any reason, the round will be completed at the earliest opportunity.
- 7.5.2 In order to ensure completion the Meet Director may run multiple events simultaneously.
- 7.6 Competitor Refusal to Fly**
- 7.6.1 Competitors may refuse, at their own expense, to fly for reasons that violate good safety practices.
- 7.6.2 If a competitor enters the flight chamber the flight becomes official and will be scored.
- 7.6.3 The judges may assess the maximum/minimum score, as appropriate, for the round if the reasons for refusal to fly are not considered pertinent.
- 7.7 Host and Meet Management Responsibilities**
- 7.7.1 Meet management is to provide sufficient staff (normally one or two persons) to make up the scoring and recording section of the judging staff.
- 7.7.2 A meet announcement board (or “DZ TV”), where an official clock is visible and official announcements including event holds, releases, scores, and protest results are posted, must be present.
- 7.7.3 An electronic method may be used for this purpose.
- 7.7.4 Such announcements, and especially scores, become officially posted when placed on such an announcement board for permanent, continuous public display.

8 POLICIES AND PROCEDURES

- 8.1 Equipment and Clothing**
- 8.1.1 Each competitor is responsible for outfitting himself or herself with safe and acceptable gear, normal associated equipment, and clothing necessary for the performance required in each competitive discipline.
- 8.1.2 The Meet Director, whose decision will be final, will settle any controversy concerning the suitability of a competitor’s equipment.
- 8.2 Protests**
- 8.2.1 At any time during the event, a competitor or a team that is dissatisfied on any matter should first ask the appropriate official for assistance and, if still dissatisfied, may file a written protest to the Meet Director, who must give the protest to the Jury President and advise the Chief Judge of its contents without delay.
- 8.2.2 A protest must be filed within three hours of the knowledge of the grounds for protest.
- 8.2.2.1 The timing of the three hours will only be done during the time that the competitors in the event are required to be at the competition site.

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- 8.2.2.2 The protest must state the particular rule or rules about which the protest is being made and contain a description of the situation, reasons for the protest, names of pertinent witnesses, and the availability of the witnesses to provide information if called by the Jury.
- 8.2.2.3 No protest may be made nor may one be accepted by the Meet Director that deals with the evaluation of a flight or a score given by the judges.
- 8.2.2.4 A protest may be withdrawn at any time before the final decision of the Jury.
- 8.2.3 The issue must be addressed by the Jury as soon as possible.
- 8.2.4 A \$50 fee must accompany the protest. This fee applies to each competitor/team.
- 8.2.4.1 If a decision regarding the protest is granted in favor of the competitor or team, all protest fees will be refunded.
- 8.2.4.2 Kept fees will be donated to USIS for the exclusive use of the U.S. Team. Donations will be made in the name of the protesting individual or team when possible.
- 8.2.5 Procedures
 - 8.2.5.1 The Jury President will convene a hearing with all applicable parties present during and aware of the protested incident to discuss pertinent information.
 - 8.2.5.2 The Jury President will inform the competitor or team of the protest decision by public written posting, noting the competitor or team number, event, round, and disposition of the protest.
- 8.3 Re-flights**
 - 8.3.1 Except as provided in the video review panel paragraph of this section, any principal judge observing a circumstance that obviously merits a re-flight for a competitor or team will inform the Event/Chief Judge.
 - 8.3.1.1 The competitor or team will be immediately informed of an awarded re-flight after a favorable decision by the Event/Chief Judge.
 - 8.3.1.2 Individual competitors or teams may refuse a re-flight and take the original score.
 - 8.3.1.3 Officially awarded re-flights, if not declined, must be made as soon as possible after the incident causing the re-flight.
 - 8.3.2 The cost of all officially awarded re-flights will be borne by the competitor or the team.
 - 8.3.3 Problems with a competitor's equipment, including video equipment, are not grounds for a re-flight.
 - 8.3.3.1 Once the competitor/team enters the flight chamber, the flight will be scored unless video evidence is insufficient.
 - 8.3.4 Specific conditions or situations warranting re-flights will be described in the section of this Manual governing the competitive discipline.
- 8.4 Completion of the Competition**
 - 8.4.1 Should circumstances require, the Meet Director may employ an elimination cut to ensure completion of a valid championships.
 - 8.4.2 Minimum requirements for a valid event or championships are enforced according to the section of this Manual governing each discipline.
 - 8.4.3 At the conclusion of the competition, the Jury meets to declare the championships complete and valid, and to officially certify the results.
 - 8.4.4 At the conclusion of the championships, the host must provide the USIS Liaison with suitable electronic data files/scoresheets and any other pertinent data (participant lists to compute sanction fees, etc.).
- 8.5 Classification of Final Results**
 - 8.5.1 Classification of final results for each competitive discipline is described in the appropriate section of CaRMA.
 - 8.5.2 A competitor must complete a flight and be scored in one round in order to be listed in the official standings.
 - 8.5.3 Guest teams/competitors will be listed in the standings. Such guests will not be given a rank. Instead, they will be marked (G). Under no circumstances will guest scores be allowed to have an effect on other scores in the standings.

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8.6 Recognition of Winners

- 8.6.1 For all USIS competitive disciplines, appropriate medals or other suitable recognition are presented annually for places first through third to each individual titlist in the individual events and each team member in the team events, not including guest competitors, except:
 - 8.6.1.1 If only one competitor enters the event, no medals will be awarded unless they achieve a performance that is 50 percent or higher relative to the performance achieved by the first place in the event at the USIS National Championships held the previous year; if this is the first time the event has been held at a USIS National Championships, medal(s) will be awarded.
 - 8.6.1.2 If only two enter the event, only first place will be awarded unless second place achieves a performance that is 50 percent or higher relative to the performance achieved by first place.
 - 8.6.1.3 If only three enter the event, only first and second place will be awarded unless third place achieves a performance that is 50 percent or higher relative to the performance achieved by first place.
- 8.6.2 Guest competitors invited by USIS may be given separate awards.

GENERAL RULES

Appendix A: Competition Jury

Note: The guidelines in this section are not grounds for protest.

1 OPERATION OF THE JURY

- 1.1 The President and Jury members are announced during the competitor's briefing.
- 1.2 Jury meetings are to be held at least once a day, normally toward the close, and as called by the Jury President.
- 1.3 The Jury President or his or her designee attends all briefings.
 - 1.3.1 It is recommended that these briefings be recorded.
 - 1.3.2 The Jury should require that all subsequent briefings or changes be posted.

2 DECISION PROCESS

- 2.1 The Jury President votes only in case of a tie.
- 2.2 When considering a protest, the Jury will make one of three findings:
 - 2.2.1 Protest granted (return filing fee to the petitioner).
 - 2.2.2 Protest denied (place filing fee in the U.S. Team Fund, in the name of the team or competitor when possible).
 - 2.2.3 Protest rejected; it is not a matter for jury consideration (return filing fee to the petitioner).

3 PROCEDURES

- 3.1 Petitions must follow the format of the USIS Form, "Petition to Jury," contained in CaRMA, stating the rule or rules to be considered.
- 3.2 Flights should not be discontinued pending a Jury decision unless absolutely necessary.
- 3.3 The Jury President reads the petitions or appeals and makes sure that they are fully understood by all Jury members.
 - 3.3.1 He or she invites the person submitting the petition to add any explanation or information needed to clarify his or her petition to the Jury.
 - 3.3.2 The President may then query the appropriate individual, the person submitting the petition, and any others designated as witnesses.
- 3.4 When the person submitting the petition and all other parties have been heard, the President asks the jury if they require further information.
- 3.5 The President instructs all Jury members not to express, orally or otherwise, a personal opinion and will not permit any discussions to take place in the presence of the parties concerned.
 - 3.5.1 The Jury, in closed session, discusses questions pertinent to the specific issues.
 - 3.5.2 Parties concerned may be called or recalled to provide relevant information to the Jury.
- 3.6 When the President decides that the Jury has discussed the issues sufficiently, he or she calls for a ballot to determine the outcome of the petition.
- 3.7 Results of the ballot are revealed to the parties concerned as soon as practical.
 - 3.7.1 Jury decisions must be in writing giving the reasons for the finding.
 - 3.7.2 The original petition and Jury decision are to be posted on the bulletin board.

4 AMENDMENTS TO THIS SECTION

- 4.1 It is the Jury President's duty to submit a report to the USIS on the Jury operation and make suggestions for additions or changes to this section.
- 4.2 USIS should also receive a copy of all petitions and Jury findings and any recommendations for changes to the competition rules based on the petitions presented.

CHAPTER 2: USIS NATIONAL SKYDIVING CHAMPIONSHIPS GENERAL COMPETITION RULES

Appendix B: Petition to Jury for National Championships

Name of official, competitor or team:

Competition Number:

Event:

Round:

Date:

/

/

Time:

Situation in question:

Facts of the situation:

Arguments (use reverse side if necessary):

Signature of official, competitor or team captain:

Date:

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Chapter 3

USIS National Formation Skydiving Championships Competition Rules

CHAPTER 3: USIS NATIONAL FORMATION SKYDIVING CHAMPIONSHIPS COMPETITION RULES

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FORMATION SKYDIVING

1 GENERAL

- On an indoor skydive flight, teams perform a designated formation or a sequence or series of formations and/or intermediate maneuvers (inter) drawn from the dive pool as shown in this chapter.

2 EVENT DESCRIPTION

2.1 4-Way Vertical Formation Skydiving (VFS)

- 2.1.1 Open: Each round consists of five or six (whichever is drawn first) scoring formations from the dive pool.
- 2.1.2 Advanced: Each round consists of three or four (whichever is drawn first) scoring formations from the dive pool.

2.2 2-Way Vertical Formation Skydiving (VFS)

- 2.2.1 Open: Each round consists of five or six (whichever is drawn first) scoring formations from the dive pool.
- 2.2.2 Advanced: Each round consists of three or four (whichever is drawn first) scoring formations from the dive pool.
- 2.2.3 Intermediate: Each round consists of three or four (whichever is drawn first) scoring formations from the dive pool.

2.3 4-Way Formation Skydiving (FS)

- 2.3.1 Advanced and Open: Each round consists of five or six (whichever is drawn first) scoring formations from the dive pool.
- 2.3.2 Intermediate: Each round consists of four or five (whichever is drawn first) scoring formations from the dive pool.

2.4 8-Way FS (FUTURE)

3 TEAM COMPOSITION

- No team in any Advanced or Intermediate class (4-way and 8-way FS, 2-way VFS, 4-way VFS, etc.) may be composed of more than one quarter of members who have won a gold medal in that class at the five previous USIS National Championships or won a medal in a higher class at the five previous USIS National Championships or in the same event at an FAI First Category Event.
- A competitor is allowed to compete on only one team in each of the events except by prior declaration and approval of USIS.

3.1 2-Way VFS

- 3.1.1 Each team may consist of up to three members, but is eliminated from competition if, for any reason, it is cut to one or fewer members.

3.2 4-Way FS/VFS

- 3.2.1 Each team may consist of up to five members, but is eliminated from competition if, for any reason, it is cut to three or fewer members.

3.3 8-Way (FUTURE)

4 COMPETITION DRAW

4.1 General

- 4.1.1 The Chief Judge will supervise a public draw of the sequences.
- 4.1.2 Teams will be given not less than two hours' knowledge of the results of the draw and the start of competition.

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- 4.1.3 An electronically generated draw may be used. USIS recommends using the dive generator available at: http://drawgenerator.axis.tools/draw_configure.php

4.2 Event Specific Draws

- 4.2.1 A separate draw will be made for the following classes and events:

- 4.2.1.1 4-way VFS Open, 4-Way FS Advanced & Open, 8-Way FS Advanced & Open

- 4.2.1.2 2-Way VFS Open

- The first two rounds will be drawn from the Belly/Back dive pool and the remaining rounds will be drawn from the Head-Up and Head-Down dive pools

- 4.2.1.3 2-Way VFS Advanced

- The first two rounds will be drawn from the Belly/Back dive pool and the remaining rounds will be drawn from the Head-Up and Head-Down dive pools, excluding those marked only as Open.

- 4.2.1.4 2-Way VFS Intermediate

- The first two rounds will be drawn from the Belly/Back dive pool and the remaining rounds will be drawn from the Head-Up dive pool, excluding HU-03..

- 4.2.1.5 4-Way VFS Advanced

- The draw will be performed from a dive pool consisting of only blocks 1, 2, 3, 4, 7, 8, 9, 11, 12, 13, 14, 16, 21, and 22 and only randoms A, B, C, E, J, K, L.

- 4.2.1.6 4-Way FS Intermediate

- The draw will be performed from a dive pool consisting of only blocks 1, 2, 4, 6, 7, 8, 9, 11, 13, 14, 15, 18, 19, 20, 21, and 22, and all the randoms.

- 4.2.1.7 8-Way Intermediate (FUTURE)

4.2.2 Common Draw Procedures

- 4.2.2.1 Representations of the numbered block sequences and lettered random formations from the relevant dive pool are singularly placed in one container for each event.

- 4.2.2.2 Individual withdrawal from the container, without replacement, determines the sequences to be jumped in each round.

- 4.2.2.3 If, while performing the draw the container becomes exhausted, the entire pool will be put back in the container and the draw will continue until it is completed. If a duplicate random or block is drawn within a single round, the duplicate will be removed from the round and put back in the container before continuing the draw.

- 4.2.2.4 The number of rounds drawn shall be the number of regular scheduled rounds for the event plus one additional round to serve as a tie-breaker.

4.3 Number of Rounds

- 4.3.1 2-Way VFS: One complete round constitutes a meet; the maximum (scheduled) number is eight.

- 4.3.2 4-Way VFS: One complete round constitutes a meet; the maximum (scheduled) number is ten.

- 4.3.3 4- and 8-Way: One complete round constitutes a meet; the maximum (scheduled) number is ten.

5 FLIGHT ORDER

- 5.1 The performance order for the first competition round of each event will be determined by random draw.

- 5.2 An updated order of performance in reverse order of placing shall be implemented after every break in the competition which occurs after a completed round where practical.

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6 WORKING TIME

6.1 2-Way VFS and 4-Way VFS

6.1.1 Working time is 35 seconds.

6.1.2 Each sequence should be repeated until the working time of 35 seconds has expired.

6.2 4-Way FS

6.2.1 Working time is 35 seconds.

6.2.2 Each sequence should be repeated until the working time of 35 seconds has expired.

6.3 8-Way

6.3.1 Working time is 50 seconds.

6.3.2 Each sequence should be repeated until the working time of 50 seconds has expired.

7 SCORING

7.1 2-, 4-, and 8-Way

7.1.1 A team will score one point for each judgeable scoring formation performed in the sequence within the allotted working time of each round. Teams may continue scoring by continually repeating the sequence.

7.1.2 Three points will be deducted for each omission; if both the inter and the second formation in a block sequence are omitted, this will be considered as only one omission.

7.1.3 If an infringement in the scoring formation of a block sequence is carried into the inter, this will be considered as one infringement only, provided that the intent of the inter requirements for the next formation is clearly presented and no other infringement occurs in the inter.

7.1.4 The minimum score for any round is zero points.

7.1.5 It is the responsibility of the team to clearly present the start of working time, correct scoring formations, inters, and total separations to the videographer and the judges.

7.1.6 Scoring formations need not be perfectly symmetrical, but they must be performed in a controlled manner.

7.1.7 Mirror images of random formations and whole block sequences are permitted.

7.1.8 VFS: No grip line may cross another grip line within a formation.

8 DEFINITIONS

8.1.1 A scoring formation is a formation that is correctly completed and clearly presented either as a random formation or within a block sequence as depicted in the dive pool, and which, apart from the first formation after exit, must be preceded by a correctly completed and clearly presented total separation or inter, as appropriate.

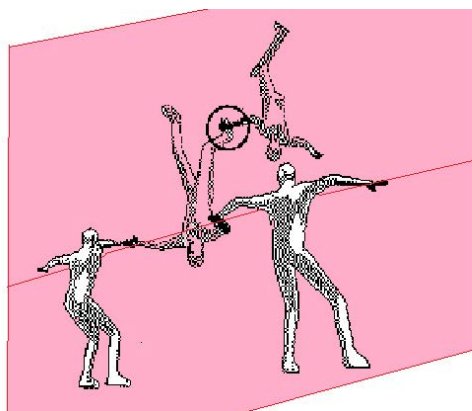
8.1.2 **Antechamber:** the area used by teams as a waiting and staging area for entrance into the wind tunnel. This chamber is separated from the public viewing area and is for the exclusive use of the teams on call.

8.1.3 **Entrance:** Teams must enter the tunnel using the designated doorway. The working time will start when both feet of any team member leave the antechamber floor and the team member enters the tunnel. Team members may lean into the air flow with one foot inside the tunnel without the working time starting as long as one foot remains on the floor of the antechamber and any foot inside the tunnel does not use the net for launch. For 4-way VFS Entrance: Teams must enter the tunnel and staying stand up on the net in center of the airflow. The working time will start when both feet of any team member leave the net. For 2-way VFS Entrance: Open/Advanced classes will launch from the net, while Intermediate classes will launch from the door.

8.1.4 **Grips**

FORMATION SKYDIVING

- 8.1.4.1 FS: A grip consists of a handhold on an arm or leg of another jumper. As a minimum, a grip requires stationary contact of the hand on an arm or leg, as shown in the Definition of Symbols in this section.
- 8.1.4.2 VFS: A grip requires stationary contact of the hand on an arm, leg, or foot as shown in the dive pool. A foot grip consists of a handhold on the foot or ankle; the grip must be at, or below the anklebone. Each competitor must be in the correct orientation.
- 8.1.5 An **inter** is an intermediate requirement which must be performed as depicted in the block portions of the dive pools.
- 8.1.5.1 A **subgroup** consists of an individual or two or more jumpers linked by a grip or grips.
- 8.1.5.2 When shown, each subgroup must remain intact as a subgroup from the break of the previous scoring formation in the sequence until the correct completion of the next scoring formation in the sequence.
- 8.1.5.3 Where degrees are shown, (180°, 270°, 360°, 540°), this indicates the approximate degrees and direction of turn required to complete the inter as indicated. Degrees of turn performed must be in a single direction.
- 8.1.5.4 The degrees shown are approximately that amount of the circumference of the subgroup's center point to be presented to the center point(s) of the other subgroup(s).
- 8.1.5.5 Contact is allowed between subgroups during the inter of a block sequence.
- Any assisting body contact on other jumpers or their equipment within a subgroup or a scoring formation is not permitted.
 - Where subgroups are shown, they must remain intact as a subgroup with only the depicted grips on other jumpers in that subgroup.
 - Handholds by the jumper on their own body within a subgroup or a scoring formation are permitted. If an inter requires an orientation change by a subgroup, no grip may be taken between that subgroup and any other subgroup during the orientation change..
- 8.1.5.6 A subgroup's **center point** is one of the following:
- The defined grip or the geometric center of the defined grips within a subgroup within linked jumpers
 - The geometric center of an individual's torso
- 8.1.5.7 VFS "**Grip line**": This is the line linking the torsos of two competitors via their arms or legs and feet and the grip that joins them.
- Clarification regarding random O: There is an imaginary vertical plane passing through the handgrips, with outside competitors having hand grips on one side of the vertical plane and the competitor taking the leg grip on the other side of the vertical plane. No grip line may cross the vertical plane within the formations.



- 8.1.5.8 VFS **Orientation**: "Relative wind" is defined as the direction from which the air appears to be coming due to the relative speed of the competitors in freefall.
- 8.1.5.9 VFS "**Head down**" orientation requires that the competitor's torso is approximately vertical with the head down, towards the ground.

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- 8.1.5.10 VFS “**Upright**” orientation requires that the competitor’s torso is approximately vertical with the head up, towards the sky.
- 8.1.6 An **infringement** is one of the following:
- 8.1.6.1 An incorrect or incomplete formation which, apart from the last point at freeze frame, is followed within working time by either—
- A total separation or
 - An inter, whether correct or not
- 8.1.6.2 A correctly completed formation preceded by an incorrect inter or incorrect total separation
- 8.1.6.3 A formation, inter, or total separation not clearly presented
- 8.1.7 An **omission** is one of the following:
- 8.1.7.1 A formation or inter is missing from the drawn sequence.
- 8.1.7.2 No clear intent to build the correct formation or inter is seen, but another formation or inter is presented, and there is an advantage to the team resulting from the substitution.
- 8.1.8 **Separation**
- 8.1.8.1 In 2-way, 4-way and 8-way sequences, total separation is required between whole blocks, between random formations, and between whole blocks and random formations.
- 8.1.8.2 Total separation is when all competitors show at one point in time they have released all their grips and no part of their arms are in contact with another body.
- 8.1.9 **Working Time:** is the period of time during which teams are scored on a performance which starts when both feet of any team member have left the antechamber floor (tunnel net for VFS) in order to enter the tunnel and terminates a number of seconds later as specified for the event.

9 VIDEO RECORDING

- 9.1 Video evidence is required to judge each performance and to show the team’s performance to third parties
- 9.2 For the purpose of these rules, « video equipment » refers to the equipment installed in the wind tunnel by the organizer specifically for the competition. No other video equipment will be used for judging
- 9.3 The video equipment will be placed in the wind tunnel in such a location as to ensure that all members of the team are visible. The location and field of vision must be approved by the Chief Judge and the USIS Liaison.
- 9.4 The recording (camera), playback, and all auxiliary equipment must be full High Definition input and full High Definition output and must provide viewing for the judges.
- 9.5 The host must provide teams with a way of identification linking the team number with the video of the performance..

10 JUDGING AND RECORDING

- 10.1.1 Judges are stationed at video monitors to observe each team’s performance.
- 10.2 **Judging Procedures**
- 10.2.1 The judges will watch the video evidence of each flight once at normal speed to determine points in time. A second timing will be allowed if the last point in time is in question. At the end of working time, freeze frame will be applied on each full viewing. At the discretion of the Chief Judge, judges may be allowed partial playback, slow motion, and multiple views to increase the quality and speed of judging. If, during the judging cycle, the Chief Judge, Event Judge, or any judge on the panel considers that an absolute infringement has occurred, that infringement will be brought to the attention of the Event Judge to insure that it has been correctly scored by the majority of the panel judges.

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- 10.2.2 In the event a possible world record round is drawn in the open class, the panel of judges will judge by current IPC competition rules for that round (s) if possible.
- 10.2.3 The judges will use the electronic scoring system to record their evaluation of the performance. The judges may correct their evaluation record after the jump has been judged. Corrections to the evaluation record can only be made before the chief judge signs the score sheet. All individual judge's evaluations will be published.
- 10.2.4 The results of the evaluation will be checked by at least one judge.
- 10.3 Score sheets**
- 10.3.1 If the judges use a score sheet to record their evaluation, they will operate their own stopwatches, accurate to one one-hundredth (.01) of a second, and use the following symbols:
- | | |
|----|--|
| - | correct scoring formation |
| O | formation infringement |
| I | inter infringement |
| X | omission |
| NV | formations, inters or total separations not visible on screen due to meteorological conditions, or uncontrollable factors affecting freefall video equipment (example: lens fogging) |
| // | end of working time |
- 10.3.2 In this case, the score sheet of all judges must be collected immediately after the judges have scored the jump for evaluation by the scoring section.

11 CLASSIFICATION OF FINAL RESULTS

11.1 2-, 4-, 8-Way

- 11.1.1 For each team, the scores for each jump in each complete round are added.
- 11.1.2 The winner is the team with the largest score.

11.2 Ties

- 11.2.1 If two or more teams have equal scores, the following order of procedures will be applied until the first three places are determined:
- 11.2.1.1 One tie-break round. The tie-break round will be the next drawn round of the competition, or if all scheduled rounds are complete, one additional round drawn by the Chief Judge
- 11.2.1.2 Highest score in any completed round of scheduled competition (prior to any tie-breakers);
- 11.2.1.3 Highest score starting with the last completed round of scheduled competition and continuing in reverse order, round by round, until the tie is broken;
- 11.2.1.4 The fastest time (measured to the hundredths of a second) to the last formation scored without infringement by both teams in the last completed round. Starting time must be that used for original evaluation of the performance.

11.3 National Championships Title Classifications

- 11.3.1 National 4-Way FS Intermediate Champions—1st, 2nd, 3rd
- 11.3.2 National 4-Way FS Advanced Champions—1st, 2nd, 3rd
- 11.3.3 National 4-Way FS Open Champions—1st, 2nd, 3rd
- 11.3.4 National 4-Way FS Open Female Champions—1st (only)
- 11.3.5 National 2-Way VFS Intermediate Champions—1st, 2nd, 3rd
- 11.3.6 National 2-Way VFS Advanced Champions—1st, 2nd, 3rd

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- 11.3.7 National 2-Way VFS Open Champions—1st, 2nd, 3rd
- 11.3.8 National 4-Way VFS Advanced Champions—1st, 2nd, 3rd
- 11.3.9 National 4-Way VFS Open Champions—1st, 2nd, 3rd

FORMATION SKYDIVING

APPENDIX A: ADMINISTRATIVE AND JUDGING NOTES

The guidelines in this section are included to assist judges in the performance of their duties but are not grounds for protest.

1.2 Placement in the antechamber

- 1.2.1 Only the team to be evaluated should be near the entrance door.
- 1.2.2 All others should remain seated out of the way.
- 1.2.3 Formation and transition specifications
 - 1.2.3.1 All formations performed need satisfy only the judges that each formation was complete and controlled.
 - 1.2.3.2 Where an “inter” is required, it must be visually presented as shown in the dive pool.
 - 1.2.3.3 There is no holding time requirement for any formation.
 - 1.2.3.4 Teams must ensure that each formation is complete and held long enough to be clearly visible.

1.3 Required Equipment




- 1.3.1 Playback equipment compatible with high definition digital video files.
- 1.3.2 Monitor(s) suitable for display of HD digital video files.
- 1.3.3 Score sheets
- 1.3.4 Stopwatches, which are the responsibility of each judge

1.4 Other Comments

- 1.4.1 The event judge is permitted to abort and reinitiate the judging panel’s viewing of a performance if the viewing has been interrupted before the freeze frame, i.e., power failure, startling noise disruption, or any other unforeseen significant distraction, that would prevent the panel from making a reasonably fair appraisal.
- 1.4.2 Judges may not discuss the performance of a competitor or team until either all the judges have completed their assessment of the jump, or the Chief Judge or Event Judge initiates a discussion.
- 1.4.3 Dark jumpsuits with contrasting gloves are recommended for best video judgeability.

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APPENDIX B: DEFINITION OF SYMBOLS

	Indicates direction of turn by a sub-group.				
	Indicates turn by sub-group in either direction.				
	Indicates clarification of intent.				
<table><tr><td>90°</td><td>180°</td></tr><tr><td>270°</td><td>360°</td></tr></table>	90°	180°	270°	360°	Indicates approximate degrees of turn to show intent of the transition maneuver.
90°	180°				
270°	360°				

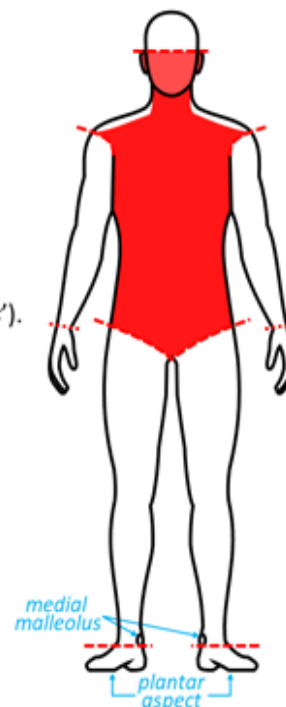
Definitions for Building a Formation

Scoring Zones

<i>Head</i>	Above the ears.
<i>Arm</i>	Below a line from the tip of the shoulder to the armpit, including the hand, excluding the shoulder.
<i>Hand</i>	Wrist to finger tips.
<i>Leg</i>	Below a line from hip joint to crotch, including the foot.
<i>Foot</i>	Below the ankle (slight protrusion of the 'medial malleolus').
<i>Sole</i>	Underside ('plantar aspect') of the foot.

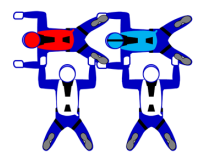
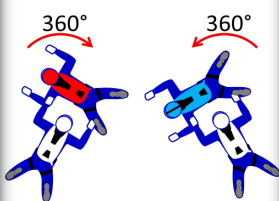
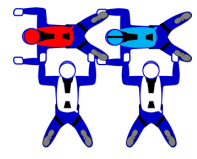
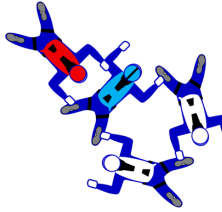
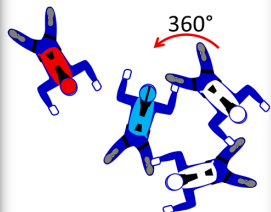
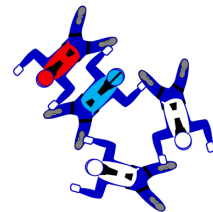
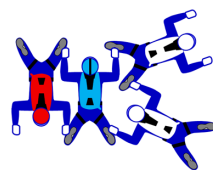
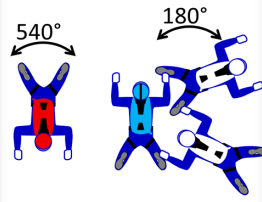
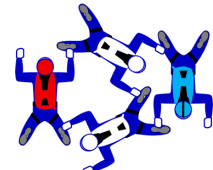
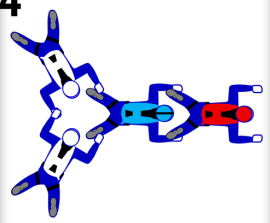
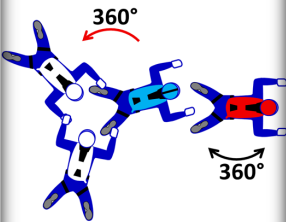
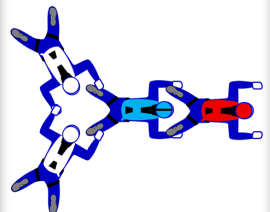
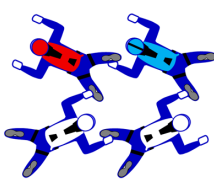
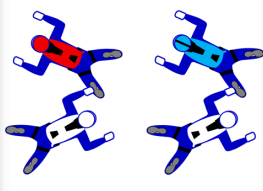
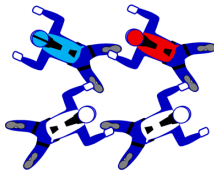
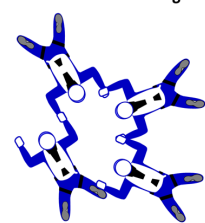
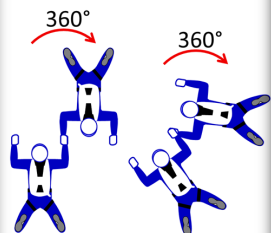
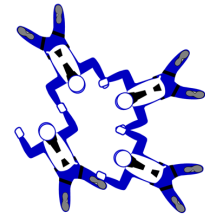
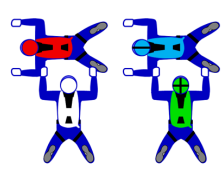
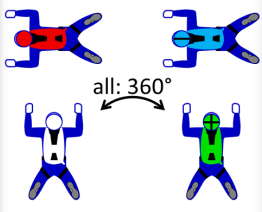
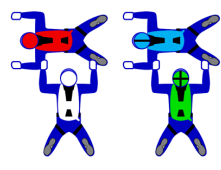
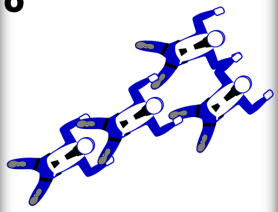
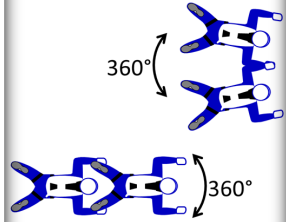

'same' (arm, leg, foot): left to left -or- right to right

'opposite' (arm, leg, foot): left to right -or- right to left



FORMATION SKYDIVING

APPENDIX C: FS 4-WAY BLOCK SEQUENCES

<p>1 © AXIS Flight School</p>  <p>Molar</p>  <p>INTER</p>  <p>Molar</p>	<p>2 © AXIS Flight School</p>  <p>Sidebody Donut</p>  <p>INTER</p>  <p>Side Flake Donut</p>	<p>3 © AXIS Flight School</p>  <p>Side Flake Opal</p>  <p>INTER</p>  <p>Turf</p>	<p>4 © AXIS Flight School</p>  <p>Monopod</p>  <p>INTER</p>  <p>Monopod</p>
<p>5 © AXIS Flight School</p>  <p>Opal</p>  <p>INTER</p>  <p>Opal</p>	<p>6 © AXIS Flight School</p>  <p>Stardian</p>  <p>INTER</p>  <p>Stardian</p>	<p>7 © AXIS Flight School</p>  <p>Sidebuddies</p>  <p>INTER</p>  <p>Sidebuddies</p>	<p>8 © AXIS Flight School</p>  <p>Canadian Tee</p>  <p>INTER</p>  <p>Canadian Tee</p>

FORMATION SKYDIVING

APPENDIX C: FS 4-WAY BLOCK SEQUENCES (CONTINUED)

<p>9 © AXIS Flight School</p> <p>Cat + Accordion</p> <p>INTER</p> <p>Cat + Accordion</p>	<p>10 © AXIS Flight School</p> <p>Diamond</p> <p>INTER</p> <p>Bunyip</p>	<p>11 © AXIS Flight School</p> <p>Photon</p> <p>INTER</p> <p>Photon</p>	<p>12 © AXIS Flight School</p> <p>Bundy</p> <p>INTER</p> <p>Bundy</p>
<p>13 © AXIS Flight School</p> <p>Mixed Accordion</p> <p>INTER</p> <p>Mixed Accordion</p>	<p>14 © AXIS Flight School</p> <p>Bipole</p> <p>INTER</p> <p>Bipole</p>	<p>15 © AXIS Flight School</p> <p>Caterpillar</p> <p>INTER</p> <p>Caterpillar</p>	<p>16 © AXIS Flight School</p> <p>Compressed</p> <p>INTER</p> <p>Box</p>

FORMATION SKYDIVING

APPENDIX C: FS 4-WAY BLOCK SEQUENCES (CONTINUED)

17 © AXIS Flight School

Danish Tee

INTER

Murphy

18 © AXIS Flight School

Zircon

INTER

Zircon

19 © AXIS Flight School

Ritz

INTER

Icepick

20 © AXIS Flight School

Piver

INTER

Viper

21 © AXIS Flight School

Zig Zag

INTER

Marquis

22 © AXIS Flight School

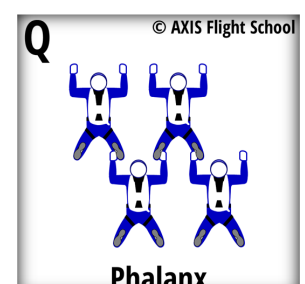
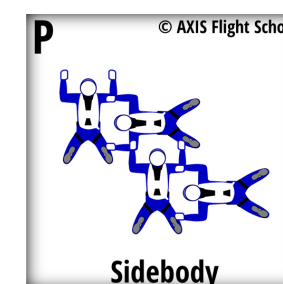
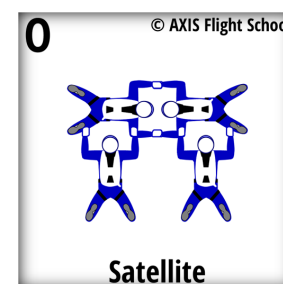
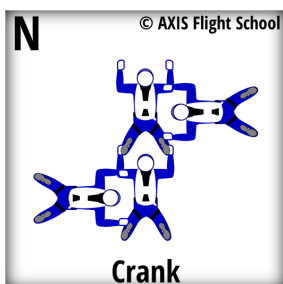
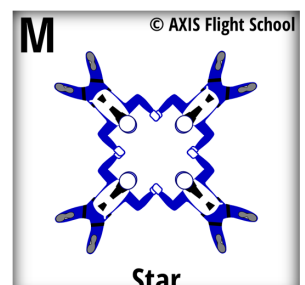
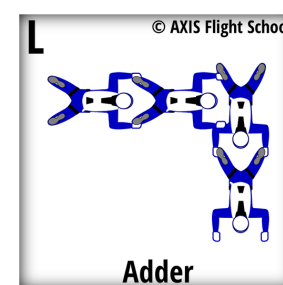
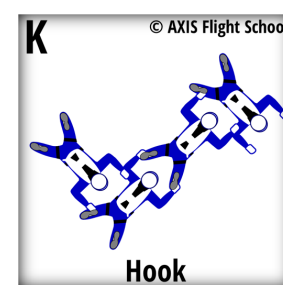
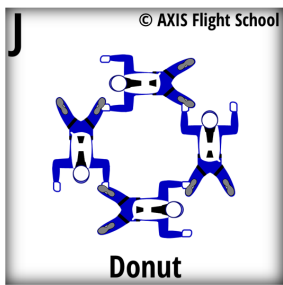
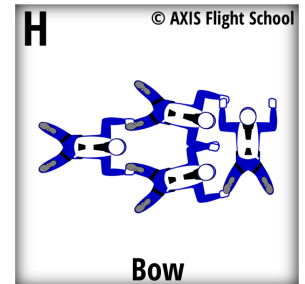
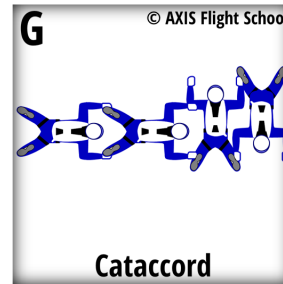
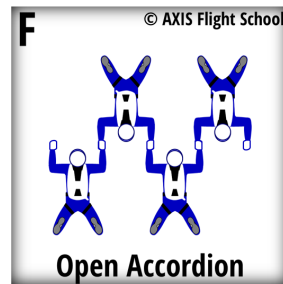
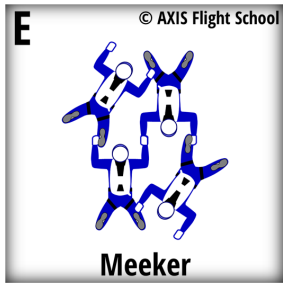
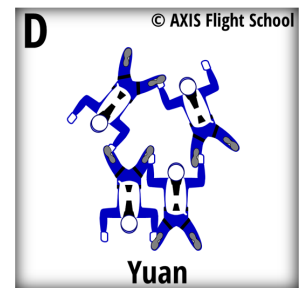
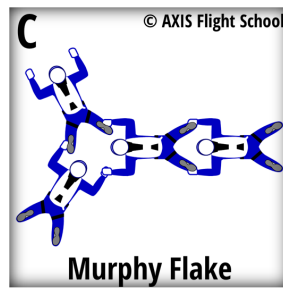
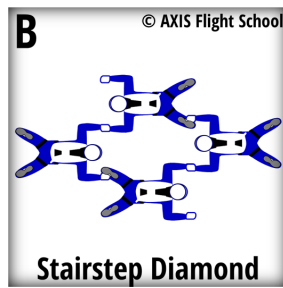
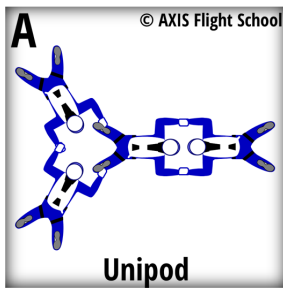
Tee

INTER

Chinese Tee

FORMATION SKYDIVING

APPENDIX D: FS 4-WAY RANDOM FORMATIONS

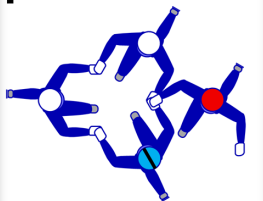
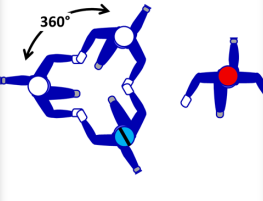
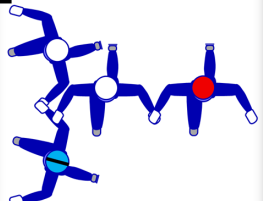
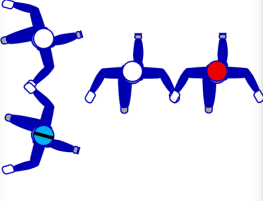
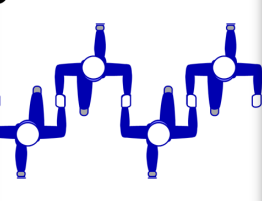
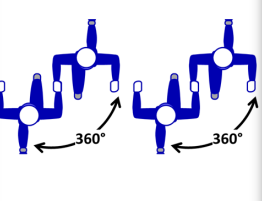
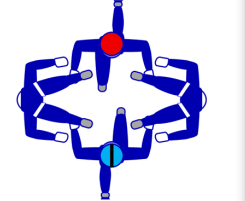
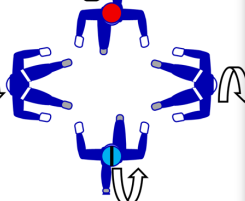
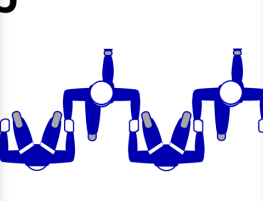
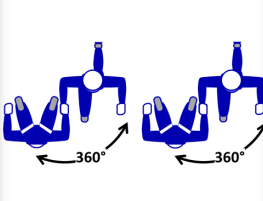
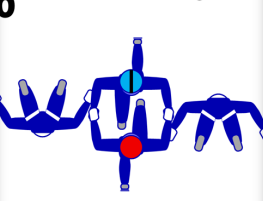
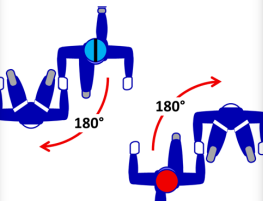
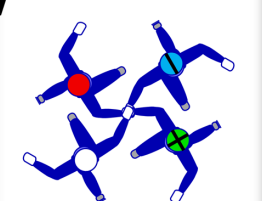
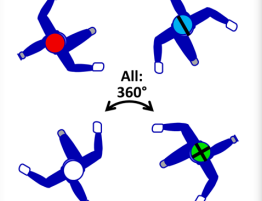
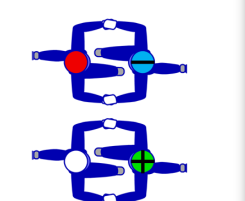
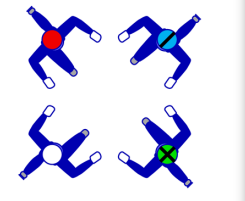


FUTURE

FUTURE

FORMATION SKYDIVING

APPENDIX G: VFS 4-WAY BLOCK FORMATIONS

<p>1 © AXIS Flight School</p>  <p>Arrowhead</p> <p>INTER</p>  <p>Arrowhead</p>	<p>2 © AXIS Flight School</p>  <p>Claw</p> <p>INTER</p> <p><small>Note: End of block has clearly defined the red flyer as the jumper the blue flyer docks on.</small></p>  <p>Claw</p>	<p>3 © AXIS Flight School</p>  <p>HD Accordion</p> <p>INTER</p>  <p>HD Accordion</p>	<p>4 © AXIS Flight School</p>  <p>Chain Gang</p> <p>INTER</p>  <p>Chain Gang</p>
<p>5 © AXIS Flight School</p>  <p>Mixed Accordion</p> <p>INTER</p>  <p>Mixed Accordion</p>	<p>6 © AXIS Flight School</p>  <p>Snowflake</p> <p>INTER</p>  <p>End of Snowflake</p>	<p>7 © AXIS Flight School</p>  <p>Flower</p> <p>INTER</p>  <p>Flower</p>	<p>8 © AXIS Flight School</p>  <p>Buddy</p> <p>INTER</p>  <p>Buddy</p>

FORMATION SKYDIVING

APPENDIX G: VFS 4-WAY BLOCK FORMATIONS (CONTINUED)

<p>9 © AXIS Flight School</p> <p>Shorty</p> <p>INTER</p> <p>Shorty</p>	<p>10 © AXIS Flight School</p> <p>Mixed Anthem</p> <p>INTER</p> <p>Mixed Anthem</p>	<p>11 © AXIS Flight School</p> <p>Fun Buddies</p> <p>INTER</p> <p>Fun Buddies</p>	<p>12 © AXIS Flight School</p> <p>Pinweel</p> <p>INTER</p> <p>Pinweel</p>
<p>13 © AXIS Flight School</p> <p>HD Star</p> <p>INTER</p> <p>HD Star</p>	<p>14 © AXIS Flight School</p> <p>Satellite</p> <p>INTER</p> <p>Satellite</p>	<p>15 © AXIS Flight School</p> <p>Bipole</p> <p>INTER</p> <p>Bipole</p>	<p>16 © AXIS Flight School</p> <p>Chimmy</p> <p>INTER</p> <p>Chimmy</p>

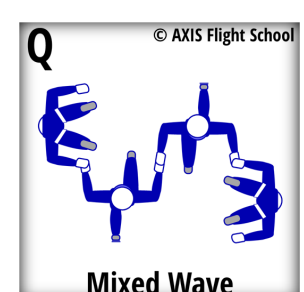
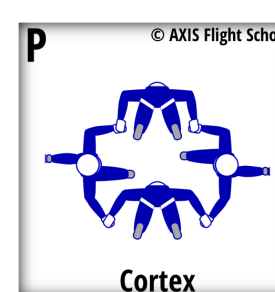
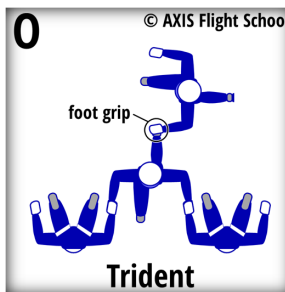
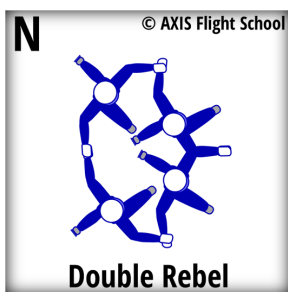
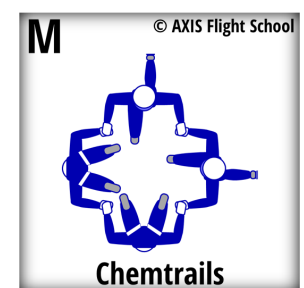
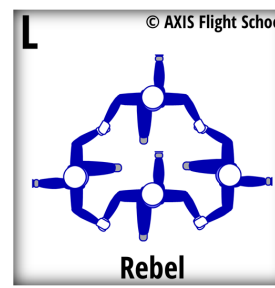
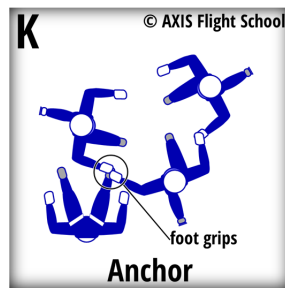
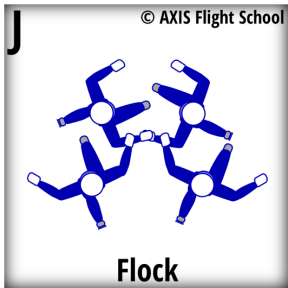
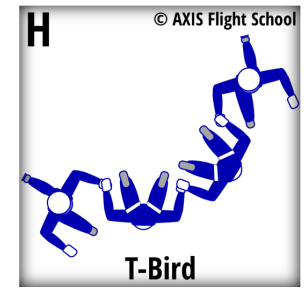
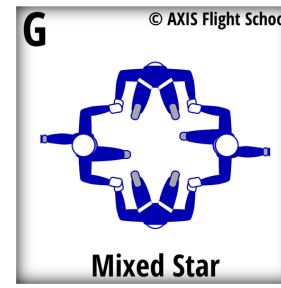
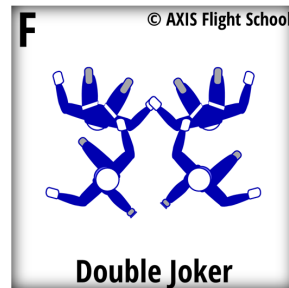
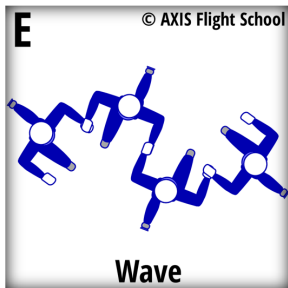
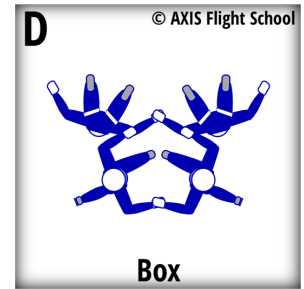
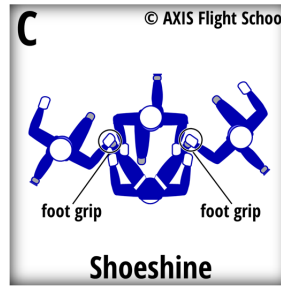
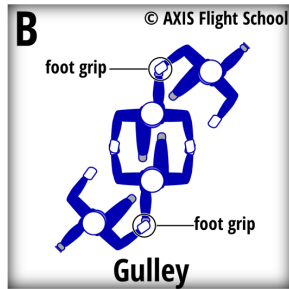
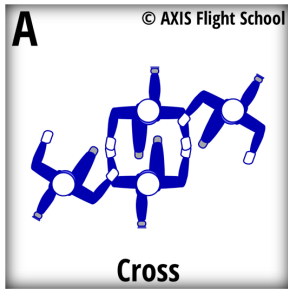
FORMATION SKYDIVING

APPENDIX G: VFS 4-WAY BLOCK FORMATIONS (CONTINUED)

<p>17 © AXIS Flight School</p> <p>Zins</p> <p>INTER</p> <p>Zins</p>	<p>18 © AXIS Flight School</p> <p>Ding</p> <p>INTER</p> <p>Ding</p>	<p>19 © AXIS Flight School</p> <p>Angry Pelican</p> <p>INTER</p> <p>Angry Pelican</p>	<p>20 © AXIS Flight School</p> <p>Focus Buddies</p> <p>INTER</p> <p>Focus Buddies</p>
<p>21 © AXIS Flight School</p> <p>Top Spot</p> <p>INTER</p> <p>Top Spot</p>	<p>22 © AXIS Flight School</p> <p>Core Buddies</p> <p>INTER</p> <p>Core Buddies</p>		

FORMATION SKYDIVING

APPENDIX H: VFS 4-WAY RANDOM FORMATIONS



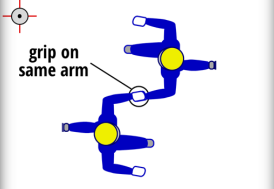
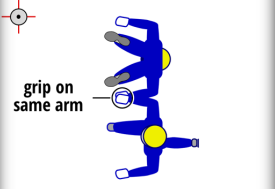
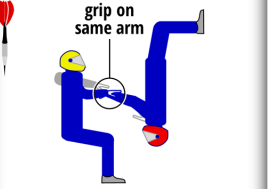
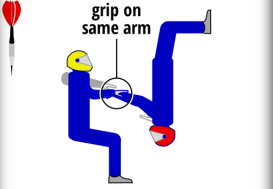
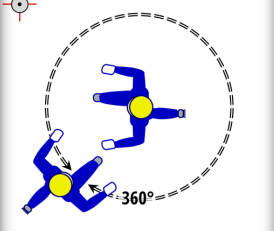
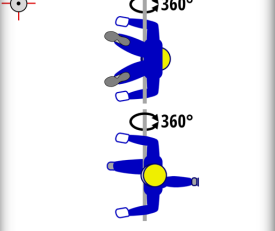
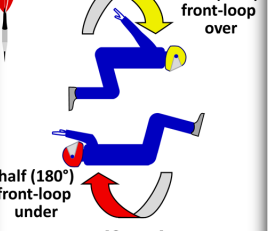
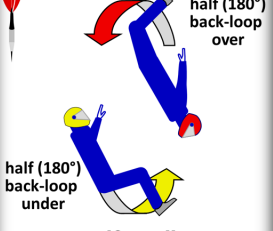
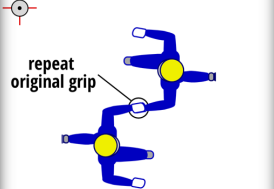
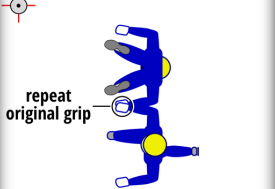
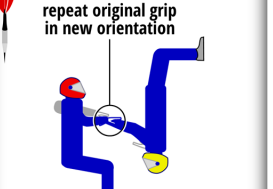
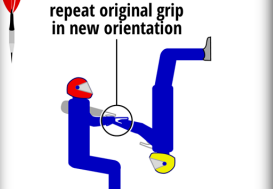
FORMATION SKYDIVING

APPENDIX I: VFS 2-WAY BLOCK FORMATIONS

BB-1 © AXIS Flight School Back Open Accordion	BB-2 © AXIS Flight School Back Open Accordion	HU-1 © AXIS Flight School Grip	HU-2 © AXIS Flight School Grip
 INTER	 INTER	 INTER	 INTER
 Back Open Accordion	 Back Open Accordion	 Grip	 Grip
HU-3 © AXIS Flight School Grip	HU-4 © AXIS Flight School Grip	HD-1 © AXIS Flight School Sixty-Nine	HD-2 © AXIS Flight School Grip
 INTER	 INTER	 INTER	 INTER
 Grip	 Grip	 Sixty-Nine	 Grip

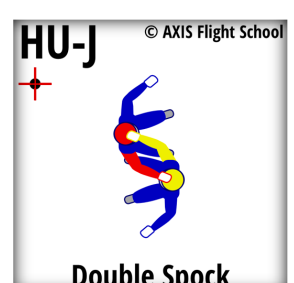
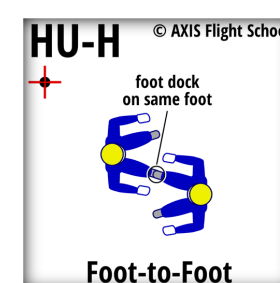
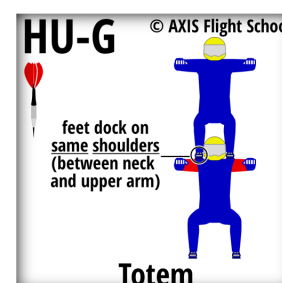
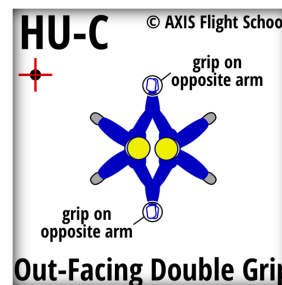
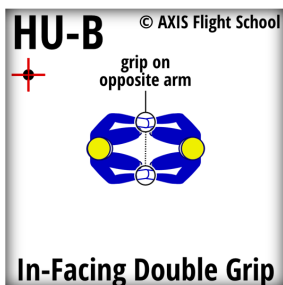
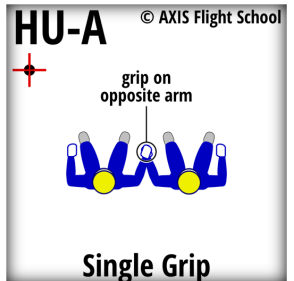
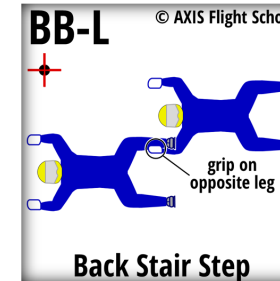
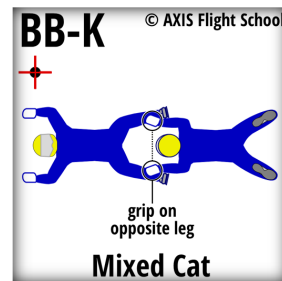
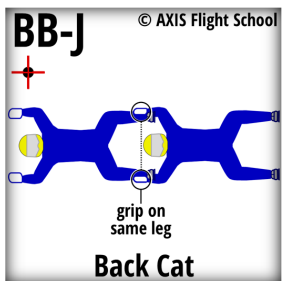
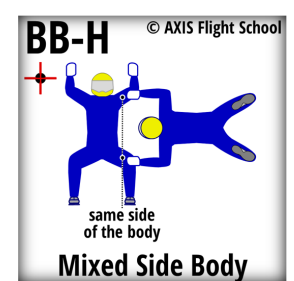
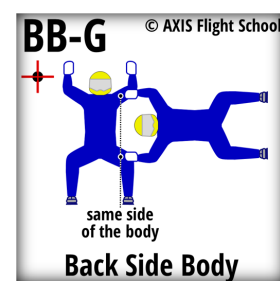
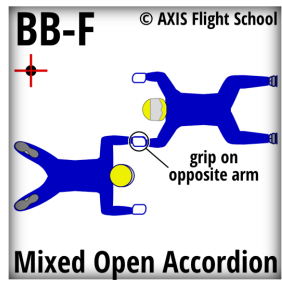
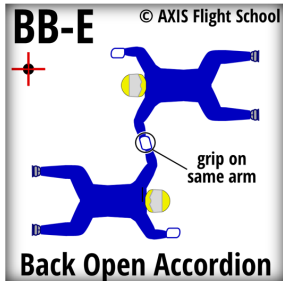
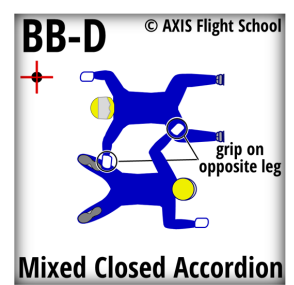
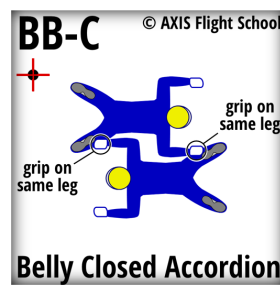
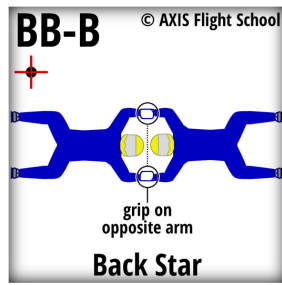
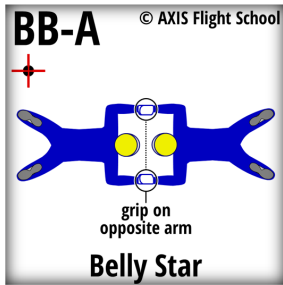
FORMATION SKYDIVING

APPENDIX I: MFS 2-WAY BLOCK FORMATIONS (CONTINUED)

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 <p>INTER</p>	 <p>INTER</p>	 <p>Half-Eagle</p>	 <p>Half-Cradle</p>
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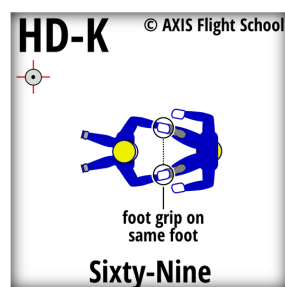
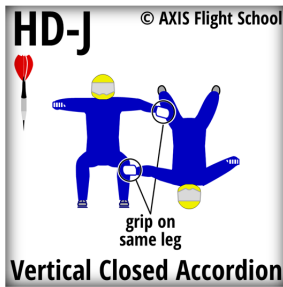
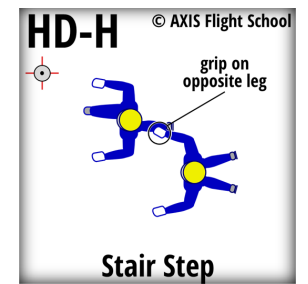
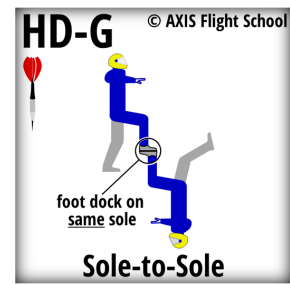
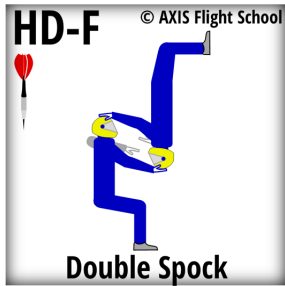
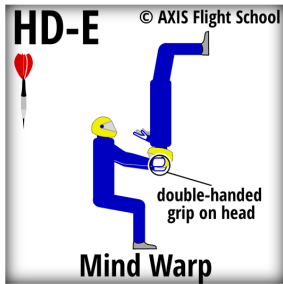
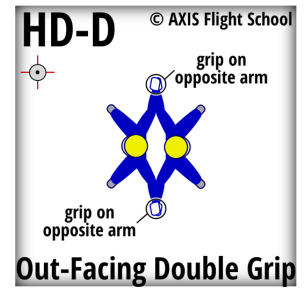
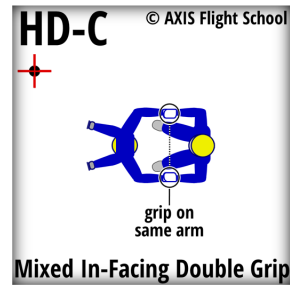
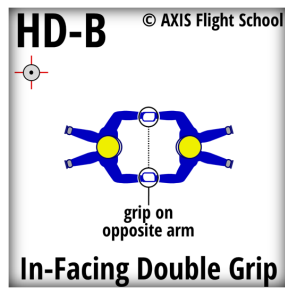
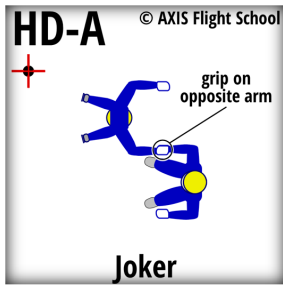
FORMATION SKYDIVING

APPENDIX J: MFS 2-WAY RANDOM FORMATIONS



FORMATION SKYDIVING

APPENDIX J: MFS 2-WAY RANDOM FORMATIONS (CONTINUED)



Chapter 4

USIS National Solo Freestyle Championships Competition Rules

CHAPTER 4: USIS NATIONAL SOLO FREESTYLE COMPETITION RULES

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SOLO FREESTYLE

1 DEFINITIONS

- 1.1 A Solo Freestyle (SFR) competition entry consists of one (1) Performer.
- 1.2 **Heading:** the direction in which the front of the torso of the Performer faces.
- 1.3 **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 Appendix B.
- 1.4 **Antechamber:** area used by Teams as a waiting area for entrance into the flight chamber. This area is separated from public viewing areas and is the exclusive use for Teams on call.
- 1.5 **Diffuser:** that vertical part of the flight chamber above the transparent viewing section.
- 1.6 **Flight:** a competitor's performance in the flight chamber.
- 1.7 **Routine:** a sequence of moves performed during the working time.
- 1.7.1 **Compulsory Routine:** a routine, without music, composed of three (3) Compulsory Sequences, as shown in Appendix A, and other moves at the Performer's discretion. The order in which these Compulsory Sequences and other moves are performed is chosen by the Performer.
- 1.7.2 **Free Routine:** a routine composed of moves chosen entirely by the Performer.
- 1.8 **Working Time:** The period of time during which a Performer may perform a routine during a Flight. Working time starts the instant the Performer begins flying, as determined by the Judges.
- Compulsory Routine: Working Time is 45 seconds.
 - Free Routine: Working Time is minimum 75 to a maximum of 90 seconds.
 - Each Performer must declare the length of his/her Free Routine before the competition begins. Music duration must not be longer than 10 seconds over the routine's time.

2 THE EVENT

- 2.1 Discipline: the discipline comprises of Solo Freestyle (SFR) Open and Junior events. There is no gender separation.
- 2.1.1 Junior competitors, whose 15th birthday occurs before the official start of competition may, if they choose, enter an open category event. Any competitor may only enter one category (Open or Junior)..
- 2.2 Objective of the Event: The objective for the Performer is to perform a sequence of moves with the highest possible merit
- 2.3 National Champion.
- 2.3.1 After all completed round(s), the National Champion in Solo Freestyle and in Junior Solo Freestyle will be declared
- 2.4 The (Junior) Solo Freestyle National Champion is the Performer with the highest total score for all completed rounds. If two (2) or more Performers have equal scores, then if time permits, the first three (3) places will be determined by a tie-break Free Round. If a tie still exists, the following procedure will be applied:
- i. the best score, then the second best score, and then third best score, of any completed free rounds
 - ii. the best score, then the second best score, of any completed compulsory rounds
- 2.5 All Performers in the event will be awarded medals if placed First, Second or Third.

3 GENERAL RULES

- 3.1 **Performers' equipment:** Performers are responsible for outfitting themselves in their own suitable clothing and footwear, including flight suits, helmets, goggles, and ear plugs.
- 3.2 **Wind Tunnel Equipage:** the minimum acceptable diameter for the flight chamber is 14 feet. The minimum height for the transparent wall is 12 feet.

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3.3 Video Recording

3.3.1 For the purpose of these rules, "video equipment" shall consist of the complete video system used to record the video evidence of the Performer's Flight, including the camera(s), recording media, cables and power source. The video equipment must be able to deliver a High Definition 1080 type digital signal with a minimum frame rate of 25 frames per second through a memory card (minimum class 10), approved by the Chief Judge.

3.3.2 The Organiser shall provide the video evidence required to show the Performer's Flight to third parties. A backup recording of all competition Flights will be made.

3.3.3 The Organiser is responsible for assuring the compatibility of the video equipment with the scoring system

3.3.4 The camera(s) must be fixed static to the mount and on the same side of the tunnel as the Judges' live viewing gallery location.

3.3.5 The flight chamber doorway that will be used for entry and exit shall be fully shown in the video evidence. The position of the Judges with respect to the flight chamber doorway that will be used for entry and exit will be published not less than 90 days before the start of competition.

3.3.6 The speed setting will be indicated in the tunnel and shall be clearly visible to the Performer prior to entering the flight chamber.

3.3.7 The Organiser must provide the Performers with a way of identification of the Performer to be included in the video evidence.

3.4 Speed Setting and Training Flights:

3.4.1 Pre-competition training time: Each Performer, whose official registration reaches the Organiser before its official deadline, will be given the option of 15 minutes of training time between 08:00 and 24:00 within 48 hours of the official speed setting (as described in the bulletin). The competitors must book this time with the organiser before the official registration deadline. After the deadline, the Organiser may offer the remaining time to anyone. Junior Performers have priority between the hours of 08:00 and 18:00

3.4.2 Speed Setting: Three (3) minutes per Performer will be allocated for speed setting.

3.4.3 Speed Setting and Training Flights may only take place prior to the start of the competition.

3.4.4 Each Performer will be given the option of two (2) official training Flights prior to the competition. The same configuration plus the judging and scoring systems to be used in the competition will be used for the official training Flights.

3.4.5 Before the start of the training Flights, the Performer has the option to explain the delivered Free Routine description sheet(s). If no training Flights are possible, Performers can deliver a maximum of two (2) previous training Flights for scoring and move explanation. For these (previous and official training) Flights, no scores for Presentation will be given..

3.5 **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 commencement of the competition.

3.6 **Order of Flights:** The order of Flights for the first competition round of each event will be in the reverse order of the placing in that event at the most recent USIS National Championship.. All Performers not covered by this procedure will fly at the beginning of the round, with their order of Flights determined by a draw. After round four (4), the final round will start. The final round will be executed by updated reverse-order-of-flights which shall be implemented after round four (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..

3.7 **Flight Chamber Entry:** Only one (1) doorway leading into the flight chamber will be used for entries and exits. The tunnel will be set to the correct speed decided by the performer during the Speed Setting time. When the tunnel is at the correct speed, a signal will be given to the Performer.

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3.8 Re-flights:.

3.8.1 In case of an unforeseen change of environment during performance, a re-flight may be granted.

2.1.3.1 Any reset/change to a countdown timer will not qualify as a change of environment unless said timer has been declared official by the Chief Judge.

3.8.2 Contact or other means of interference between the performer and/or the tunnel walls/cable floor shall not be grounds for a re-flight.

3.8.3 Problems with a performer's equipment shall not be grounds for a re-flight.

3.8.4 For safety reasons, if a performer demonstrates inadequate flying skills and/or persistent unsafe flying requiring repeated intervention by a tunnel spotter, the flyer may be disqualified at the discretion of the Meet Director in conjunction with the Chief Judge.

4 RULES SPECIFIC TO THE EVENT

4.1 **Routines.** The discipline is comprised of Compulsory Routines and Free Routines.

4.1.1 Submission of Order of Compulsory Sequences and Free Routine Videos.

4.1.2 Performers must deliver the order of the Compulsory Sequences (for both Compulsory Rounds) to the Chief Judge before the beginning of the competition.

4.1.3 Performers must deliver a video (static view, without music) of their Free Routine(s) to the Chief Judge at least 24 hours before the start of the competition, and access provided to all judges. (Performers may optionally include a written list of elements and/or present and explain their Free Routine(s) to the panel.) Each performer may submit multiple Free Routines, but during the competition, may submit a change only one time.

2.1.3.1 For this purpose, the Chief Judge should provide a standard form (see Appendix D)..

4.1.4 Failure to provide the video of the Free Routine(s) will lead to a score of zero (0) points for Difficulty for all Free Routines

4.2 Number of Rounds

4.2.1 A full program shall consist of 2 Compulsory Routines and 3 Free Routines.

4.2.2 The minimum number of rounds for a valid competition shall be 1.

4.2.3 Flight order of the routines must be: F - C - F - C - F (C = Compulsory Routine, F = Free Routine).

4.2.4 Finals: The last round should be judged in a reverse order of standing wherever practical.

4.3 Competition Schedule

4.3.1 The competition will be organised in accordance with a maximum time frame of three (3) consecutive competition days.

5 JUDGING AND SCORING

5.1 Once the Performer has entered the flight chamber, the Flight shall be evaluated and scored

5.1.1 Scoring Free Routines:

Before the start of the competition, the Judges will view the submitted videos and determine the Difficulty score, between 0,0 and 10,0 expressed as a number up to one decimal point, taking into account the following guidelines;

2.1.3.1 **Difficulty:** The degree of difficulty of all moves and transitions in the Flight.

Difficulty includes but not limited to:

The ability to fly and perform elements in different axis and orientations. appropriate use of the entire flight chamber, creating new technical combinations and performing elements with multiple rotations or direction changes. See Appendix C.

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2.1.3.1 Execution Deductions:

During the competition, the Judges determine Execution deductions, according to the following table:

Up to 4.0 points deduction	Overall routine: body position and control
Up to 1.0 point deduction	For each instance, the Performer is unintentionally touching the walls / net / diffuser
Up to 1.0 point deduction	For each missing element (for example, single instead of double twist)
0.1 to 0.3 points deduction	For each instance, the Performer is off centre / off heading / off level / wobble

Each Judge will total all their Execution deductions.

2.1.3.1 Presentation:

During the competition, the Judges will give a presentation score, between 0.0 and 10.0 expressed as a number up to one decimal point, taking into account the following guidelines;

- Creativity: Routine composition is original with new moves, original choreography and/or new presentation of old moves. Routine has a nice flow with a definite beginning and a definite ending and appropriate use of working time. Routine is aesthetically pleasing to watch.
- Delivery: Appropriate use of space, presenting to the Judges.
- Appropriate Use of Time: a penalty of misuse of time is as follows:
- If the routine finishes early or late, there will be a 0.2 point deduction for each extra or missing second. Teams may consist of either or both sexes.

5.1.2 Scoring Compulsory Routines:

Judges give a score for the Performer (between 0,0 and 10,0, up to one decimal point) for Presentation (as per Free Routine) and for each of the three (3) Compulsory Sequences, using the following guidelines:

	Deduction up to:	Explanation:	Example:
Set-up	10 %	Facing the correct direction; In the correct body position	Start HU layout position, side of body to Judges
Major part of the compulsory	50%	The part that defines the sequence	The twist in the loop twist; or the body position at the end of Thomas Flair.
Specific body position requirements	20%		Pointed toes, straight legs.
Execution mistakes	20%	Flow, Wobble, Off heading, Off center	
Specific Judging Guidelines	See Appendix A	As specified for each compulsory	See Appendix A

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Presentation in the Compulsory Routine will be scored for, as in the Free Routine, creativity, delivery, and use of time. The overall impression of the whole routine, and not just compulsories assembled together.

5.1.3 The Judges will only score the Compulsory Sequences they recognize. If an attempt is made for a Compulsory Sequence and the Judges recognize this as such, scoring for that sequence will commence. The judging of each sequence begins when the Judges see the Performer beginning the sequence from the described beginning position (after a transition from the previous move with or without a momentary stop). The judging of each sequence ends when the Judges see the Performer completes or abandons the performance requirements of that sequence..

5.2 Score calculation:

The score for each routine is calculated as follows:

- Compulsory Routines: for each Compulsory Sequence and Presentation, the Judges' scores will be averaged separately with no rounding applied. The average scores will be added, and the result will be divided by four (4), then rounded to the first decimal place.
- Free Routines: The three (3) total scores for the Execution deductions will be added, and the result divided by three (3), with no rounding applied. To determine the Technical score, the averaged Execution score will be deducted from the Difficulty score. The minimum possible score for Technical is zero (0) points.

5.2.1 Rounding must be done as follows: intermediate values must be converted from two decimal places to one, by rounding to the nearest tenth, except where the second decimal digit is exactly halfway between the two values, where it must be rounded to the higher of the two.

5.2.2 Total scores for the event are calculated by adding Performer's official scores of all completed rounds.

5.2.3 All scores for each Judge, for all competition flights, will be published.

5.2.4 The scores for Difficulty will be published before the start of the competition:

5.2.5 Judging rules

5.2.6 Viewing the Flights: The Judges will view each performer's flight from the flight chamber viewing gallery. The judges will watch each flight live. At the discretion of the Chief or Event Judge, a second viewing of the compulsory rounds, using the video evidence, is permitted. At the discretion of the Chief or Event Judge, a third view of a Compulsory Round video, or part of it, is allowed, in normal or reduced speed (50% to 70%).

5.2.7 A panel consisting of three (3) Judges must evaluate each Performer's Flight. Where possible a complete round shall be judged by the same panel.

5.2.8 All Judges will evaluate all judging criteria

5.2.9 The Judges will use an electronic scoring system to record the evaluation of the performance

5.2.10 The chronometer will be operated by the Judges or by (a) person(s) appointed by the Chief Judge, and will be started when a Performer begins flying

6 CLASSIFICATION OF FINAL RESULTS

6.1 General

6.1.1 The final scores are calculated by adding the team's jump scores of all completed rounds.

6.1.2 The winner is the team with the highest score.

6.2 National Champions

6.2.1 After all completed round(s), National Champions in Solo Freestyle (Open) and Solo Freestyle (Junior) will be declared.

6.2.2 The National Champions are the performers with the highest total score for all completed rounds in their class.

6.2.3 Prizes and awards are awarded as follows:

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6.2.4 All performers in Solo Freestyle will, by class, be awarded medals for First, Second and Third places.

6.3 Ties

6.3.1 If two (2) or more performers have equal scores, the first three (3) places will be determined by a tie-break free round, if time permits.

6.3.2 If two (2) or more teams still have equal scores, the winners will be determined by using the following procedure until a clear placing is determined:

2.1.3.1 The best score, then the second best score, and then third best score, of any completed free rounds.

2.1.3.1 The best score, then the second best score, of any completed compulsory rounds.

6.4 National Championships Title Classifications

6.4.1 National Solo Freestyle (Open) Champions—1st, 2nd, 3rd

6.4.2 National Solo Freestyle (Junior) Champions—1st, 2nd, 3rd

SOLO FREESTYLE

APPENDIX A: SOLO FREESTYLE COMPULSORY SEQUENCES

1 GENERAL

- 1.1.1 The order in which these Compulsory Sequences can be performed is determined by the performer.
- 1.1.2 The performer must submit the order of the Compulsory Sequences and their chosen Max Values before the start of the competition to the Chief Judge.
- 1.1.3 Each performer must ensure that clothing and/or their position in the flight chamber do not hinder the Judges' ability to clearly see the performance requirements being met. (E.g., if judges cannot see straight arms and/or legs then they may assume that the performer does not have straight arms and/or legs.)
- 1.1.4 When specified, toes must be pointed and knees must be straight, except as noted in descriptions. Otherwise, the maximum possible score 9.0.
- 1.1.5 The judging of each sequence begins when the judges see the performer beginning the sequence from the described beginning position (after a transition from the previous move with or without a momentary stop).
- 1.1.6 The judging of each sequence ends when the judges see the performer completes or abandons the performance requirements of that sequence.
- 1.1.7 The definition of each body position is described in appendix B.

2 FIRST COMPULSORY ROUND (ROUND 2)

2.1.1 SFR-1 360° 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.
- Once in Belly-down orientation (while descending), 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 descending must stop at the end of the barrel roll.
- The barrel roll must be horizontally centered 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.

2.1.3.1 Judging Guidelines:

- When the knees are not straight during the roll, i.e., no layout position, the maximum score will be 7.0 points.
- When the Performer is still descending after the roll, the maximum score will be 8.0 points.

2.1.2 SFR-2 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 to a belly down orientation on the same heading.
- 180° of turning with a full 360° roll (Breaker) is performed from one side of the flight chamber to the opposite side.
- The lower legs are closer to the centre of the flight chamber, drawing a small half circle, while the head is closer to the transparent wall, drawing a bigger half circle.
- The Performer must maintain the Layout position, with the upper legs in line with the torso, throughout the entire Breaker without wobbling. (The knees may bend.)
- The Breaker must be evenly performed from one side to the other side of the flight chamber. (The rolling must begin before or nearly 45° into the turn and end at the same point on the other side. The Performer must be halfway through the roll when at 90° of turning.)

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- During the Breaker, the head may face towards or directly away from the Judges.
- The Breaker can be performed in either direction.
- At the end, the Performer ascends into the head-up orientation in a Layout position, straight knees, outfacing on the opposite side of the flight chamber from the beginning, at the same level as the beginning, presenting the side of the body to the Judges.

2.1.3 **SFR-3 Tight Tucked Double Back Loops**

- At the beginning and end, the Performer is in belly-down orientation, presenting the side of the body to the Judges.
- Two (2) consecutive back loops in a tight tuck 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 and horizontally centered in the flight chamber

2.1.3.1 Judging Guidelines:

- When the Performer stops between the loops, the maximum score will be 8,0 points.
- When the loops are not tightly tucked, the maximum score will be 5,0 points.
- When the Performer opens to a Layout position (tuck not maintained) before the end of the second loop, the maximum score will be 8,0 points.

2.1.3.2 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.
- The legs must remain straddled apart, with at least 90° between them, with the knees straight.
- The performer's face must remain looking into the camera, maintaining the same direction throughout all the rotations.

3 SECOND COMPULSORY ROUND (ROUND 4)

3.1.1 **SFR-4 Front Layout Full Twist Loop 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 entire sequence must remain horizontally centred in the flight chamber.
- The sequence must end on the same heading as the beginning.

2.1.3.1 Judging Guidelines:

- When the Performer stops between the loops, the maximum score will be 8,0 points.
- When the twist is performed within the second loop but not evenly spread, the maximum score will be 8.0 points.
- When the twist is not performed within the second loop (e.g., the twist starts and/or finishes too soon or late), the maximum score will be 7.0 points.
- When the twist is not complete but the move finishes with the correct heading (e.g. two half twists, or a half twist and a half pirouette), the maximum score will be 6.0 points.

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3.1.2 **SFR-5 Manna's Space Lab**

- At the beginning and end, the Performer is in a Layout position, head-up orientation, on the same heading, presenting the side of the body to the Judges.
- A full 360° back loop is performed.
- During the back loop, four (4) steps are performed to create the illusion of walking around the inside of a horizontal tube.
- The four (4) steps must be smoothly performed within and evenly executed throughout the back loop.
- Looping movement must remain about a horizontal axis, without tilting or changing heading.

2.1.3.1 Judging Guidelines:

- If the Layout position is not shown at the start or finish, the maximum score will be 8.0 points (7.0 points, if no Layout shown for start and finish).
- For each instance when the step is too short (less than 90°), 0.5 to 1.0 points will be deducted (depending on how short the step(s) was(were) made).
- For each instance the legs switch without a stepping action, 1.0 points will be deducted.

3.1.3 **SFR-6 Thomas Flair into Head-down Split.**

- At the beginning, the Performer is in belly-down orientation.
- One and a half (1,5) Thomas Flair rotations must be performed.
- The toes must be pointed throughout the sequence.
- The entire sequence must remain horizontally centred in the flight chamber.

2.1.3.1 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.

2.1.3.1 Half Thomas Flair to Head-down Split

- Without stopping, an additional half Thomas Flair is performed into a head-down split.
- Judging Guidelines:
- If no head-down split position is shown at the end, the maximum score will be 7.0 points.
- If the head-down split position is shown at the end with the knees bent, the maximum score will be 7.5 points.
- If only one Thomas Flair (instead of 1.5) is shown before the head-down split, the maximum score will be 7.0 points.
- If the 90° straddle is shown at the start of the Thomas Flair but not maintained, the maximum score will be 7.0 points.
- If the straddle is shown with 70-80° between the legs during the Thomas Flair, the maximum score will be 7.0 points.
- If the straddle is shown with less than 70° between the legs during the Thomas Flair, the maximum score will be 5.0 points.

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APPENDIX B: BODY PARTS, POSITIONS, ORIENTATIONS, ROTATIONS AND VIDEOGRAPHY

1 DEFINITION BODY PARTS

- 1.1.1 A Body consists of the entire Performer and his/her equipment.
- 1.1.2 A Performer's Body is defined in specified parts, as follows:
- head: the part of the body above the neck.
 - shoulder: the upper part of the body between the neck and the upper arm.
 - torso: the body, including the shoulder, but excluding arms, legs, head and neck.
 - arm: the whole arm from the shoulder, including upper arm, lower arm, wrist and hand (the shoulder is excluded).
 - upper arm: the part of the arm between the shoulder and the elbow.
 - lower arm: the part of the arm between the elbow and the wrist.
 - hand: the part of the arm past the wrist.
 - leg: the whole leg from the pelvis, including the upper leg, knee, lower leg and foot.
 - upper leg (thigh): the part of the leg between the pelvis and the knee.
 - knee: the part of the leg between the upper leg and the lower leg.
 - lower leg: the part of the leg between the knee and the ankle.
 - foot: the part of the leg past the ankle.
 - sole: that part of the foot on which a person stands.

2 BODY POSITIONS

- 2.1.1 The body can be in an arch, layout or pike position with the limbs in any of various positions. These define the amount of bend at the waist/hips and the angle of the upper legs (thighs) relative to the torso. Additional body positions define the relationship of the limbs to the torso. The arms are left free to control the position. For description purposes on heading, torso means the front of the torso

2.2 Arch Position

- The torso is arched at the waist/hips, such that the angle between the front of the torso and the thighs is greater than 180° (if viewed from the side).
- Both legs are together with the knees straight, the angle between the front of the torso and both thighs must be greater than 180° (if viewed from the side).
- The head may be arched back

2.3 Layout Position

- The torso is straight, with no bend at the waist/hips (if viewed from the side).
- Both legs are together with the knees straight, both legs must in line with the torso (if viewed from the side).

2.4 Pike Position

- The torso is bent forward at the waist/hips, such that the angle between the front of the torso and the thighs is less than 180° (if viewed from the side).
- Both legs are together and straight at the knees with the angle between the front of the torso and the thighs must be less than 180° (if viewed from the side).
- For a Loose Pike, the angle between the front of the torso and the thighs is between 90° and 180° (if viewed from the side).
- For a Tight Pike, the angle between the front of the torso and the thighs is less than 90° (if viewed from the side).

2.5 Tight Tuck Position

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- The torso is bent forward at the waist/hips such that the angle between the front of the torso and the thighs is less than 90° (if viewed from the side).
- The knees are bent, such that the angle between the upper and lower legs is less than 90° . The knees are not necessarily all the way up against the chest.
- The knees may be together or spread apart.
- For a Loose Tuck, the two described angles are between 90° and 180° (if viewed from the side).

2.6 Sit Position

- The torso is vertical in a head-up orientation.
- The angle between the front of the torso and thighs is between 90° and 145° (if viewed from the side).
- The knees are bent such that the angle between the upper and lower legs is between 90° and 145° .
- The lower legs are parallel to the torso.
- The knees may be together or spread apart.

2.7 Stag Position

- One leg is completely straight at the knee.
- The other leg is flexed forward at the hip and the knee is flexed to place the toe at the knee of the straight leg. The knee is flexed at least 90° .
- The knee of the leg placed in the Stag points forward.
- The body can be in an arched, layout or piked position while in a Stag Position.

2.8 Straddle Position

- The legs are split apart, from side to side, with at least a 90° angle between them (if viewed from the front).
- Both knees are straight.
- The body can be arched (Arched Straddle Position), in a layout (Layout Straddle Position) or piked (Piked Straddle Position) with the legs in a Straddle position.

2.9 Split Position

- The legs split apart from front and back, with at least a 90° angle between them (if viewed from the side).
- Both knees are straight.

2.10 Tee Position

- The torso may be straight, with no bend at the waist, or arched.
- One leg is extended in front of the torso, with an angle of 90° between the front of the torso and the thigh (if viewed from the side).
- The other thigh is in line with the torso or has an angle greater than 180° from the torso (if viewed from the side).
- Both knees are straight.

2.11 Compass position

- The torso is in the head-up orientation.
- One leg is in line with the torso.
- For a parallel Compass, the other leg is raised forward, such that the angle between the thigh and torso is 90° or less.
- For a turned-out Compass, the other leg is split to the side with the knee pointed upward, such that the angle between the thigh and torso is 90° or less.
- Both knees are straight.
- The body can be in an arched or layout position with the legs in a Compass.

3 ORIENTATIONS

- 3.1.1 There are six (6) different orientations (not including the diagonal orientations) which a body can have to the wind (or or cable floor/net). These define which way the torso is oriented.

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3.2 Belly-down Orientation

- The torso is horizontal, on its front, facing down towards the wind (or the cable floor/net).

3.3 Back-down Orientation

- The torso is horizontal, on its back, facing up, away from the wind (towards the ceiling).

3.4 Sideways Orientation

- The torso is horizontal, on its side, with either side facing towards the wind (or cable floor/net). The chest is facing the tunnel wall.

3.5 Head-up Orientation

- The torso is vertical with the head up, directly away from the wind (towards the ceiling).

3.6 Head-Down Orientation

- The torso is vertical with the head down, pointing directly down into the wind (towards the cable floor/net).

4 ROTATION AXES

4.1.1 Most moves involve some rotational motion of the body. A total of five (5) axes are used to describe the six (6) possible basic rotational motions.

4.2 Wind Axes

- There are two inertial axes which stay fixed with respect to the wind (or cable floor).

4.2.2 Vertical Axis

- The vertical axis remains parallel to the wind, (pointing from the ceiling to the cable floor). Spins are rotations about the vertical axis.

4.2.3 Horizontal Axis

- The horizontal axis is any axis perpendicular (90°) to the wind, (pointing to the tunnel wall). It may have any heading (pointing towards any wall).

4.3 Body Axes

4.3.1 There are three (3) body axes that stay fixed with respect to the performer's body.

4.3.2 Body Head-Tail Axis

- The body head-tail axis is oriented lengthwise, pointing from head to tail-bone, normally through the Performer's torso. (In a layout position, the head and feet are in the same line. When the body is bent at the hips, this axis is aligned with the spine and does not include the legs.)

4.3.3 Body Front-Back Axis

- The body front-back axis is oriented forwards and backwards through the performer's belly, pointing from front to back.

4.3.4 Body Left-Right Axis

- The body left-right axis is oriented sideways through the performer's hips, pointing from left to right.

5 BASIC ROTATIONAL ACTIONS

5.1.1 There are six (6) basic rotational actions. Twisting combines rotational actions by adding a rotation about the body head-tail axis during a rotation about the body left-right or front-back axis.

5.2 Flat Turns

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- Flat turns involve a rotation about the body front-back axis when that axis is aligned with the vertical axis. The Performer's heading is changing. The body can be belly-down or back-down while performing a flat turn. During a right flat turn, the upper body is moving towards the right shoulder, or vice versa.

5.3 **Pirouettes**

- Pirouettes involve a rotation about the body head-tail axis when that axis is aligned with the vertical axis. The Performer's heading is changing. The body can be head-up or head-down while performing a pirouette. During a right pirouette, the front of the chest is rotating towards the right, or vice versa.

5.4 **Barrel Rolls**

- A barrel roll is a rotation about the body head-tail axis when that axis is aligned with the horizontal axis. A barrel roll may begin and end in a belly-down, back-down and/or sideways orientation. A barrel roll is a rotation about the body head-tail axis when that axis is aligned with the horizontal axis. A barrel roll may begin and end in a belly-down, back-down or sideways orientation. During a right barrel roll, the front of the chest is rotating towards the right, or vice versa.

5.5 **Loops**

- 5.5.1 loop is a head-over-heels rotation about the body left-right axis when that axis is aligned with the horizontal axis. The body passes through a head-up, belly-down, head-down and/or back-down orientation during the course of the loop. A loop may begin and end in a head-up, belly-down, head-down and/or back-down orientation. A loop needs not start nor finish in an exact head-up, belly-down, head-down and/or back-down orientation. A loop is considered to be a full loop when the head has travelled 360° around the horizontal axis from the point at which is started. There are two (2) kinds of loops. (Loops are referred to by the direction in which the loop is initiated, since in the case of twisting loops, the direction in which the loop completes may be different from the direction at the start.)

5.5.2 Back Loop

- A back loop is a loop rotation initiated with the torso rotating backwards.

5.5.3 Front Loop

- A front loop is a loop initiated with the torso rotating forward.

5.6 **Cartwheels**

- A cartwheel is a head-over-heels rotation about the body front-back axis when that axis is aligned with the horizontal axis. The body passes through a head-up, sideways and/or head-down orientations during the course of a cartwheel. A cartwheel needs not start nor finish in an exact head-up, sideways or head-down orientation. A cartwheel is considered to be a full cartwheel when the head has travelled 360° around the horizontal axis from the point at which it started. During a right Cartwheel, the upper body is moving towards the right shoulder, or vice versa.

5.7 **Sideloops**

- A loop in the sideways orientation is a rotation about the body left-right axis when that axis is aligned with the vertical axis. For example, a Pinwheel is a true loop on the side.

5.8 **Twists**

- 5.8.1 Twisting combines rotational actions by adding a rotation about the body head-tail axis during a rotation about the body left-right or front-back axis, aligned with either the horizontal or vertical axis. There are two (2) basic categories of twists.

5.8.2 Vertical Twists

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- A vertical twist is a head-over-heels rotation about the horizontal axis (loop or cartwheel) combined with a rotation about the body head-tail axis. A single or full twist is defined to be a 360° rotation about the body head-tail axis over the course of a 360° loop or cartwheel. The amount of twist contained within a loop or cartwheel is the amount of twisting rotation completed after a 360° looping or cartwheeling rotation has been performed, when measured from the point in the loop or cartwheel at which the twist was first initiated. Twists may be initiated at any position in the loop or cartwheel and in any direction.

5.8.3 Horizontal Twists

- A horizontal twist is a rotation about the vertical axis (flat turn or side loop) combined with a rotation about the body head-tail axis. A single or full twist is defined to be a 360° rotation about the body head-tail axis over the course of a 360° flat turn or side loop. For example, a Flip Through is a horizontal twist.

6 CIRCULAR PATHWAYS

6.1.1 There are two (2) basic types of circular pathways a Performer may follow, which can be performed either infacing or outfacing. Circular pathways may have embedded moves (e.g. Bottom Loop).

6.1.2 Inface

- The front of the torso faces inward towards the concave side of the pathway, usually, but not always, towards the centre of the flight chamber.

6.1.3 Outface (Blind)

- The front of the torso faces outward away from the concave side of the pathway, usually, but not always, towards the wall of the flight chamber.

6.2 Carving

- The Performer's body traces a circular path in approximately a horizontal plane. Carving is performed while head-down, head-up or in other orientations.

6.3 Vertical Orbits

6.3.1 The performer's body traces a circular path about an imaginary center in a vertical plane. Eagles and Reverse Eagles are two (2) common forms of Vertical Orbits that involve also rotating about the Body Left-Right Axis.

6.3.2 Eagle

- The Performer travels in a Vertical Orbit while continuously leading with the head, passing through the back-down, head-up, belly-down and/or head-down orientation (in that order, if infacing). An Eagle may begin from any orientation in this progression. A Half Eagle is when the Performer has travelled head first through 180° of vertical orbiting. A Full Eagle is when the Performer has travelled head first through 360° of vertical orbiting.

6.3.3 Reverse Eagle

- The Performer travels in a Vertical Orbit while continuously leading with the feet (or tail-bone), passing through the back-down, head-down, belly-down and/or head-up orientation (in that order, if infacing). A Reverse Eagle may begin from any orientation in this progression. A Half Reverse Eagle is when the Performer has travelled feet (or tail-bone) first through 180° of vertical orbiting. A Full Reverse Eagle is when the Performer has travelled feet (or tail-bone) first through 360° of vertical orbiting.

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APPENDIX C: DIFFICULTY

'Difficulty' is the combined result of several factors. Moves are classified from very easy to very difficult. The overall performance of the routines (poses, moves and transitions) counts for difficulty.

Easier	More Difficult
Fixed orientation with large support base	Fixed orientation with small support base
Horizontal axis rotation with small support base	Horizontal axis rotation through large support base
Stable, easy to balance move	Unstable, difficult to balance move
Moves executed individually	Moves executed in a connected sequence
High drag moves flown with slow tunnel speed	High drag moves flown with fast tunnel speed, the longer the duration of high drag move(s), the more difficult
Low drag moves flown with fast tunnel speed	Low drag moves flown with slow tunnel speed, the longer the duration of the low drag move(s), the more difficult
Random Movements	Precisely Choreographed Movements (including perfect synchronicity with music if performing to music)
Body position lost during move(s)	Ideal body position maintained throughout move(s)
Drifting in flight chamber during static move(s)	Remaining stationary in flight chamber on a constant heading and level during static move(s)
Easy natural body positions	Awkward body position and/or grip(s), such as a hand grip on one's own foot with that grip behind
Move does not require flexibility	Move requires flexibility
Move does not require strength and power	Move requires strength and power
Symmetrical body shape held on heading	Asymmetrical body shape held on heading
Asymmetrical body shape not held on heading	
Basic Move(s)	Move(s) that requires long learning progression
Performing previously seen Move(s)	Performing brand new Move(s)
Rotations on one (1) axis	Rotations on more than one (1) axis (in which use of three (3) axes is more difficult than use of two (2) axes)
Performing moves, carving/rotating always in a preferred direction	Performing moves, carving/rotating in both directions
Short duration in rotation (no dizziness)	Long duration in rotation (dizziness)
Performer flying in clean airflow	Performer flying across burble of doorway
Fast transitions through burble of doorway	Performer remaining in burble of doorway for extended time
Transitions between moves with the same axes	Transitions between moves with different axes at a precise heading/orientation
No direction change	Reversal of direction at a precise heading/orientation
Carving/vertical orbits without embedded move(s)	Carving/vertical orbits with embedded move(s)
Complex moves using arms and legs to control flying	Variety of complex moves without using arms or with arms and/or legs in fixed pose or in creative, artistic gestures
Consuming the entire space of the flight chamber, including the diffuser	Deliberate, controlled use of a portion of the available space.
Landing on the cable floor to exit and end routine	Landing exactly in the doorway with a complex move to exit and end routine

Combinations of multiple factors further increase difficulty. Performers are not expected to demonstrate all of the above difficulty factors within one routine. A difficulty factor may sometimes have the opposite effect of making a Move easier, e.g., retracting the arms keeping them fixed to the body may decrease the difficulty of certain moves. Judges are expected to apply additional knowledge and understanding of difficulty..

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APPENDIX D: SOLO FREESTYLE ROUTINE DESCRIPTION

Instructions for use:

Word file (recommended):

- Download the Appendix - D as word.doc on a PC and save it, preferably under your name and competitor number.
- Fill in the required data. If a selection has to be made delete what you don't need and leave the needed ones.
- Add rows in the Free Routine description if needed.
- When done, save it again under a name relating to yourself.
- Print the document and deliver it to the Chief Judge.

PDF file:

- Print the page of the Appendix - D.
- Fill in the required data with pen (black or blue only). If you need to select, mark the appropriate event / round.
- Print the last page with boxes only if you need more rows in the Free Routine description.
- When done, deliver it to the Chief Judge.
- Do not write out of the boxes, or in the sidelines or edges of the paper.

Performer #	Performer Name:				
State the order in which the compulsory sequences are performed.					
First Compulsory Round (Round 2):	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%; height: 30px;"></td> <td style="width: 25%; height: 30px;"></td> <td style="width: 25%; height: 30px;"></td> <td style="width: 25%; height: 30px;"></td> </tr> </table>				
Second Compulsory Round (Round 4):	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%; height: 30px;"></td> <td style="width: 25%; height: 30px;"></td> <td style="width: 25%; height: 30px;"></td> <td style="width: 25%; height: 30px;"></td> </tr> </table>				

Free Routine Working Time: _____ seconds	The Free Routine description covers the following rounds: <div style="text-align: center;"> <input type="checkbox"/> All <input type="checkbox"/> 1 <input type="checkbox"/> 3 <input type="checkbox"/> 5 </div>
---	--

#	Name of move / sequence	Difficulty Value (for judges use)
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
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16		

Chapter 5

USIS National Dynamic Flying Championships Competition Rules

CHAPTER 5: USIS NATIONAL DYNAMIC FLYING COMPETITION RULES

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NATIONAL DYNAMIC FLYING COMPETITION RULES

1 2 DEFINITIONS OF WORDS AND PHRASES USED IN THESE RULES

- 1.1 A Dynamic 2-Way (D2W) Team is composed of two (2) Performers.
A Dynamic 4-Way (D4W) Team is composed of four (4) Performers plus one (1) Alternate.
- 1.2 **Body:** a body consists of the entire Performer and his/her equipment.
- 1.3 **Heading:** the compass direction in which the front of the torso of the Performer faces.
- 1.4 **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 Addendum B.
- 1.5 **Pattern:** a movement sequence during which the Performers' bodies follow pathways, often with embedded moves or intermixing.
- 1.5.1 **Compulsory Pattern:** A Pattern with specific performance requirements. See Addenda A.
- 1.6 **Sidelines** (for Speed Routines): 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.)
- 1.7 **Centerline:** a vertical plane that spans across the center 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.
- 1.8 **Ring** (for Speed Routines): a horizontal line that crosses the center of the flight chamber, two (2) meters above the cable floor, between the two (2) Sidelines.
- 1.8.1 **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.
- 1.9 **Antechamber:** area used by Teams 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 Teams on call.
- 1.10 **Diffuser:** that vertical part of the flight chamber above the transparent viewing section.
- 1.11 **Flight:** A Team's performance in the flight chamber.
- 1.12 **Routine:** a sequence of Moves or Patterns performed during the working time.
- 1.12.1 **Speed Routine:** a routine composed of three (3) randomly drawn Compulsory Patterns (one from each group, Snakes, Verticals and Mixers, in that order), and Compulsory Transitions, repeated three (3) times, in the fastest time possible. The Speed Routine starts with a compulsory entrance and ends with a compulsory exit sequence.
- 1.12.2 **Free Routine:** a routine composed of Moves and/or Patterns chosen entirely by the Team.
- 1.13 **Battle:** two (2) Teams compete against each other performing either a Free Routine or a Speed Routine. One (1) Team wins each Battle. (Battles may consist of more than two Teams)
- 1.14 **Working Time:** the period of time during which a Team may perform a routine during a flight. Performers will wait for a visual signal before entering the flight chamber.
- 1.14.1 Speed Routine Working Time starts when the first Performer crosses through the door's sensor beam and ends when the last Performer crosses through the door's sensor beam, completely exiting through the doorway of the flight chamber.
- 1.14.2 Sensor beam technology must be used to detect the start and end of Speed Routine Working Time.

NATIONAL DYNAMIC FLYING COMPETITION RULES

- 1.14.3 Free Routine Working Time starts when both feet of any Performer leave either the antechamber floor, the cable floor, or any other pre-determined place in the flight chamber.
- D2W Free Routine: Working Time is 60 seconds.
 - D4W Free Routine: Working Time is 90 seconds.
- At the end of the Free Routine working time, a visual signal will be given, and the Team will have 15 seconds to exit the flight chamber, if they have not already exited.

2 DISCIPLINE, EVENT AND CATEGORIES

- 2.1 Discipline: The discipline consists of the Dynamic Event, comprising two categories: 2-Way (D2W) and Dynamic 4-Way (D4W). There is no gender separation.
- 2.2 Objective of the Events: The objective for the Teams is to perform Free Routines with the highest possible merit and Speed Routines in the fastest possible time.
- 2.2.1 Variances
- 2.2.1.1 At the discretion of the host, D4W may consist of only speed rounds. If effected, this shall be announced not less than 14 days prior to the close of registration.
- 2.2.1.2 At the discretion of the host, D4W may omit the Battles in favor of cumulative scoring of speed rounds only. If effected, this shall be announced as soon as possible but not less than 30 days prior to the close of registration
- 2.3 National Champions:
- 2.3.1 After all completed Rounds and Battles, National Champions in D2W and D4W, will be declared.
- 2.3.2 The D2W National Champions and the D4W National Champions are the Teams winning the top Battle of their category.
- 2.3.2.1 In D4W, if Battles have been omitted in favor of cumulative scoring, the Champions will be selected on the basis of that scoring.
- 2.3.2.2 Ties: If two (2) Teams Battling each other each won a Battle in the last round of the Tournament, for 1st and 2nd place, and/or for 3rd and 4th place, tie-break Speed Routine Battle(s) will be held to determine placings.
- 2.3.2.3 In D4W, if Battles have been omitted, ties will be broken in the first three places using the following procedure:
- A single tie-breaker round will be flown;
 - The single fastest round flown.
- 2.3.3 Prizes and awards are awarded as follows:
- All Team Members in the categories will be awarded medals if placed First, Second or Third.

3 GENERAL RULES

- 3.1 **Equipment:** Performers are responsible for outfitting themselves in their own suitable clothing and footwear, including flight suits, full face helmets and ear plugs.
- 3.2 **Wind Tunnel Equipage:**
- 3.2.1 The minimum acceptable diameter for the flight chamber is 4.25 meters. The minimum height for the transparent wall is 3.7 meters.
- 3.2.2 The Sidelines must consist of two (2) vertical lines of lights, which must be changeable in colors. The lights may be LED technology. The Sidelines must extend from the floor up to the top of the transparent walls or five (5) meters, whichever is less.
- 3.2.2.1 For Speed Routines, the Start Sideline must be green and the opposite Sideline blue.

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- 3.2.3 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) meters above the cable floor, one (1) on each Sideline.
- 3.2.4 The Centerline 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) meters, whichever is less.
- 3.2.5 The speed setting will be indicated in the tunnel and shall be clearly visible to the Team prior to entering the flight chamber.
- 3.2.6 The color of the lights for Free Routines and the orientation of the two (2) Sidelines with respect to the flight chamber doorway that will be used for entry and exit will be published not less than 90 days before the start of competition.
- 3.2.7 The wind tunnel equipment 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.
- 3.2.8 Video Recording: The Host shall 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).
- 3.2.8.1 For Speed Routines, a minimum of two (2) cameras must record video; one camera positioned at one of the Sidelines, level with the Ring, and the other camera positioned at the Centerline. If the wind tunnel configuration permits, a third camera may be positioned at the other Sideline.
- 3.2.8.2 Video recording must allow the Judges to clearly view the cable floor up to at least three (3) meters (or to the top of the transparent wall, whichever is greater) above the Ring.
- 3.2.8.3 For Free Routines, one (1) camera must record video from a position at the center of the viewing gallery arc.
- 3.2.9 The Host must provide the Teams with a way of identification of the Team, which will be included in the video along with the numeric ID for the Battle.
- 3.3 Official Speed Setting Flights and Training Flights:**
 - 3.3.1 Official Speed Setting Flights: Three (3) minutes per Team will be allocated for speed setting. The lighted Sidelines and Centerline 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.
 - 3.3.2 Each Team in each category, whose official registration duly reaches the Host of the competition before its official deadline, will have the opportunity, under the terms and conditions set by the Host, 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.
 - 3.3.3 Official Speed Setting Flights and Training Flights may only take place prior to the start of the competition.
 - 3.3.4 Before the start of the Training Flights, the team captain has the option to explain the delivered Free Routine description sheet(s). The Teams may present video of previous flights for move explanation.
- 3.4 The Draw:**
 - 3.4.1 The Draw for the Compulsory Patterns will be done publicly and supervised by the Chief Judge. Teams will be given not less than two (2) hours knowledge of the results of the Draw before the competition starts.
 - 3.4.2 The Compulsory Patterns will be drawn as follows: One (1) Pattern from each group (Snakes, Verticals and Mixers), as shown in Addenda A, will be drawn for each Speed Round.
 - 3.4.2.1 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.

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- 3.4.3 Freefall: Competitors 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.
- 3.5 Order of Flights: During the Qualification Rounds, all Teams will fly each round in Team number order. Team numbers will be randomly drawn. During the Tournament, all Battles will fly in numeric order. (The Tournament Brackets identify each Battle with a unique numeric ID.)
- 3.5.1 The minimum time between flights will not apply for each Team's second flight in the last round of the Tournament and for any tie-break Battles.
- 3.5.2 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.
- 3.6 Flight Chamber Entry: Only one (1) doorway leading into the flight chamber will be used for entries and exits. The tunnel will be set to the correct speed decided by the Team during the Speed Setting time. When the tunnel is at the correct speed, a signal will be given to the Team.
- 3.7 Flight Abortion: If, during any competition flight, one (1) or more of the Performers intentionally leaves the flight chamber 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.
- 3.8 Re-flights:
- 3.8.1 A re-flight may be granted if the Event Judge or Chief Judge concludes that the performance of a Team has been adversely affected by any external factor(s). The Event Judge's or Chief Judge's decision is no grounds for a protest.
- 3.8.2 Contact or other means of interference between (a) Performer(s) and/or the tunnel walls/cable floor shall not be grounds for a re-flight.
- 3.8.3 Problems with a competitor's equipment shall not be grounds for a re-flight.
- 3.8.4 A re-flight will be granted if a tunnel spotter must abort a Team's flight for any safety reason, provided that there was no intentional act on the part of the Team to create a safety problem.
- 3.8.5 For safety reasons, if a Performer demonstrates inadequate flying skills and/or persistent unsafe flying requiring repeated intervention by a tunnel spotter, the flyer may be disqualified at the discretion of the Meet Director in conjunction with the Chief Judge.
- 3.8.6 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 RULES SPECIFIC TO THE EVENT

- 4.1 **Teams:**
- 4.1.1 Dynamic Teams may consist of either or both sexes.
- 4.2 **Routines:** D2W and D4W are composed of Speed Routines and Free Routines.
- 4.2.1 Teams must deliver a video of their Free Routine(s) to the Chief Judge at least one (1) days in advance (24 hours) before the start of the competition. The video must be delivered to the Chief Judge as directed by the host .
- 4.2.2 Failure to provide the video of the Free Routine(s) will lead to receiving no credit for Technical Difficulty for all Free Routines.
- 4.2.3 Teams must declare to the Chief Judge whether their Free Routine starts from the antechamber floor, the cable floor, or from any other pre-determined place in the flight chamber.

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- 4.2.4 Teams may optionally include a written description and/or present and explain their Free Routine(s) to the Judges before the start of the competition. Deviation from the written Free Routine description as set forth in Addendum D form will not influence the scoring. 5.2.6 A standard form (see Addendum D) is provided for this purpose.
- 4.3 **Number of rounds:**
- The Qualification Rounds will have three (3) rounds.
 - The number of rounds in the Tournament is determined by the number of Teams registered.
- 4.4 Order of the Routines: (F = Free Routine, S = Speed Routine)
- Qualification Rounds: Rd 1 S; Rd 2 S; Rd 3 F.
 - Tournament with 4 Teams: Rd 1 F; Rd 2 F&S.
 - Tournament with 5-8 Teams: Rd 1 S; Rd 2 F; Rd 3 F&S.
 - Tournament with 9-18 Teams: Rd 1 F; Rd 2 S; Rd 3 F; Rd 4 F&S.
 - Tournament with 19-32 Teams: Rd 1 S; Rd 2 F; Rd 3 S; Rd 4 F; Rd 5 F&S.
 - Tournament Tie-Break: S.
- 4.5 **Battles:**
- 4.5.1 For each Battle in the Tournament, the Teams will fly in reverse order of their ranking in the Qualification Rounds.
- 4.5.2 If a Team does not arrive to the Antechamber in time for their Battle (or is withdrawn or disqualified), the other Team in the Battle will win and may choose whether or not they will fly their routine for that Battle.
- 4.5.3 If both Teams (neither of which is withdrawn or disqualified) for a specific Battle do not arrive to the Antechamber in time for their Battle, the winner will be the Team who placed higher in the Qualification Rounds.
- 4.6 Qualification Rounds:
- 4.6.1 All Teams will fly round 1, then round 2, then round 3.
- 4.6.2 Team placings in the Qualification Rounds will be determined as follows:
- Compulsory Round: The final time, after all penalties have been applied, will be used for this calculation. The fastest Team of the round will receive 100 points. All other Teams will be awarded points based on their time compared with the fastest Team. The fastest final time will be divided by the Team's final time and multiplied by 100 to determine their points.
 - Free Round: The Group with the highest Group score (see para. 6.2.2.3.) will receive 100 points. Other Groups will be awarded a number of points based on a proportional ratio of 100 points and calculated as follows: (i) Each Group score will be divided by the highest Group score and multiplied by 100, (ii) The teams in a Group will be awarded the same number of points as that attributed to the Group to which they belong.
 - Total scores for the Qualification Rounds are calculated by adding (i) the points accrued for the two (2) compulsory rounds and (ii) the free round points multiplied by two (2). This total is rounded to the first decimal place. For the rounding, intermediate values must be converted from multiple decimal places to one (1), by rounding to the nearest tenth, except where the second decimal digit is exactly halfway between the two values, where it must be rounded to the higher of the two. The maximum possible points are 400.
 - The teams will be placed in descending order according to the number of points accrued, the team with the highest number of points being placed first.
 - If two (2) or more Teams have equal points, their placings will be determined by adding their two (2) Speed routine times. The Team(s) with the fastest accrued times will earn the higher placing(s).
- 4.6.3 If one or more Team(s) is(are) withdrawn or disqualified during the Qualification Rounds, the Tournament Bracket for the number of remaining Teams will be used.
- 4.7 The Tournament:

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- 4.7.1 Based on their placings from the Qualification Rounds, Teams are put into the appropriate Battles in the Tournament Bracket, as shown for the number of Teams in the Event following the link:
<http://brackets.dynamicflying.com>.
- 4.7.1.1 The maximum number of Teams allowed is thirty-two (32) Teams.
- 4.7.1.2 The Tournament Bracket will be approved by the Chief/Event Judge and published before the start of the Tournament. Such approval is no grounds for a protest.
- 4.7.2 If, after the Tournament has started, any Team(s) is(are) withdrawn or disqualified, they will follow the losing pathways for all their remaining Battles in the Tournament.
- 4.7.3 The last round of the Tournament determines the final placings of the Teams and will consist of one (1) Free Routine and one (1) Speed Routine.
- 4.7.3.1 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 JUDGING AND SCORING

- 5.1 **General:** Once any Performer has entered the flight chamber, the flight shall be evaluated and scored.

5.2 **Scoring Free Routines:**

- 5.2.1 Criteria for scoring Free Routines:

Technical Difficulty:

- New original Moves/Patterns are performed.
- Moves/Patterns performed require precision, e.g., head touching to head with no other grips.
- Technicality/complexity of Moves/Patterns performed, e.g., complex intermixing and/or embedded moves.
- Wind loading (tunnel speed setting used).
- Difficulty of Moves and Patterns.
- See Addendum C.

Execution:

- Full use of working time.
- Moves/Patterns are performed without crashing or loss of balance.
- Use of space in the tunnel.

Variety:

- A variety of orientations is shown.
- A variety of Moves/Patterns is performed.
- Original Moves/Patterns and choreography.
- A variety of transitions between sequences is shown.

Flow:

- Display of balance.
- Uniformity of body position: Efficient, clean positioning for appropriate power from the wind.
- Synchronization.
- Rhythm.
- Body Form, visually appealing body position(s) are shown.

Entertainment:

- Use of visual effect(s).
- Choreography; Storytelling.
- Creativity.
- Excitement/Energy.

- 5.2.2 The Free Round (Third Round) of the Qualification Rounds will be evaluated as follows:

- 5.2.2.1 After watching all the free routines, judges shall, by conference, take into account the above criteria, and score each Performance between 0.0 to 10.0, rounded to the first decimal.

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- 5.2.2.2 Judges shall decide to divide the Teams into groups, based on similar merit, keeping them in ranking order. Such decision is no grounds for a protest.
- 5.2.2.3 Each Team in a group will then be attributed by Judges a score (between 0.0 to 10.0 and rounded to the first decimal) equal to the average score of the teams in the same group (the “Group score”).
- 5.2.3 During the Tournament, at the completion of each Free Routine Battle of two (2) Teams, the Judges, taking into account the above criteria, determine the winning Team of the Battle.
- 5.3 Scoring Speed Routines:** The score is based on the time, measured in thousandths of a second that the Team takes to perform the three (3) Compulsory Patterns, repeated three (3) times, as well as the Compulsory Entrance, the Compulsory Transitions, and the Compulsory Exit Sequence; plus penalty times for infringements and omitted Compulsory Patterns.
- 5.3.1 **Infringements:** Each incorrect, incomplete or non-judgeable Compulsory Entrance, Compulsory Pattern, Compulsory Transition or Compulsory Exit Sequence will lead to adding a penalty of five (5) seconds to the total time for the Speed Routine. See Addenda A for performance and scoring requirements.
- 5.3.2 The Performers become designated as P#1, P#2, P#3 and P#4 (P#1 and P#2 for D2W) according to the order in which they enter the flight chamber at the start of the Speed Routine.
- 5.3.3 A five (5) second penalty will apply to the Compulsory Entrance, each Compulsory Pattern, each Compulsory Transition and the Compulsory Exit Sequence if:
- any part of the first Performer's body crosses the doorway entering the flight chamber before the visual signal is given to start the working time.
 - any Performer does not maintain their designated slot. If the same positioning error is carried into the following Patterns to the end of the Speed Routine, this will be considered as one infringement only, provided that the intent of following the performance requirements in the following Patterns and compulsory exit sequence is clearly presented and no other infringement occurs. (After the positioning error, the new order of the Performers must be maintained.)
 - the Team does not stay in view and clearly present the performance requirements to the Judges. e.g., if any Performer flies so high in the Diffuser 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.).
 - the leading Performer completely crosses the next Sideline before the following Performer completely crosses the previous Sideline, i.e., lack of synchronization. (D2W only)
- 5.3.4 The Compulsory Entrance, certain listed Transitions (as set forth in Addenda A), each Pattern, and the Compulsory Exit Sequence may receive a maximum of one (1) five (5) second time penalty; the maximum number is fourteen 14).
- 5.3.5 An omitted Compulsory Pattern will lead to adding a penalty of twenty (20) 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 Team.
 - No clear intent to perform the correct Compulsory Pattern is seen and another Pattern is presented and there is a time advantage to the Team resulting from the substitution.
- 5.3.6 If a Team crashes and becomes disorganized during a Compulsory Pattern, the Team may continue to the next Compulsory Pattern accruing only a five (5) second time penalty provided that the Judges see the Team losing time in the process of getting organized and there is no time advantage to the Team.
- 5.3.7 One or more Judges may make an evaluation of any infringements and of an omission.
- 5.3.8 During the Tournament, the Team with the fastest time, after all time penalties are applied, wins the Battle.
- 5.3.9 **Challenge:** A Team may challenge an infringement or omission given by the Judges. No Team can challenge any infringement or omission given by the Judges to another Team.

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- 5.3.9.1 After the judges have officially announced their time and busts (specifying the pattern(s) and line(s), the team may request an official review. This request triggers the challenge procedure and cannot be cancelled. In such case, a visual signal should be given (e.g. yellow lines).
- This official request must be made before the next flight of the other team, if any, and before leaving the Antechamber.
 - The review by the Team can only be made once and at normal speed.
- 5.3.9.2 Right after this official review, the team decides to confirm their challenge or to give up. If the team persists in the challenge procedure, then the judges will watch the video of the flight, according to para 5.2 and 5.3, and determine whether or not the infringement or omission occurred.
- 5.3.9.3 If the Judges determine that the infringement or omission occurred, or if the Team, after watching the video, gave up the procedure, the Team may not again challenge another infringement or omission given by the Judges.
- 5.4 Scores and Results:**
- 5.4.1 The final time for each Speed Routine will be published, including the raw speed routine completion time, time penalties, infringement types and any omissions.
- 5.4.2 For the free round in the Qualification Rounds (para 5.6), the final score for each Free Routine will be published.
- 5.4.3 For each Free Routine during the Tournament, the decision of each Judge will be published.
- 5.4.4 Final Team placings will be determined by a series of Battles in the Tournament.
- 5.4.5 For all Teams, the individual Battles with their winners will be published on the Tournament Bracket diagram.
- 5.5 Judging rules:**
- 5.5.1 Viewing the Flights:
- 5.5.1.1 The Judges will watch live each Team's flight.
- 5.5.1.2 No Performer will approach or talk to the Judges during any Team's flight. Non-compliance may result in disqualification.
- 5.5.2 Speed Routine Judging:
- 5.5.2.1 A panel of a minimum of five (5) Judges, three (3) Judges for D2W, must evaluate each Team's Speed Routine.
- 5.5.2.2 Each Judge will watch each Team's flight from an assigned physical location or by viewing the video monitor of a camera set in that same assigned physical location.
- The Judges may use video monitors and these cameras must record video (para 4.2.8). The cameras for the video monitors must be positioned in accordance with the Judges' assigned physical locations below.
- 5.5.2.3 Judges' Assigned Physical Locations:
- In D2W, one Judge, positioned at a Sideline, will evaluate for complete crossings of the Sidelines. In D2W, the one Sideline Judge will also evaluate synchronization. In D4W, two (2) Judges, positioned at either or both Sideline(s), will evaluate for complete crossings of the Sidelines. 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.
 - A Ring Judge will evaluate that no part of any Performer's body is visible in the Ring hole (Vertical Patterns only). The Ring 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.

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- A Judge, positioned at the Centerline, will evaluate the Team's correctness in following the performance description of each Compulsory Pattern (e.g., Performers flying in the correct order, pirouettes in correct direction, etc.) This judge will also evaluate for complete crossings of the Centerline.
- In D4W, a Judge may be positioned between the Centerline and a Sideline Judge. This Judge will evaluate the Team's adherence to the performance description of each Compulsory Pattern (e.g., Performers flying in the correct order, pirouettes in correct direction, etc.)

5.5.2.4 Judges' Video Review Process for Speed Routines:

- At the request of any member of the judging panel, made within fifteen (15) seconds after the end of the flight, the Chief Judge or the Event Judge will allow a video review, from a particular camera view, of the part of the flight in question. A video from a particular camera view may be subject to several different requests as long as the same part of the flight is not reviewed.
- For each request, a maximum of three (3) viewings per camera view is permitted. Two (2) viewings may be done at different speeds.
- 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.

5.5.3 Free Routine Judging:

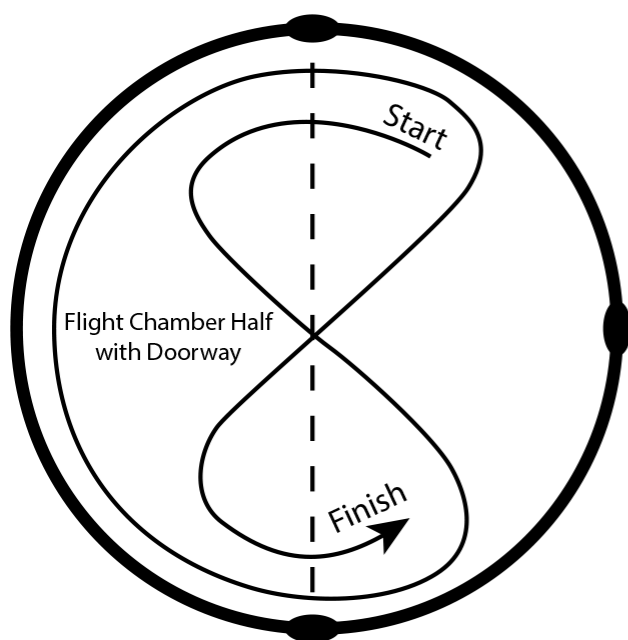
- 5.5.3.1 A panel of a minimum of three (3) Judges must evaluate each Team's Free Routine. Each Judge will evaluate all criteria (para 6.2).
- 5.5.3.2 The Free Routine Judges will be positioned in an arc spread throughout the entire viewing gallery, not including the Antechamber and controller booth. The Event Judge will sit at the center of the Judges.
- 5.5.3.3 The chronometer will be operated by the Judges, by (a) person(s) appointed by the Chief Judge, or by sensor beam technology, and will be started at the beginning of working time.
- 5.5.3.4 At the end of working time, a signal will be given. Without discussion with other Judges, each Judge will record their evaluation of the performance executed within the working time and submit it to the Event Judge.
- 5.5.3.5 For the Free Routines in the Qualification Rounds, the Judges may review video of any or all of the Teams.
- 5.5.3.6 During the Tournament, in consideration of the five (5) criteria, each Judge will select the best Team in the Battle.
- 5.5.4 The Judges may use an electronic scoring system to record their evaluations.

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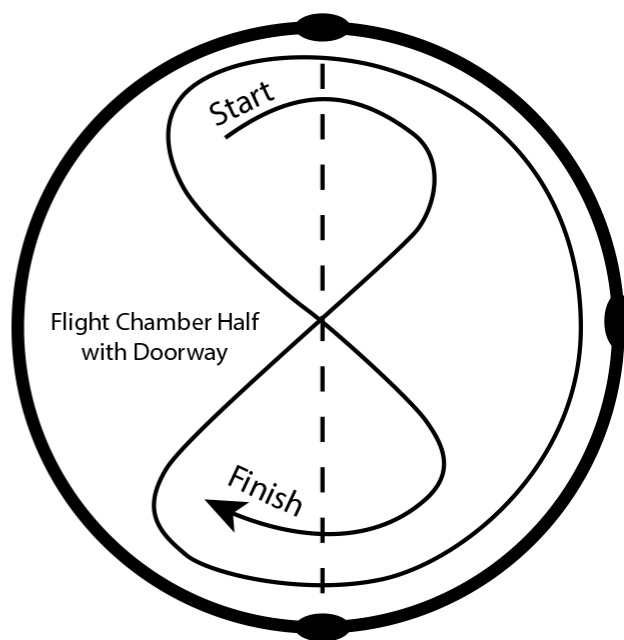
APPENDIX A1: SPEED ROUTINE COMPULSORY PATTERNS - SNAKES

Performance Requirements for Snakes:

- The Sidelines and Centerline apply.
- Each Performer's entire body must completely cross each Sideline and Centerline.
- Each Performer must be in the orientation of the Snake before crossing the Start Sideline after the Compulsory Entrance.
- For the Compulsory Entrance and before reaching the Start Sideline:
- In D2W, P#1 must be closer to the Start Sideline than P#2 before starting the first Snake.
- In D4W:
- P#1 must be closer to the Start Sideline than P#2, P#3 and P#4 before starting the first Snake.
- P#2 must be closer to the Start Sideline than P#3 and P#4 before starting the first Snake.
- P#3 must be closer to the Start Sideline than P#4 before starting the first Snake.
- The following Performer(s) follow the leader throughout the illustrated pathway, with respect to top view. (Mirror image is not permitted.)



First and Third Snake



Second Snake

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

Infringements Applicable to the Compulsory Entrance:

- If the Compulsory Entrance is not performed correctly, a five (5) 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 five (5) second penalty applies.
- Apart from the Compulsory Entrance, if a Performer's body is not in the correct orientation, (e.g., it is horizontal,) before crossing the Start Sideline, a five (5) second penalty applies.
- If a Sideline or Centerline is not completely crossed, (e.g., a hand does not pass the line, even though the rest of the body does,) a five (5) second penalty applies.

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- If the Performers change their order of following one another, or a different Performer becomes the leader during any Snake, a five (5) second penalty applies.

Compulsory Entrance (D4W & D2W)

P#1, followed by P#2 through P#4, must completely cross the vertical plane defined by the Sidelines. The Performers may cross this vertical plane in any orientation. Maintaining sequential order, the Performers must flow counterclockwise (with respect to the top view) into the first Snake.

S-1 Head-down Inface Snake (D4W & D2W)

Performers cross the Start Sideline in a head-down inface orientation and remain in head-down inface carving during the entire Pattern. Performers begin by carving towards the Performers' left in the first and third Snake (right in the second Snake). When passing through the center the first time, each Performer changes to carving towards his/her right in the first and third Snake (left in the second Snake). When passing through the center the second time, each Performer changes to carving towards his/her left in the first and third Snake (right in the second Snake).

S-2 Head-down Switching Snake (D4W & D2W)

Performers cross the Start Sideline in a head-down inface orientation and remain head-down during the entire Pattern. Performers begin by inface carving towards the Performers' left in the first and third Snake (right in the second Snake). When passing through the center the first time, each Performer changes to outface carving towards his/her left in the first and third Snake (right in the second Snake). When passing through the center the second time, each Performer returns to inface carving towards his/her left in the first and third Snake (right in the second Snake).

S-3 Head-up Inface Snake (D4W & D2W)

Performers cross the Start Sideline in a head-up inface orientation and remain in head-up inface carving during the entire Pattern. Performers begin by carving towards the Performers' right in the first and third Snake (left in the second Snake). When passing through the center the first time, each Performer changes to carving towards his/her left in the first and third Snake (right in the second Snake). When passing through the center the second time, each Performer changes to carving towards his/her right in the first and third Snake (left in the second Snake).

S-4 Head-up Switching Snake (D4W & D2W)

Performers cross the Start Sideline in a head-up inface orientation and remain head-up during the entire Pattern. Performers begin by inface carving towards the Performers' right in the first and third Snake (left in the second Snake). When passing through the center the first time, each Performer changes to outface carving towards his/her right in the first and third Snake (left in the second Snake). When passing through the center the second time, each Performer returns to inface carving towards his/her right in the first and third Snake (left in the second Snake).

S-5 Head-down Mixed Snake (D4W & D2W)

Performers cross the Start Sideline in a head-down inface orientation and begin by head-down inface carving towards the Performers' left in the first and third Snake (right in the second Snake). When crossing through the Sidelines for the first time, each Performer transitions through the back down orientation to head-up inface carving towards his/her left in the first and third Snake (right in the second Snake). When crossing through the Sidelines for the second time, each Performer transitions through the back-down orientation to head-down inface carving towards his/her left in the first and third Snake (right in the second Snake).

S-6 Head-up Mixed Snake (D4W & D2W)

Performers cross the Start Sideline in a head-up inface orientation and begin by head-up inface carving towards the Performers' right in the first and third Snake (left in the second Snake). When crossing through the Sidelines for the first time, each Performer transitions through the back-down orientation to head-down inface carving towards his/her right in the first and third Snake (left in the second Snake). When crossing through the Sidelines for the second time, each Performer transitions through the back-down orientation to head-up inface carving towards his/her right in the first and third Snake (left in the second Snake).

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APPENDIX A2: SPEED ROUTINE COMPULSORY PATTERNS - VERTICALS

Performance Requirements for Verticals:

- The Sidelines and Ring apply.
- During each Vertical (not including the Compulsory Transition), each Performer will cross a Sideline four (4) times.
- Any Vertical starts and ends in a head-down orientation with each Performer on their side of the Centerline. During a Vertical, the Performers may partially cross the Centerline, but must finish completely on the correct side of the Centerline.
- Apart from the Compulsory Transition to any Vertical, Performers must fly around the Ring, completely clear of the Ring. The Performers must completely cross a Sideline on each half of the Vertical.
- All 180° and 360°, head-up and head-down pirouettes, and all half barrel rolls must rotate away from the Start Sideline.
- All 180° and 360°, head-up and head-down pirouettes must be performed with all parts of the body completely above the Ring Plane.
- All half barrel rolls must be performed with all parts of the body completely under the Ring Plane and as described in Addendum B.

Infringements Applicable to the Transition from any Snake:

- If the Compulsory Transition to the Vertical from the Snake is not performed correctly, a five (5) second penalty will apply.
- Infringements Applicable to Verticals:
- At the beginning and the end of the Vertical, if each Performer is not on their side of the Centerline, a five (5) second penalty applies.
- If any Performer flies any Vertical Pattern differently from that which is described, (e.g., Performers not pirouetting in the correct direction, etc.) a five (5) second penalty applies.
- If a Sideline is not completely crossed, a five (5) 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 a Performer's body is visible through the Ring, a five (5) second penalty applies.

Performance Requirements and Infringements Applicable to V-2 Butterfly:

- The Centerline applies.
- Each Performer must remain on his/her side of the Centerline when performing the half back loops (from head-down to head-down) and will only cross the Centerline two (2) times when flying over the Ring. Any infringement will lead to a five (5) second penalty.

D4W VERTICALS

Compulsory Transition from Any Head-down Snake to Any Vertical

While remaining head-down throughout the Compulsory Transition, P#1, followed by P#2 through P#4, must cross the Centerline and then the Start Sideline before starting any Vertical. P#1 and P#3 must continue across the Centerline again before starting any Vertical.

Compulsory Transition from Any Head-up Snake to Any Vertical

While remaining head-up throughout the Compulsory Transition, P#1 and P#3 must cross the Centerline. When crossing through the Sidelines, each Performer transitions to head-down in a half inface Reverse Eagle before starting any Vertical.

V-1 Back Layout (D4W)

While head-down, the Performers separate into two (2) pairs. P#1 and P#2 will be the leading pair and P#3 and P#4 will be the following pair. Each pair, one after the other, flies forward over the Ring and then performs one-half outface Eagle passing under the Ring to head-up. Next, each pair, one after the other, flies backward over the Ring and performs one-half inface Reverse Eagle under the Ring to head-down.

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V-2 Butterfly with Bottom Loops (D4W)

While head-down, the Performers separate into two (2) pairs: P#1 and P#2 will be the leading pair and P#3 and P#4 will be the following pair. Each pair, one after the other, flies forward, with the two (2) Performers in the pair crossing each other, over the Ring. Then each pair, one after the other, performs one-half outface Eagle with one-half back loop passing under the Ring to head-down. When initiating the half back loop each Performer must be on their side of the Centerline. This sequence is performed twice.

V-3 Classic (D4W)

While head-down, the Performers separate into two (2) pairs. P#1 and P#2 will be the leading pair and P#3 and P#4 will be the following pair. While head-down and flying over the Ring, each Performer in the pair performs a 180° pirouette. Each pair then performs one-half inface Eagle under the Ring to head-up. While head-up and flying over the Ring, each Performer in the pair performs a 180° pirouette. The pair performs one-half inface Reverse Eagle under the Ring to head-down.

V-4 Half Barrel Roll 180° (D4W)

While head-down, the Performers separate into two (2) pairs. P#1 and P#2 will be the leading pair and P#3 and P#4 will be the following pair. Each pair, one after the other, flies forward over the Ring and then performs one-half outface Eagle with one-half barrel roll, passing under the Ring to head-up. The half barrel roll must rotate away from the Start Sideline and be initiated when the whole body is under the Ring Plane. As the pairs fly over the Ring, they perform a 180° pirouette. Each pair, one after the other, then performs one-half inface Reverse Eagle under the Ring to head-down.

V-5 Head-down 360° (D4W)

While head-down, the Performers separate into two (2) pairs. P#1 and P#2 will be the leading pair and P#3 and P#4 will be the following pair. Each pair, one after the other, flies forward over the Ring and then performs one-half outface Eagle with one-half back loop passing under the Ring to head-down. As the pairs fly over the Ring, they perform a 360° pirouette and perform one-half outface Eagle with one-half back loop passing under the Ring to head-down. The 360° pirouette must rotate away from the Start Sideline.

V-6 Head-up 360° (D4W)

While head-down, the Performers separate into two (2) pairs. P#1 and P#2 will be the leading pair and P#3 and P#4 will be the following pair. Each pair, one after the other, flies forward over the Ring and then performs one-half outface Eagle passing under the Ring to head-up. Next, each pair flies backwards over the Ring and performs a 360° pirouette and then performs one-half inface Reverse Eagle under the Ring to head-down.

D2W VERTICALS

Compulsory Transition from Any Head-down Snake to Any Vertical

While remaining head-down throughout the Compulsory Transition, P#1, followed by P#2, must cross the Centerline and then the Start Sideline before starting any Vertical. P#1 must continue across the Centerline again 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 Centerline. When crossing a Sideline, each Performer transitions to head-down in a half inface Reverse Eagle before starting any Vertical.

V-1 Back Layout (D2W)

While head-down, the two (2) Performers fly this Pattern as a pair. The pair flies forwards over the Ring and then performs one-half outface Eagle passing under the Ring to head-up. Next, the pair flies backwards over the Ring and performs one-half inface Reverse Eagle under the Ring to head-down.

V-2 Butterfly with Bottom Loops (D2W)

While head-down, the two (2) Performers fly this Pattern as a pair. The pair flies forward, with the two (2) Performers in the pair crossing each other, over the Ring. The pair then performs one-half outface Eagle with one-half back loop

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passing under the Ring to head-down. When initiating the half back loop each Performer must be on their side of the Centerline. This sequence is performed twice.

V-3 Classic (D2W)

While head-down, the two (2) Performers fly this Pattern as a pair. While head-down and flying over the Ring, each Performer in the pair performs a 180° pirouette. The pair then performs one-half inface Eagle under the Ring to head-up. While head-up and flying over the Ring, each Performer in the pair performs a 180° pirouette. The pair performs one-half inface Reverse Eagle under the Ring to head-down.

V-4 Half Barrel Roll 180° (D2W)

While head-down, the two (2) Performers fly this Pattern as a pair. The pair flies forwards over the Ring and then performs one-half outface Eagle with one-half barrel roll, passing under the Ring to head-up. The half barrel roll must rotate away from the Start Sideline and be initiated when the whole body is under the Ring Plane. As they fly over the Ring, they perform a 180° pirouette. The pair then performs one-half inface Reverse Eagle under the Ring to head-down.

V-5 Head-down 360° (D2W)

While head-down, the two (2) Performers fly this Pattern as a pair. The pair flies forwards over the ring and then performs one-half outface Eagle with one-half back loop passing under the Ring to head-down. As they fly over the Ring, they perform a 360° pirouette and perform one-half outface Eagle with one-half back loop passing under the Ring to head-down.

V-6 Head-up 360° (D2W)

While head-down, the two (2) Performers fly this Pattern as a pair. The pair flies forwards over the Ring and then performs one-half outface Eagle passing under the Ring to head-up. Next, the pair flies backward over the Ring and performs a 360° pirouette and then performs one-half inface Reverse Eagle under the Ring to head-down.

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APPENDIX A2: SPEED ROUTINE COMPULSORY PATTERNS - MIXERS

Performance Requirements for Mixers:

- The Sidelines apply during any Mixer. Each Performer must completely cross a Sideline during each part of a Mixer.
- The Centerline applies during any Shuffler.
- The Compulsory Transition to any Snake or Exit Sequence is considered to be a part of the Mixer.
- Mixers finish to a head-down orientation when all Performers have performed a bottom loop (one-half outface Eagle with one-half back loop) to head-down and, then, inface carve crossing a Sideline. When head-down (before the inface carve), the Performers must be on the correct side of the Centerline.
- Mixers finish to a head-up orientation when the Performers have performed one-half outface Eagle to the head-up orientation and, then, flown backwards through the Sidelines again. When head-up (before flying backwards), the Performers must be on the correct side of the Centerline.
- During a Mixer, the Performers may partially cross the Centerline, but must finish completely on the correct side.

Infringements Applicable to Mixers:

- If any Performer flies any Mixer differently from that which is described, (e.g., failure to switch to outface during a Shuffler, etc.) a five (5) second penalty applies.
- If any Performer crosses through the center in the incorrect order during any Shuffler, (e.g., P#2 crosses the center before P#1,) a five (5) second penalty applies.
- If any Performer does not completely cross a Sideline during each part of a Mixer, (e.g., a Performer does not perform their circle sufficiently wide enough for their entire body to completely cross a Sideline on each half circle,) a five (5) second penalty applies.
- At the beginning of the Mixer, if each Performer is not on their side of the Centerline, a five (5) second penalty applies to the previous Vertical.
- At the end of the Mixer, if each Performer is not on their side of the Centerline when head-down, right after his/her half back loop, a five (5) second penalty applies.
- At the end of the Mixer, if each Performer is not on their side of the Centerline when head-up just before moving backwards during the transition to a head-up Snake, a five (5) second penalty applies.

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 and M-6), a five (5) second penalty applies if any Performer, when proceeding into inface carving, is not in a head-up orientation before reaching the Sideline.
- In D4W, during any Circling Mixer (M-1, M-2, M-3 and M-4), a five (5) second penalty applies if any pair of Performers (P#1 and P#3, and P#2 and P#4) does not fly the circles in a circular orbit in a horizontal plane.

Infringements Applicable to the Transition from the Mixer to the Snake:

- If the transition from the Mixer to the Snake is not performed correctly, a five (5) second penalty will apply to the Mixer.

Infringements Applicable to the Compulsory Exit Sequence:

- If the Compulsory Exit Sequence from any Mixer is not performed correctly, a five (5) second penalty applies to the Compulsory Exit Sequence.

D4W MIXERS

M-1 Head-down Inface Circles (D4W)

While head-down, each pair of Performers separates into inface carving in opposite directions, with P#1 followed by P#3, crossing a Sideline, and P#2 followed by P#4, crossing the other Sideline. While head-down, P#1 and P#3, facing one another, and P#2 and P#4, facing one another, perform an additional 360° of inface carving, crossing a Sideline two (2) additional times, once for each half circle. P#1 and P#2 then become the leading pair and fly forwards, crossing through the Sidelines, followed by P#3 and P#4. Thence...

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M-2 Head-up Inface Circles (D4W)

While head-down, each pair of Performers flies forwards, crossing through the Sidelines, performing one-half back loop to head-up. While head-up, each pair of Performers separates into inface carving in opposite directions, with P#1 followed by P#3, crossing a Sideline and P#2 followed by P#4, crossing the other Sideline. While head-up, P#1 and P#3, facing one another, and P#2 and P#4, facing one another, perform an additional 360° of inface carving, crossing a Sideline two (2) additional times, once for each half circle. P#1 and P#2 become the leading pair and perform one-half inface Reverse Eagle, crossing through the Sidelines, to head-down, followed by P#3 and P#4. P#1 and P#2 fly forwards, crossing through the Sidelines, followed by P#3 & P#4. Thence...

M-3 Mixed Circles (D4W)

While head-down, each pair of Performers flies directly through the Sidelines, presenting their backs to each other into 180° of inface carving in opposite directions, with P#1 followed by P#3, crossing a Sideline, and P#2 followed by P#4, crossing the other Sideline. Each pair, one after the other, flies forwards, crossing through the Sidelines, and then performs one-half outface Eagle, passing through the Sidelines again, to head-up, into 180° of outface carving in opposite directions, with P#1 followed by P#3, crossing a Sideline and P#2 followed by P#4, crossing the other Sideline. Then, P#1 and P#2 become the leading pair and fly backwards, crossing through the Sidelines, followed by P#3 and P#4. Each pair, one after the other, then performs one-half inface Reverse Eagle, crossing through the Sidelines, to head-down. P#1 and P#2 fly forwards, crossing through the Sidelines, followed by P#3 and P#4. Thence...

M-4 Reverse Mixed Circles (D4W)

While head-down, each pair flies forwards, crossing through the Sidelines, and then performs one-half outface Eagle, crossing through the Sidelines, into 180° of head-up outface carving in opposite directions, with P#1 followed by P#3, crossing a Sideline and P#2 followed by P#4, crossing the other Sideline. While head-up, P#1 and P#2 then become the leading pair and fly backwards, crossing through the Sidelines, followed by P#3 and P#4. Each pair, one after the other, then performs one-half inface Reverse Eagle, crossing through the Sidelines again, to head-down. Each pair then flies directly through the Sidelines, presenting their backs to each other into 180° of inface carving in opposite directions, with P#1 followed by P#3, crossing a Sideline and P#2 followed by P#4, crossing the other Sideline. P#1 and P#2 then become the leading pair and fly forwards through the Sidelines, followed by P#3 and P#4. Thence...

M-5 Head-down Shuffler (D4W)

While head-down, each pair of Performers separates into inface carving in opposite directions, with P#1 followed by P#3, crossing a Sideline and P#2 followed by P#4, crossing the other Sideline. Next, P#1, then P#2, then P#3, then P#4, passes through the center into 180° of outface carving, with P#1, then P#3, crossing a Sideline and P#2, then P#4, crossing the other Sideline. Continuing the Shuffler, P#1, then P#2, then P#3, then P#4, passes through the center into 180° of inface carving, with P#1, then P#3, crossing a Sideline and P#2, then P#4, crossing the other Sideline. P#1 and P#2 then become the leading pair and fly forwards through the Sidelines, followed by P#3 & P#4. Thence...

M-6 Head-up Shuffler (D4W)

While head-down, each pair flies forwards, crossing through the Sidelines, performing one-half back loop to head-up. While head-up, each pair of Performers separates into inface carving in opposite directions, with P#1 followed by P#3, crossing a Sideline and P#2 followed by P#4, crossing the other Sideline. Next, P#1, then P#2, then P#3, then P#4, passes through the center into 180° of outface carving, with P#1, then P#3, crossing a Sideline and P#2, then P#4, crossing the other Sideline. Continuing the Shuffler, P#1, then P#2, then P#3, then P#4, passes through the center into 180° of inface carving, with P#1, then P#3, crossing a Sideline and P#2, then P#4, crossing the other Sideline. P#1 and P#2 then become the leading pair and perform one-half inface Reverse Eagle, crossing through the Sidelines, to head-down, followed by P#3 and P#4. Each pair then flies forwards crossing through the Sidelines. Thence...

M-7 Mixed Shuffler (D4W)

While head-down, each pair of Performers separates into inface carving in opposite directions, with P#1 followed by P#3, crossing a Sideline and P#2 followed by P#4, crossing the other Sideline. Next, P#1, then P#2, then P#3, then

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P#4, crosses through the Sidelines while performing one-half inface Eagle to head-up and then perform 180° of inface carving, with P#1, then P#3, crossing a Sideline and P#2, then P#4, crossing the other Sideline. Continuing the Shuffler, while head-up, P#1, then P#2, then P#3, then P#4, crosses through the Sidelines and performs 180° of outface carving, with P#1, then P#3, crossing a Sideline and P#2, then P#4, crossing the other Sideline. Then, P#1 and P#2 become the leading pair and fly backwards through the Sidelines, followed by P#3 and P#4. Each pair, one after the other, then performs one-half inface Reverse Eagle, crossing through the Sidelines, to head-down. P#1 and P#2 fly forwards, crossing through the Sidelines, followed by P#3 and P#4. Thence...

Compulsory Transition to any Snake or Compulsory Exit Sequence (D4W):

...To transition to a Head-down Snake or Head-down Compulsory Exit Sequence (D4W):

Each pair, one after the other, performs one-half outface Eagle with one-half back loop, crossing through the Sidelines, to head-down, ending with each Performer head-down completely on his/her side of the Centerline, right after his/her half back loop. While head-down, each pair then inface carves, crossing a Sideline, before starting any Head-down Snake or Head-down Compulsory Exit Sequence.

...To transition to a Head-up Snake or Head-up Compulsory Exit Sequence (D4W):

Each pair, one after the other, performs one-half outface Eagle, crossing through the Sidelines, to head-up, ending with each Performer completely on his/her side of the Centerline. While headup, each pair then flies backwards through the Sidelines, before starting any Head-up Snake or Head-up Compulsory Exit Sequence.

Head-down Compulsory Exit Sequence (D4W)

While head-down, P#1, followed by P#2, then P#3, then P#4, will inface carve towards the Performers' right, completely crossing the Centerline, then the Start Sideline before exiting the flight chamber from the far side, while maintaining sequential order.

Head-up Compulsory Exit Sequence (D4W)

While head-up, P#1, followed by P#2 then P#3, then P#4, will inface carve towards the Performers' left, completely crossing the Centerline, then the Start Sideline before exiting the flight chamber from the far side, while maintaining sequential order.

D2W MIXERS

M-1 Head-down Inface Circles (D2W)

While head-down, the two (2) Performers separate into inface carving in opposite directions, with P#1 crossing a Sideline and P#2 crossing the other Sideline. While head-down, they perform 360° of inface carving, crossing a Sideline two (2) additional times, once for each half circle. Joining as a pair, the Performers then fly forwards, crossing through the Sidelines. Thence...

M-2 Head-up Inface Circles (D2W)

While head-down, the two (2) Performers, as a pair, fly forwards, crossing through the Sidelines, performing one-half back loop to head-up. While head-up, the two (2) Performers separate into inface carving in opposite directions, with P#1 crossing a Sideline and P#2 crossing the other Sideline. They perform an additional 360° of inface carving, crossing a Sideline two (2) additional times, once for each half circle. Joining as a pair, the Performers perform one-half inface Reverse Eagle, crossing through the Sidelines, to head-down and then fly forwards, crossing through the Sidelines. Thence...

M-3 Mixed Circles (D2W)

While head-down, the two (2) Performers, as a pair, fly directly through the Sidelines, presenting their backs to each other into 180° of inface carving in opposite directions, with P#1 crossing a Sideline and P#2 crossing the other Sideline. As a pair, the Performers fly forwards, crossing through the Sidelines, and then perform one-half outface Eagle, passing through the Sidelines again, to head-up, into 180° of outface carving in opposite directions, with P#1 crossing a Sideline and P#2 crossing the other Sideline. Joining as a pair, the Performers fly backwards crossing through the Sidelines. The pair then performs one-half inface Reverse Eagle, crossing through the Sidelines, to head-down. The pair flies forwards, crossing through the Sidelines. Thence...

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M-4 Reverse Mixed Circles (D2W)

While head-down, the pair flies forwards, crossing through the Sidelines, and then performs one-half outface Eagle, crossing through the Sidelines, into 180° of head-up outface carving in opposite directions, with P#1 crossing a Sideline and P#2 crossing the other Sideline. While head-up, both Performers, as a pair, fly backwards, crossing through the Sidelines, and then perform one-half inface Reverse Eagle, crossing through the Sidelines again to head-down. The pair then flies directly through the Sidelines, presenting their backs to each other into 180° of inface carving in opposite directions, with P#1 crossing a Sideline and P#2 crossing the other Sideline. Joining as a pair, the Performers fly forwards, crossing through the Sidelines. Thence...

M-5 Head-down Shuffler (D2W)

While head-down, the two (2) Performers separate into inface carving in opposite directions, with P#1 crossing a Sideline and P#2 crossing the other Sideline. Next, P#1, then P#2, passes through the center (completely crossing the Centerline) into 180° of outface carving, with P#1 crossing a Sideline and P#2 crossing the other Sideline. Continuing the Shuffler, P#1, then P#2, passes through the center (completely crossing the Centerline) into 180° of inface carving, with P#1 crossing a Sideline and P#2 crossing the other Sideline. Joining as a pair, the Performers fly forwards through the Sidelines. Thence...

M-6 Head-up Shuffler (D2W)

While head-down, the two (2) Performers, as a pair, fly forwards, crossing through the Sidelines, performing one-half back loop to head-up. While head-up, the two (2) Performers separate into inface carving in opposite directions, with P#1 crossing a Sideline and P#2 crossing the other Sideline. Next, P#1, then P#2, passes through the center (completely crossing the Centerline) into 180° of outface carving, with P#1 crossing a Sideline and P#2 crossing the other Sideline. Continuing the Shuffler, P#1, then P#2, passes through the center (completely crossing the Centerline) into 180° of inface carving, with P#1 crossing a Sideline and P#2 crossing the other Sideline. Joining as a pair, the Performers perform one-half inface Reverse Eagle, crossing through the Sidelines, to head-down. The Performers then fly forwards, crossing through the Sidelines. Thence...

M-7 Mixed Shuffler (D2W)

While head-down, the two (2) Performers separate into inface carving in opposite directions, with P#1, crossing a Sideline and P#2, crossing the other Sideline. Next, P#1 then P#2, crosses through the Sidelines, while performing one-half inface Eagle to head-up and then performs 180° of inface carving, with P#1 crossing a Sideline and P#2 crossing the other Sideline. Continuing the Shuffler, while head-up, P#1, then P#2, crosses through the Sidelines and then performs 180° of outface carving, with P#1, crossing a Sideline and P#2 crossing the other Sideline. Joining as a pair, the Performers fly backwards through the Sidelines. The Performers then perform one-half inface Reverse Eagle, crossing through the Sidelines, to head-down and then fly forwards, crossing through the Sidelines. Thence...

Compulsory Transition to any Snake or Compulsory Exit Sequence (D2W):

...To transition to a Head-down Snake or Head-down Compulsory Exit Sequence (D2W):

The pair then performs one-half outface Eagle with one-half back loop, crossing through the Sidelines, to head-down, ending with each Performer head-down completely on his/her side of the Centerline. They then inface carve, crossing a Sideline, before starting any Head-down Snake or Head-down Compulsory Exit Sequence.

...To transition to a Head-up Snake or Head-up Compulsory Exit Sequence (D2W):

The pair then performs one-half outface Eagle, crossing through the Sidelines, to head-up, ending with each Performer completely on his/her side of the Centerline. While head-up, the pair then flies backwards through the Sidelines, before starting any Head-up Snake or Head-up Compulsory Exit Sequence.

Head-down Compulsory Exit Sequence (D2W)

While head-down, P#1, followed by P#2, inface carves towards the Performers' right, completely crossing the Start Sideline before exiting the flight chamber from the far side, while maintaining sequential order.

Head-up Compulsory Exit Sequence (D2W)

While head-up, P#1, followed by P#2, inface carves towards the Performers' left, completely crossing the Start Sideline before exiting the flight chamber from the far side, while maintaining sequential order.

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APPENDIX B: BASIC ORIENTATIONS, ROTATIONS AND PATHWAYS

A. ORIENTATIONS

There are six (6) basic orientations (not including diagonal orientations) which a body can have to the wind (or cable floor). These define which way the torso is oriented.

A-1. Belly-down Orientation

The torso is horizontal, on its front, facing down towards the wind (or the cable floor).

A-2. Back-down Orientation

The torso is horizontal, on its back, facing up, away from the wind (towards the ceiling).

A-3. Sideways Orientation

The torso is horizontal, on its side, with either side facing towards the wind (or cable floor). The chest is facing the tunnel wall.

A-4. Head-up Orientation (HU)

The torso is vertical with the head up, directly away from the wind (towards the ceiling). For the Compulsory Patterns, the Performers may lean, but the feet must be below the knees, the knees below the hips and the hips below the shoulders.

A-5. Head-down Orientation (HD)

The torso is vertical with the head down, pointing directly down into the wind (towards the cable floor). For the Compulsory Patterns, the Performers may lean, but the shoulders must be below the hips, the hips below the knees and the knees below the feet.

B. ROTATION AXES

Most moves involve a form of rotational motion of the body. A total of five (5) axes are used to describe the six (6) possible basic rotational motions.

B-1. Wind Axes

There are two inertial axes which stay fixed with respect to the wind (or cable floor).

Vertical Axis

The vertical axis remains parallel to the wind, (pointing from the ceiling to the cable floor). Spins are rotations about the Vertical Axis.

Horizontal Axis

The horizontal axis is any axis perpendicular (90°) to the wind, (pointing to the tunnel wall). It may have any heading (pointing towards any wall).

B-2. Body Axes

There are three (3) body axes which stay fixed with respect to each Performer's body.

Body Head-Tail Axis

The body head-tail axis is oriented lengthwise, pointing from head to tailbone, normally through the Performer's torso. (In a layout position, the head and feet are in the same line. When the body is bent at the hips, this axis is aligned with the spine and does not include the legs.)

Body Front-Back Axis

The body front-back axis is oriented forwards and backwards, pointing from front to back, normally through the Performer's belly.

Body Left-Right Axis

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The body left-right axis is oriented sideways, pointing from left to right, normally through the Performer's hips.

C. BASIC ROTATIONAL ACTIONS

There are six (6) basic rotational actions. Twisting combines rotational actions by adding a rotation about the body head-tail axis during a rotation about the body left-right or front-back axis.

C-1. Flat Turns

Flat turns involve a rotation about the body front-back axis when that axis is aligned with the vertical axis. The Performer's heading is changing. The body can be belly-down or back-down while performing a flat turn.

C-2 Pirouettes

Pirouettes involve a rotation about the body head-tail axis when that axis is aligned with the vertical axis. The Performer's heading is changing. The body can be head-up or head-down while performing a pirouette.

C-3 Barrel Rolls

A barrel roll is a rotation about the body head-tail axis when that axis is aligned with the horizontal axis. A barrel roll may begin and end in a belly-down, back-down or sideways orientation.

C-4 Cartwheels

A cartwheel is a head-over-heels rotation about the body front-back axis when that axis is aligned with the horizontal axis. The body passes through a head-up, sideways and/or head-down orientations during the course of a cartwheel. A cartwheel needs not start nor finish in an exact head-up, sideways or head-down orientation. A cartwheel is considered to be a full cartwheel when the head has travelled 360° around the horizontal axis from the point at which it started. A cartwheel may be performed to the right or left.

C-5. Loops

A loop is a head-over-heels rotation about the body left-right axis when that axis is aligned with the horizontal axis. The body passes through a head-up, belly-down, head-down and/or back-down orientation during the course of the loop. A loop may begin and end in a head-up, belly-down, head-down and/or back-down orientation. A loop needs not start nor finish in an exact head-up, belly-down, head-down and/or back-down orientation. A loop is considered to be a full loop when the head has travelled 360° around the horizontal axis from the point at which is started. There are two (2) kinds of loops. (Loops are referred to by the direction in which the loop is initiated, since in the case of twisting loops, the direction in which the loop completes may be different from the direction at the start.)

Back Loop

A back loop is a loop rotation initiated with the torso rotating backwards.

Front Loop

A front loop is a loop rotation initiated with the torso rotating forwards.

C-6. Side Loops (Loops on the Side)

A loop in the sideways orientation is a rotation about the body left-right axis when that axis is aligned with the vertical axis. For example, a Spinning Egg is a true loop on the side.

C-7. Twists

Twisting combines rotational actions by adding a rotation about the body head-tail axis during a rotation about the body left-right or front-back axis, aligned with either the horizontal or vertical axis. There are two (2) basic categories of twists.

Vertical Twists

A vertical twist is a head-over-heels rotation about the horizontal axis (loop or cartwheel) combined with a rotation about the body head-tail axis. A single or full twist is defined to be a 360° rotation about the body head-tail axis over the course of a 360° loop or cartwheel. The amount of twist contained within a loop or

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cartwheel is the amount of twisting rotation completed after a 360° looping or cartwheeling rotation has been performed, when measured from the point in the loop or cartwheel at which the twist was first initiated. Twists may be initiated at any position in the loop or cartwheel and in any direction.

Horizontal Twists

A horizontal twist is a rotation about the vertical axis (flat turn or side loop) combined with a rotation about the body head-tail axis. A single or full twist is defined to be a 360° rotation about the body head-tail axis over the course of a 360° flat turn or side loop. For example, a Flip Through is a horizontal twist.

D. CIRCULAR PATHWAYS

There are two (2) basic types of circular pathways a Performer may follow, which can be performed either infacing or outfacing. Circular pathways may have embedded moves (e.g. Bottom Loop) or intermixing of Performers.

Infacing

The front of the torso faces inward towards the concave side of the pathway, usually, but not always, towards the center of the flight chamber.

Outfacing

The front of the torso faces outward, away from the concave side of the pathway, usually, but not always, towards the wall of the flight chamber.

D-1. Carving

The Performer(s) body(ies) trace(s) a circular path in approximately a horizontal plane. Carving is performed while head-down, head-up or in other orientations.

D-2. Vertical Orbits

The Performer(s) body(ies) trace(s) a circular path in a vertical plane. Eagles and Reverse Eagles are two (2) common forms of Vertical Orbits that involve also rotating about the Body Left-Right Axis.

Eagle

The Performer(s) travel(s) in a Vertical Orbit while continuously leading with the head, passing through the back-down, head-up, belly-down and/or head-down orientation (in that order, if infacing). An Eagle may begin from any orientation in this progression. A Half Eagle is when the Performer has travelled headfirst through 180° of vertical orbiting. A Full Eagle is when the Performer has travelled headfirst through 360° of vertical orbiting.

Reverse Eagle

The Performer(s) travel(s) in a Vertical Orbit while continuously leading with the feet (or tailbone), passing through the back-down, head-down, belly-down and/or head-up orientation (in that order, if infacing). A Reverse Eagle may begin from any orientation in this progression. A Half Reverse Eagle is when the Performer has travelled feet (or tailbone) first through 180° of vertical orbiting. A Full Reverse Eagle is when the Performer has travelled feet (or tailbone) first through 360° of vertical orbiting.

NATIONAL DYNAMIC FLYING COMPETITION RULES

APPENDIX C: DIFFICULTY

'Difficulty' is the combined result of several factors. The overall performance of the Flights (moves, patterns and transitions) counts for Difficulty. In general, Difficulty factors are.

Easier	More Difficult
High drag moves flown with slow tunnel speed	High drag moves flown with fast tunnel speed, the longer the duration of high drag move(s), the more difficult
Low drag moves flown with fast tunnel speed	Low drag moves flown with slow tunnel speed, the longer the duration of the low drag move(s), the more difficult
Moves executed individually	Moves executed in a connected sequence
Body position lost during move(s)	Ideal body position maintained throughout move(s)
Random Movements	Precisely Choreographed Movements
Move(s)/Pattern(s) without elements of precision	Move(s)/Pattern(s) with elements of precision, e.g., head-to-head with no other grips
Easy natural body positions	Awkward body position and/or grip(s), such as a hand grip on one's own foot with that grip behind
Move(s) do(es) not require flexibility	Move(s) requires(s) flexibility
Move(s) do(es) not require strength and power	Move(s) requires(s) strength and power
Basic, simple Move(s)/Pattern(s)	Move(s)/Pattern(s) require(s) long learning progression
Performing previously seen Move(s)/Pattern(s)	Performing brand new Move(s)/Pattern(s)
Rotations on 1 axis	Rotations on more than 1 axis (in which use of 3 axes is more difficult than use of 2 axes)
Slow flying in close proximity	Fast flying in very close proximity
Performing moves, carving/rotating always in a preferred direction	Performing moves, carving/rotating in both directions
Performer(s) flying in clean airflow	Performer(s) flying across burble of other Performer(s) and/or doorway
Fast transitions through burble(s) of other Performer(s) and/or doorway	Performer(s) flying across burble of other Performer(s) and/or doorway for extended time
All Performers flying in same direction and pathway (carving, vertical orbiting, etc.)	Performers simultaneously flying different directions and pathways, intermixing (while carving, vertical orbiting, etc.)
Carving/vertical orbits without embedded move(s)	Carving/vertical orbits with embedded move(s)
Transitions between moves/patterns with the same axes	Transitions between moves/patterns with different axes at a precise heading/orientation
No direction change	Reversal of direction at a precise heading/orientation
Carving/vertical orbits without embedded move(s)	Carving/vertical orbits with embedded move(s)
Complex moves using arms and legs to control flying	Variety of complex moves without using arms or with arms and/or legs in fixed pose or in creative, artistic gestures
Eye contact with other Performer(s)	No eye contact (blind) with other Performer(s)
Landing on the cable floor to exit and end routine	Landing exactly in the doorway with a complex move to exit and end routine

Combinations of multiple factors further increase difficulty. Teams are not expected to demonstrate all of the above difficulty factors within one routine. A difficulty factor may sometimes have the opposite effect of making a Move/Pattern easier, e.g., retracting the arms keeping them fixed to the body may decrease the difficulty of certain moves. Judges are expected to apply additional knowledge and understanding of Difficulty.

NATIONAL DYNAMIC FLYING COMPETITION RULES

Table of Difficulty factors – examples only.

Difficulty Free Routine Moves and Patterns Categorized by Type of Movement					
Type of Move	Very easy	Easy	Moderate	Difficult	Very Difficult
HD Inface Carving	Same direction	With direction change	With mixed orientations	With mixed directions	Mixed orientations AND directions
HD Outface Carving		Same direction	With direction change	Mixed orientations OR directions	Mixed orientations AND directions
HU Inface Carving	Same direction	With direction change	With mixed orientations	With mixed directions	Mixed orientations AND directions
HU Outface Carving		Same direction	With direction change	Mixed orientations OR directions	Mixed orientations AND directions
HD Flares	Same direction	With direction change	With mixed orientations	While crossing & burble hoping, mixed directions	While crossing & burble hoping, mixed orientations AND directions
HU Flares	Same direction	With direction change	With mixed orientations	While crossing & burble hoping, mixed directions	While crossing & burble hoping, mixed orientations AND directions
Cheerleaders	Direction change returning to same orientation	Direction change into different orientation	With mixed orientations	Transition into verticals or flares	Transition into verticals or flares with tricks OR spins
Interlacing	Transition into carving	Transition into carving with orientation change	Transition into verticals	Transition into verticals with spins	Transition into verticals with flips/loops
Breakers	Same direction	Mixed direction & crossing with burble hoping	With mixed orientations	Anti-breakers	Anti-breakers with mixed directions & crossing with burble hoping
Back Layouts (Verticals)	Back Layout (V-1)	Verticals while crossing & burble hopping	Back Layout with spins OR tricks		Mixed orientation back layouts with tricks OR spins
Front Layouts (Verticals)		Front Layout (2015 D2W/D4W-10)	Verticals while crossing & burble hopping	Front Layout with spins OR tricks	Mixed orientation Front Layouts with tricks OR spins

The above table shows a scale of difficulty for each type of move/pattern and each type of move/pattern is to be read within its own line. The table does not compare the difficulties of each type of move/pattern to the other types of moves/patterns, e.g., it does NOT intend to imply that a basic Breaker is as easy as basic HD Inface Carving.

Judges are expected to apply additional knowledge and understanding of Difficulty.

NATIONAL DYNAMIC FLYING COMPETITION RULES

APPENDIX D: SOLO FREESTYLE ROUTINE DESCRIPTION

Instructions for use:

Word file (recommended):

- Download the Appendix - D as word.doc on a PC and save it, preferably under your name and competitor number.
- Fill in the required data. If a selection has to be made delete what you don't need and leave the needed ones.
- Add rows in the Free Routine description if needed.
- When done, save it again under a name relating to yourself.
- Print the document and deliver it to the Chief Judge.

PDF file:

- Print the page of the Appendix - D.
- Fill in the required data with pen (black or blue only). If you need to select, mark the appropriate event / round.
- Print the last page with boxes only if you need more rows in the Free Routine description.
- When done, deliver it to the Chief Judge.
- Do not write out of the boxes, or in the sidelines or edges of the paper.

Team #	Team Name:
	Tunnel Speed Setting Used: Start from: () Antechamber Cable Floor/Net () Other: _____

The Free Routine description covers the following rounds:	
---	--

Name of move / sequence	Description, if appropriate

NATIONAL DYNAMIC FLYING COMPETITION RULES

Chapter 6

USIS National Championship Site Selection

CHAPTER 6: USIS NATIONAL CHAMPIONSHIP SITE SELECTION

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USIS NATIONAL CHAMPIONSHIP SITE SELECTION

1 USIS NATIONALS SITE SELECTIONS PROCESS

1.1 General

- 1.1.1 The USIS National Championships selection process was developed to give interested potential host facilities a fair and equitable chance to bid for the opportunity to host a USIS National Championships.
- 1.1.2 Each year, USIS solicits bids for hosting the USIS National Skydiving Championships in Formation Skydiving (FS, VFS); Solo Freestyle (SFS); and Dynamic Flying (DY).
- 1.1.3 All events should be conducted concurrently or sequentially at a single venue and time frame. USIS may consider bids for less than all events/disciplines based on whether it believes it is in the best interest of the competitors and USIS.
- 1.1.4 Bids must be received at USIS by June 15 of the calendar year preceding the event and will be evaluated no later than July 1..
- 1.1.5 Potential hosts must submit proposals to USIS Bids must be received not later than 5 p.m. Eastern Time on June 15 (or the first business day thereafter).

1.2 Bid Process

- 1.2.1 For bids to be considered in the bidding process by the USIS, they must comply with the following:
 - 1.2.1.1 Bids must follow the format established in USIS National Championships Minimum Site Requirements, included in this Manual.
 - 1.2.1.2 All bid packages must include a completed National Championships Bid Information form, included in this Manual.
 - 1.2.1.3 If the bid is not submitted electronically, 25 copies of the complete National Championships proposal must be received at USIS by the deadline.
 - 1.2.1.4 Potential bidders must agree in writing to sign the USIS National Championships Letter of Agreement within 30 days of being awarded the bid.
- 1.2.2 USIS will record the date bids are received.
- 1.2.3 USIS will review bids to ensure that the requirements are met. Those bids received after the deadline or that do not meet the requirements will not be considered.
- 1.2.4 Bid requests
 - 1.2.4.1 Any USIS member may request a copy of the bids from USIS.
 - 1.2.4.2 Requests should be in writing and include the cost of printing and postage as determined by USIS.

1.3 Bid Selection

- 1.3.1 USIS will select the host from the bids recieved.

2 NATIONALS SKYDIVING CHAMPIONSHIPS MINIMUM SITE REQUIREMENTS

2.1 Flight Facility

- 2.1.1 Diameter and shape (e.g round, octagonal, etc) of the tunnel:
- 2.1.2 Height of the glass in the flight chamber.
 - 2.1.2.1 Degrees of circumference of glass, unless 360 degrees.

2.2 Facilities—Registration and Judging

- 2.2.1 Office space to accommodate registration.
- 2.2.2 Judging rooms for a team of three/five judges (one room per discipline); for FS, room(s) must be large enough to accommodate a minimum of two panels of three judges each.

USIS NATIONAL CHAMPIONSHIP SITE SELECTION

2.2.3 Computer with high-speed internet access and printer.

2.2.4 Secured area (400-sq. ft.) for air-to-air video copying, editing and file transfer.

2.2.5 Space for a USIS Judge Training Program, if conducted.

2.3 Facilities—Competitors

2.3.1 Indoor area for teams and competitors.

2.3.2 Area to accommodate competitors for briefing and seminars.

2.3.3 List of nearby food service.

2.3.4 Sufficient creeper area to accommodate FS teams.

2.3.5 Area for public viewing of judging, including large-screen TV(s) or multiple viewing monitors.

2.4 Equipment—Judging

2.4.1 Electronic scoring system with high definition video playback capability.

2.4.2 High definition video display(s) of size, number and type determined in consultation with the Chief Judge.

2.4.3 Tables and chairs for judging area.

2.4.4 Area for posting scores.

2.4.5 All necessary equipment and staff to run the competition under current USIS competition rules; the Chief Judge determines size of staff needed to support the scoring and judging sections.

2.5 Accommodations

2.5.1 List of motels and hotels in the area.

2.5.2 Bathroom and shower facilities in tunnel.

2.6 Travel Cost

2.6.1 Best airport hub location nearest to tunnel.

2.6.2 Transportation available from airport to tunnel for competitors and costs.

2.6.3 Airport shuttle from airport to tunnel and return for official staff.

2.6.4 Motel shuttle for official staff.

2.7 Enhancements

2.7.1 List extras to be provided, such as t-shirts, etc.

2.8 Dates

2.8.1 List proposed dates, which may be flexible or cover a range.

2.8.1.1 Meet dates must be finalized within two weeks of being awarded the bid.

2.8.1.2 Dates will include registration date(s) and competition dates.

2.9 Sanction Fees

2.9.1 Sanction fees will be \$25 for the first event per participant, plus \$10 for additional events entered by the participant. Each of the following is considered a separate event:

- 4-way (FS)
- 8-way (FS)
- Solo Freestyle Skydiving (SFS)
- Dynamic Flying (DY)

2.9.2 USIS may waive the sanction fees by prior arrangement with the host.

2.10 Competitor Costs

USIS NATIONAL CHAMPIONSHIP SITE SELECTION

- 2.10.1 List training and competition flight cost (\$):
- 2.10.2 Proposed competitor registration fees—Bidders should be as specific as possible and should differentiate between basic registration fee, event registration fee, multiple-event registration fees and cost per jump.

2.11 Judges' Travel Accommodations

- 2.11.1 The Host is to pay expenses for travel, room, meals, and a daily fee of \$150 as follows:
 - 2.11.1.1 Airfare or driving expenses up to the equivalent of airfare from home to major airport closest to tunnel.
 - 2.11.1.2 Transportation from closest airport to tunnel.
 - 2.11.1.3 Local transportation from tunnel to/from lodging site.
 - 2.11.1.4 Meals at tunnel.
 - 2.11.1.5 Lodging (double occupancy).
 - 2.11.1.6 The daily \$150 fee applies to all officially scheduled competition days (including training, practice and set-up) for each event for which the judge was hired.
 - This daily fee may be modified by mutual agreement between the host and the individual judge.
 - The daily fee may be designated as part per-diem and the remainder a stipend for tax purposes.

2.12 Performance Bond

- 2.12.1 The Host will post a performance bond in accordance with the USIS National Championships Letter of Agreement.

2.13 Other

- 2.13.1 Speaker system to reach all areas of the tunnel.
- 2.13.2 Staff for manifest, equipment inspection, scoring/recording and other support duties as required.
- 2.13.3 Awards ceremonies and social events to be provided by the Host.
- 2.13.4 Ground-to-ground radios, number to be determined by the Meet Director.
- 2.13.5 Any USIS member in good standing will be allowed to participate in a National Championships in any role.
- 2.13.6 Competition operations will take precedence over normal operations to ensure completion of all rounds.

USIS NATIONAL CHAMPIONSHIP SITE SELECTION
APPENDIX A: NATIONAL SKYDIVING CHAMPIONSHIPS BID INFORMATION

Complete these forms (or provide equivalent information) for events in your bid.
TYPE OF AIRCRAFT TO BE USED IN EACH EVENT

Discipline	Event	Competition Flights	Practice Flights
Formation Skydiving	4-Way FS		
	8-Way FS		
	4-Way VFS		
	2-Way VFS		
Dynamic Flying	4-Way D4W		
	2-Way D2W		
Solo Freestyle	Individual		

REGISTRATION FEES

Entry fees include all costs to enter the competition, including sanction fees.
Excluded are costs for practice, fun, competition flights, and re-flights.

Discipline	Event	Entry Fee for First Event	Additional Events
Formation Skydiving	4-Way FS		
	8-Way FS		
	4-Way VFS		
	2-Way VFS		
Dynamic Flying	4-Way D4W		
	2-Way D2W		
Solo Freestyle	Individual		

USIS NATIONAL CHAMPIONSHIP SITE SELECTION
COST OF JUMPS

Discipline	Event	Competition flights and re-flights	Practice flights
Formation Skydiving	4-Way FS		
	8-Way FS		
	4-Way VFS		
	2-Way VFS		
Dynamic Flying	4-Way D4W		
	2-Way D2W		
Solo Freestyle	Individual		

USIS NATIONAL CHAMPIONSHIP SITE SELECTION
SIMPLIFIED ENTRY FEE BREAKDOWN

US NATIONAL CHAMPIONSHIPS:

1. GENERAL REGISTRATION FEE: \$ _____

2. COST PER EVENT (FS/MFS/VFS):
 - ONE EVENT: \$ _____
 - TWO EVENTS: \$ _____
 - THREE EVENTS: \$ _____

3. COST PER EVENT (SFS):
 - ONE EVENT: \$ _____

4. COST PER EVENT (DY):
 - ONE EVENT: \$ _____
 - TWO EVENTS: \$ _____

5. COST PER FLIGHT:
 - 2 MINUTES: \$ _____

USIS NATIONAL CHAMPIONSHIP SITE SELECTION

APPENDIX B: USIS NATIONAL SKYDIVING CHAMPIONSHIPS LETTER OF AGREEMENT

RECITALS

1. United States Indoor Skydiving (USIS) is a Virginia not-for-profit corporation with offices at 2412 Pacific Avenue, Virginia Beach, VA 23451. In keeping with its chartered purpose to promote indoor skydiving competition, USIS sponsors various indoor skydiving competition events.
2. _____ (HOST) is a _____ (name of state) corporation with offices at _____ (full address and zip). Pursuant to the bidding process set forth in the Competition and Records Manual, HOST has been selected to conduct the _____ (the "EVENT").

AGREEMENTS

In consideration of the mutual promises of the parties set forth in this Agreement, including the payments specified below, the parties agree as follows:

Award of Contract

3. USIS awards HOST the right to conduct the EVENT, to be held at the HOST's _____ (city, state) facility from _____ to _____ (dates).
4. HOST will pay USIS a sanction fee of \$25 per participant, plus \$10 for each additional event entered by the participant on or before _____ (30 days after scheduled end of event). For the purposes of sanction fees, events are: 4-Way FS, 8-Way FS, 2-Way VFS, 4-Way VFS, Solo Freestyle, and Dynamic Flying (DY). If this requirement is waived indicate here by initial _____.

Host Responsibilities

5. HOST agrees and acknowledges that, except as otherwise mutually agreed upon in writing, USIS owns all rights to the EVENT including the commercial exploitation of sound and visual images of the EVENT.
6. HOST shall ensure that USIS has, free of charge, full access to all sound and/or visual images of the EVENT for its own archival and promotional purposes and shall have the right to make its own recordings of the EVENT.
7. HOST must require videographers to sign an agreement that USIS can use all video material recorded at the EVENT for the promotional use by USIS.
8. HOST will provide adequate facilities to accommodate media and USIS officials, allowing each unrestricted access, consistent with safety, to the competition areas.
9. HOST will conduct the EVENT in accordance with all applicable manuals.
10. Upon signing this Agreement, HOST will deposit with USIS \$2,000 per discipline, up to a maximum of \$5000 per EVENT to ensure compliance with all the provisions of this Agreement. Disciplines are FS, SFS, and DY.
11. HOST will provide single-room accommodations and per diem for the USIS Liaison, described in paragraph 21, during the EVENT. Per diem will be paid in accordance with the current USIS standard rate.
12. HOST will provide camera-ready material for the advertisements described in paragraph 23.

USIS NATIONAL CHAMPIONSHIP SITE SELECTION

13. HOST, at its own expense, will provide sufficient staff to conduct the event adequately, and will provide transportation and lodging for the Chief Judge, Meet Director, judges and other staff as required; plus meals and a daily fee of \$150 to judges for all officially scheduled competition days (including training, practice and set-up), for each event for which the judge was hired. This may be modified on an individual basis by mutual agreement between the host and those judges hired for multiple events, and the \$150 fee may be divided into per diem and part-stipend for tax purposes.
14. HOST will charge entry fees, including registration fees and cost of the jumps, to be paid by competitors, as stipulated in the bid submitted by HOST.
15. HOST will pay the direct costs, including shipping expenses, of the medals presented to the competitors. HOST will procure medals or other awards presented to guest competitors at HOST's expense.
16. HOST will provide and pay for all office supplies and other equipment necessary to conduct the Event, including judges' and recording forms and electronic scoring devices.
17. HOST is strongly encouraged to create a proprietary logo for the event, and if one is created, it will include the USIS trademark and/or the USIS logo and be approved in writing by USIS before use. HOST may provide and sell promotional items bearing the name and logo of the event before, during, and after the event.
18. HOST will ensure that all participants in the event shall, before they participate in the event, sign a "Waiver of Rights, Release and Indemnity Agreement" specifically waiving any and all claims against USIS for property damage or injury or death to persons.
19. HOST will submit a written report of the event to USIS within 30 days of the completion of the Event. The report normally covers the following subjects: staff and competitor rosters; event revenues and expenses (scope at the host's discretion); sequence of events; any lessons learned.
20. HOST will give to the USIS Liaison a copy of the judging images and/or video files and an electronic copy of the results before his or her departure from the competition.
21. HOST will allow any USIS member in good standing to participate in the EVENT in any role.
22. HOST will prioritize all competition operations ahead of normal operations.

USIS Responsibilities

23. USIS will provide a Liaison to be on site during each event who shall be responsible for verifying that the competition is conducted in accordance with all USIS manuals and with the terms of this Agreement. Transportation for the Liaison to and from the event shall be borne by USIS.
24. The USIS Liaison will submit a written report of the event to USIS Executive Director within 30 days of the completion of the event verifying the extent to which conditions of this agreement were fulfilled, including adherence to applicable USIS manuals.
25. USIS will provide and have delivered to the event location, in a timely manner, medals to be presented by USIS or its designated representative to the winners of the event.
26. USIS may provide and sell promotional items bearing the name and logo of the event before, during, and after the event.

Miscellaneous

27. HOST agrees to indemnify, save harmless, and defend USIS, its agents, representatives, and employees from and against all claims, damages, demands, actions, costs, charges, and other liabilities including but not limited to liabilities for property

USIS NATIONAL CHAMPIONSHIP SITE SELECTION

damage or injury or death to persons, arising out of or by reason of this agreement, including indemnification for any attorneys' fees and costs that may be incurred by or on behalf of USIS.

28. This Agreement shall be interpreted and enforced according to the laws of the State of Virginia. HOST consents to the non-exclusive jurisdiction of the federal and state courts of Virginia as a forum for any suit, action, or proceeding arising out of or relating to this Agreement. HOST agrees and consents that, in addition to any methods of service of process provided for under applicable law, all service of process in any such suit, action or proceeding in any state or federal court in Virginia or any other jurisdiction may be made by certified or registered mail, return receipt requested, directed to HOST at the address set forth in Paragraph Two of this Agreement. Service so made shall be complete five days after it shall have been so mailed.
29. In the event that any part or provision of this Agreement shall be determined to be invalid or unenforceable, the remaining parts and provisions shall not be impaired or invalidated and shall continue in full force and effect.
30. HOST warrants that it has taken all corporate action necessary to authorize this Agreement and the accompanying bid submitted to USIS and agrees to deliver satisfactory proof of this corporate action to USIS upon request.
31. HOST's bid, dated _____ and approved by USIS on _____ shall be a part of this Agreement and shall be subject to the terms and conditions of this Agreement as if set forth in full herein. The bid and this Agreement constitute the entire agreement of the parties and cannot be changed or modified except by written agreement executed by both parties hereto.

DATED this _____ day of _____, 20_____.

United States Indoor Skydiving:

_____ (Host):

SIGNED: _____

SIGNED: _____

BY: _____

BY: _____

TITLE: _____

TITLE: _____

Chapter 7

United States Indoor Skydiving Teams and Delegations

CHAPTER 7: UNITED STATES INDOOR SKYDIVING TEAMS AND DELEGATIONS

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UNITED STATES INDOOR SKYDIVING TEAMS AND DELEGATIONS

1 GENERAL

1.1 Introduction

- 1.1.1 The U.S. Team officially represents the United States in international competition.
- 1.1.1.1 Competitors selected for this honor are truly noble ambassadors, bearers of the American flag abroad, and champions of the U.S. competitive arena, uniting as one to challenge the world for competitive supremacy.
- 1.1.1.2 The official colors of the U.S. Team are red, white and blue.

1.2 Selection of Delegation

- 1.2.1 USIS selects the contingent to represent the U.S. in international competition.
- 1.2.2 The criteria for selection to a U.S. Team is determined by USIS in the calendar year preceding the competition.
- 1.2.2.1 Leadership personnel (Head of Delegation and Team Manager) are determined by USIS. One individual may fulfill both positions.
- 1.2.3 Competitive members of the delegation are selected at a USIS National Championships unless another method is determined by USIS.
- 1.2.4 The tenure of the team (including leadership personnel) begins when they sign the team contract and ends on the last day of the international competition in which the team competes.

2 LEADERSHIP PERSONNEL

2.1 Head of Delegation

- 2.1.1 Serves at the official spokesperson for the entire U.S. delegation on foreign soil.
- 2.1.2 Serves as the conduit for all official information and correspondence between the team leaders and the WISC Organizers, U.S. IPC delegate, and USIS.
- 2.1.3 Ensures that the registration forms, entry fees, delegation travel arrangements, pre-event training arrangements, and other official delegation obligations are fulfilled by the team manager(s) in a timely manner.
- 2.1.4 Ensures that all bulletins, rules, registration forms and other official documents reach the team manager(s) in a timely manner.
- 2.1.5 Provides guidance to team manager(s) as requested to help fulfill these responsibilities.
- 2.1.6 Prepares after-action report on the delegation's preparation for and participation at the event—including recommendations on how U.S. delegations could function better at future events—and submits it along with reports from the team manager(s) to the USIS.
- 2.1.7 If there is more than one team manager, establishes a functioning and comprehensive line of communication with all team members.
- 2.1.8 Supports and assists team manager(s), competitors and other U.S. delegation officials during the event, however possible.

2.2 Team Manager

- 2.2.1 Is chosen for administrative and fiscal responsibilities, logistical ability, knowledge and appreciation of competitors' unique physical and mental requirements, ability to lead while maintaining a rapport with other delegation members, and ability to organize a governing structure for team conduct and activities.
- 2.2.2 Is the ultimate authority on all matters affecting the U.S. Team's well-being, ability to compete and public image and on any other aspect of the U.S. Team sensitive to his or her mission.
- 2.2.3 Is responsible for ensuring the team is properly outfitted, trained, and possesses FAI sporting licenses.

UNITED STATES INDOOR SKYDIVING TEAMS AND DELEGATIONS

- 2.2.4 Is expected to reside and travel with the team, except during occasions where duties require his or her presence elsewhere.
- 2.2.5 Must register the team in accordance with the FAI/IPC competition bulletins and notify the USIS Director of Operations and Head of Delegation accordingly.
- 2.2.6 Formulates a team itinerary and coordinates financial requirements directly with the USIS.
- 2.2.7 Makes decisions concerning procurement of team equipment, transportation, lodging, food, clothing, drop zone, recreational facilities, expenses, and competition attendance.
- 2.2.8 Makes policy decisions and decisions affecting team composition or itinerary.
- 2.2.9 Handles protests in competition, and immediately reports world records set by the team to USIS so that processing of the world record can begin.
- 2.2.10 Assigns living quarters at all locations visited by the team.
- 2.2.11 Assigns the proper dress code.
- 2.2.12 Has the authority to dismiss and replace any delegation member whose presence is, in his or her judgment, contrary to the best interests of the U.S. Team objective.
- 2.2.13 Has the authority to alter the duties and assignments of other competitive personnel.
- 2.2.14 Submits status reports weekly during training and daily during competition to USIS.
- 2.2.15 Assists the USIS publicity agent on obtaining any pertinent materials.
- 2.2.16 Will provide an American flag and recording of the national anthem per FAI/IPC requirements.

2.3 Team Coach

- 2.3.1 Is chosen by the Team Manager, at his or her discretion, for knowledge of competitive techniques, ability to devise proper training methods and conduct training sessions, ability to help competitors perfect their performance, and for awareness of the psychological and physiological traits of superior athletic competitors.
- 2.3.2 Directs operations pertaining to training flights and oversees the training schedules of individual competitors or teams.
- 2.3.3 Is constantly present to conduct training sessions, devise training methods, critique and properly record training jumps, and makes every effort to provide the competitor with objective evaluations.
- 2.3.4 Must be constantly tuned to the personal needs and preferences of the competitors pertaining to the competitive performance.
- 2.3.5 Recommends competitors for specific events at schedule competitions.
- 2.3.6 Is responsible for availability and repair of equipment.
- 2.3.7 Provides the Team Manager with statistical data documenting the training performances of competitors.
- 2.3.8 Is present at the training site, intermediate travel locations, and the competition site.
- 2.3.9 Assumes the responsibilities of the Team Manager during absences.

UNITED STATES INDOOR SKYDIVING TEAMS AND DELEGATIONS

2.4 Additional Personnel

- 2.4.1 Additional personnel may be a Team Interpreter, Team Trainer/Physician, etc. and may be assigned by the Team Manager to the delegation as required.
- 2.4.1.1 These positions are subject to budget considerations and specific duties as directed by the Team Manager.
- 2.4.1.2 In the decision to add personnel, the Team Manager must consider the delegation size permitted by the host country.

3 SELECTION OF COMPETITIVE PERSONNEL

3.1 Method of Selecting the U.S. Teams

- 3.1.1 Competitors and teams qualify to join the U.S. Team based on the medal standings in the open class at the most recently completed USIS National championships.
- 3.1.2 The competition from which the results will be used to select the team must be held at least 60 days prior to the competition at which the team will compete.
- 3.1.3 In unusual circumstances, a different method may be set out or used by USIS to select competitive personnel.
- 3.1.4 To be considered the same team receiving a ranking from the previously held USIS National Championships, more than one half of the team members must remain on the team for U.S. Team status in the upcoming international competition. For the purposes of this rule, alternates shall not be included in the calculation

3.2 U.S. Teams Selection Criteria

- 3.2.1 U.S. Formation Skydiving Team
 - 3.2.1.1 The U.S. Formation Skydiving Team is selected from the first-place open teams in the 4-way, 8-way (if applicable), and VFS events, and the highest placing all-female team in the open 4-way event.
 - 3.2.1.2 Additional or alternate teams as allowed by the IPC or international meet rules for each event category are chosen from the subsequent highest placing teams in the official standings.
 - 3.2.1.3 Additional female teams(s) for 4-way formation skydiving events will be chosen from the highest ranking all-female teams that meet the IPC entry requirements for the competition.
- 3.2.2 U.S. Solo Freestyle Team
 - 3.2.2.1 The U.S. Artistic Events Team is selected from the first-place team in the open and junior solo freestyle events.
 - 3.2.2.2 Additional or alternate teams as allowed by the IPC or international meet rules for each event category are chosen from the subsequent highest placing teams in the official standings
- 3.2.3 U.S. Dynamic Flying Team
 - 3.2.3.1 The U.S. Dynamic Flying Team is selected from the first-place open teams in the 2-way, 4-way, and the highest placing junior team in the junior 2-way event.
 - 3.2.3.2 Additional or alternate teams as allowed by the IPC or international meet rules for each event category are chosen from the subsequent highest placing teams in the official standings.

4 TEAM CONDUCT

- 4.1.1 Competitors who join the U.S. Team agree to abide by the dictates of team leadership favoring the team's objectives and to exert every feasible effort to provide the U.S. with a team which is unified, harmonious and prepared to represent its country in competition in a manner having the greatest possibility of securing victory and respect from its opponents.

UNITED STATES INDOOR SKYDIVING TEAMS AND DELEGATIONS

- 4.1.2 All team personnel, including the Head of Delegation and Team Manager(s), must sign the Team Member Contract found in this section as a condition of their membership on the U.S. Team.
- 4.1.3 All equipment, clothing and emblems issued to team personnel remain the property of USIS until the Team Manager, acting on behalf of both, releases it to the individual
- 4.1.4 All team personnel will be required to purchase the most modern iteration of the uniform in accordance with the guidance of the Team Manager.
- 4.1.5 The Team Manager is responsible to inform the individual joining the U.S. Team that each team member is expected to abide by the letter and spirit of this document.

5 FINANCIAL PROCEDURES

5.1 Scope

- 5.1.1 The purpose of this section is to establish procedures for receiving and disbursing money for the U.S. Teams participating in international events.
- 5.1.2 This section will assist USIS in its responsibilities to the U.S. Team
- 5.1.3 USIS will endeavor to raise money for the support of the U.S. Team in international events.

5.2 Responsibilities of the Team Manager

- 5.2.1 USIS may establish an auxiliary account for the purpose of receiving money for the U.S. Team and for paying team expenses.
- 5.2.2 USIS will keep accurate records of money received and disbursed.
- 5.2.3 USIS will determine the effectiveness of various promotional projects by tracking money received as a result of each project.
- 5.2.4 The Team Manager must submit a financial report no later than 30 days after completion of the competition to the USIS Director of Operations.
- 5.2.5 The Team Manager must return all unused money to USIS within 30 days after the completion of the competition.

6 TEAM MEMBER CONTRACT

The Team Member Contract must be signed by all competitors and countersigned by the Team Manager. The Team Manager and Head of Delegation must sign the contract and will send copies of all signed contracts to the Director of Competition.

UNITED STATES INDOOR SKYDIVING TEAMS AND DELEGATIONS

APPENDIX A: U.S. TEAM MEMBER CONTRACT

United States Indoor Skydiving (USIS) congratulate you on being selected as a member of the U.S. Team. You have earned an honor and opportunity that very few in our sport will ever attain. Because of the many privileges and responsibilities that U.S. Team members incur as representatives of the United States and USIS in international competition, the USIS require that you read carefully and sign this agreement as a condition of your membership on the U.S. Team.

I hereby acknowledge that as a U.S. Team member, it will be my unconditional responsibility to:

1. Act in a sportsmanlike manner consistent with the spirit of fair play and reasonable conduct;
2. Act in a way that will bring respect and honor on my team, USIS and the USA;
3. Remember that at all times I am an ambassador for my sport and my country;
4. Respect the property of others whether personal or public;
5. Respect members of my team, other teams, spectators and officials, and engage in no form of verbal, physical or sexual harassment or abuse;
6. Refrain from the illegal use of, or illegal possession/distribution of alcohol or drugs;
7. Know and comply with the drug testing rules of the World Anti-Doping Agency (WADA);
8. Notify the Team Manager if a Therapeutic Use Exemption (TUE) is necessary to satisfy WADA rules;
9. Maintain current USIS membership and obtain a FAI Sporting License from the National Aeronautic Association, and provide the Team Manager proof thereof;
10. Hold a valid, current and usable passport for travel outside the United States;
11. Provide the Team Manager with a legible copy of the passport and, as needed, additional passport sized photos for completion of official documents and forms (e.g. meet identity cards, etc.);
12. Abide by the rules of conduct as outlined in the CaRMA;
13. Never take complaints, issues or protests regarding the conduct of the competition to the organizers, judges of staff without the Team Manager's approval, knowledge and presence;
14. Be familiar with the FAI Sporting Code General Section and Section 5 (parachuting rules), and the specific International Parachuting Commission (IPC) competition rules for my discipline;
15. Attend the opening, closing and awards ceremonies and any other function as directed by the Team Manager unless permission has been received to be absent;
16. Wear the full U.S. Team uniform at the opening, closing and awards ceremonies and any other function as directed by the Team Manager;
17. Maintain my uniform in a presentable condition and retain possession through the closing ceremony;
18. Abide by the policy of no flags, banners or display items are allowed on the awards dais at the awards ceremonies without the approval of the Team Manager and Event Organizer;
19. I fully understand and accept that USIS own all rights to the commercial exploitation of sound and/or visual images of my activities as a member of the United States Team. I agree to the unconditional use by the USIS and any of its authorized sponsors, corporate partners or licensees, of any sound, photo or video images I provide or in which I appear in conjunction with my on activities as a member of the US Team, and consent to the reproduction, exhibition, transmission, broadcast and commercial exploitation of these sound, photo or video recordings, without time limit, throughout national and international regions by all means and media, whether known or hereafter developed, without liability, compensation or acknowledgement by me or my successors.
20. I acknowledge that a breach of, or failure to adhere to the provisions of this agreement may result in disciplinary action, to include being removed from the team by the Team Manager, with subsequent review by the USIS for further disciplinary action
21. I further acknowledge that breach of, or failure to adhere to the provisions of this agreement may cause me to be liable for the return of any or all U.S Team sponsorship monies or donations that I may have received.

I HEREBY CERTIFY THAT I HAVE READ THE ABOVE AND AGREE TO BE BOUND BY ITS TERMS:

Team Member (print):

Sign/Date:

Team Manager (print):

Sign/Date:

Head of Delegation (print):

Sign/Date:

Chapter 8

USIS Judging Program

CHAPTER 8: USIS JUDGING PROGRAM

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JUDGING

General

1.1 Introduction

1.1.1 This chapter describes the USIS judging program.

1.1.2 Any USIS member wishing to be rated as a judge is required to follow the guidelines and procedures in this chapter.

1.2 Purpose

1.2.1 To ensure the highest possible standards of judging at the local, national and international levels for competition and records.

1.2.2 To provide a mechanism to train, qualify and enable currency of USIS members interested in serving as judges.

2 DEFINITIONS

2.1.1 National Judge: A judge who has met the qualifications outlined hereafter, successfully completed a USIS National Judge Training Course, and is qualified to exercise the all privileges of a National Judge as well as serve as a Principal, Event, or Chief Judge at a USIS National Championships.

2.1.2 International Judge: A judge who has met the qualifications outlined hereafter and in the Fédération Aéronautique Internationale Sporting Code, Section 5. Said judge is qualified to exercise all the privileges of a National Judge as well as the privileges granted by the FAI Sporting Code, Section 5.

3 QUALIFICATIONS AND PROCEDURES

3.1 National Judge

3.1.1 To earn a USIS National Judge rating, a candidate must meet all the following requirements:

(W) indicates requirements that may be waived by USIS on a case-by-case basis.

- be a current USIS member
- have been a USIS member for at least one year (W)
- have successfully completed a National Judge Training Course (NJTC)

3.2 International Judge

3.2.1 To earn an International Judge rating, a National Judge must meet the following requirements:

(W) indicates requirements that may be waived by USIS on a case-by-case basis.

- meet the current FAI requirements as outline in Section 5 of the FAI Sporting Code
- be a current USIS member
- have been a USIS member for at least 24 months (W)
- held the National Judge rating in that discipline for 12 months (W)
- judged at least two USIS National Championships, two Second Category IPC Events, or one each in the discipline for which the rating holder wishes to be rated (W)
- recommended by three International Judges (who need not be USIS-rated judges) and the USIS Director of Operations

3.3 Disciplines

3.3.1 Judges may be rated in the following disciplines, or combination thereof:

- Artistic Events (AE)
- Formation Skydiving (FS)
- Dynamic Flying (DY)

3.4 Procedures

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- 3.4.1 Upon successful completion of a training course, candidates must submit the following to USIS Headquarters:
- a completed Judge Rating Proficiency Card
 - all required fees
 - a 1.5 x 1.5 inch passport-type photograph
- 3.4.1.1 The Judge Rating Proficiency Card can be obtained from USIS.
- 3.4.1.2 The initial judge rating fee is \$35 and includes a logbook. Subsequent judge rating fees are \$25 each. There is no annual rating renewal fee. Additional/replacement logbooks are available from USIS.
- 3.4.1.3 Electronic submissions of the photograph are acceptable. These can be submitted to USIS.

4 AUTHORITY OF JUDGES

4.1 National Judge

- 4.1.1 A National Judge may:
- serve as a Principal, Event, or Chief Judge at a USIS National Championships
 - judge national records in disciplines for which he/she is rated
 - train USIS National Judges in disciplines for which they are rated, with the approval of the USIS Director of Operations
 - apply for appointment as a USIS Judge Examiner

4.2 International Judge

- 4.2.1 An International Judge may perform the duties of a National Judge and—in accordance with FAI Sporting Code, Section 5—judge international records and at international competitions.

5 JUDGE REQUIREMENTS

5.1 Currency

- 5.1.1 A judge's rating is permanent, concurrent with USIS membership.
- 5.1.2 Proof of currency is the judge's USIS membership credentials and logbook.
- 5.1.3 There is no specific currency requirement for National Judges.
- 5.1.4 International Judges must satisfy currency requirements as set forth in the FAI Sporting Code.

5.2 Judging Logbook

- 5.2.1 All judges must maintain a logbook that contains all relevant personal data, to include a photograph and the ratings earned.
- **Until such a time as USIS can provide a standardized logbook, judges shall maintain such a log in any such form as is convenient.***
- 5.2.2 Each entry shall contain the name of event/competition, dates, and the number and type of skydives judged.
- 5.2.3 Judges conducting training courses are highly encouraged to record relevant data about all courses in their logbooks.
- 5.2.4 Principal or Event Judges serving at a USIS National Championships must have their logbooks validated by the Chief Judge.
- 5.2.5 Chief Judges serving at a USIS National Championships must have their logbooks validated by the Meet Director.
- 5.2.6 Any judge certifying a national record must have their logbook validated by another judge on the same record, or a USIS official.

6 USIS JUDGE TRAINING

6.1 Introduction

- 6.1.1 USIS Judge Training Courses may be held at the discretion of Judge Examiners or as approved by the Director of Operations

6.2 Purpose

- 6.2.1 To present the best possible program to those candidates selected to attend each course.

6.3 Judge Training Authority

- 6.3.1 National and International Judges may apply for appointment by the Director of Operations as a Judge Examiner, if they:
- have been on the USIS judges list for at least five consecutive years
 - have served as a judge (or participated as competitor) at three or more USIS National Championships or International sporting events in the last five years
 - have attended any Judge Training Course (JTC) or annual judging seminar in the last three years
 - have conducted three judge courses, one within the last two years, with satisfactory results, as determined by the Director of Operations
 - have a demonstrated background in instructional methods
- 6.3.2 Judge Examiners may conduct courses at their discretion but must notify USIS in advance.
- 6.3.3 All Judge Examiner appointments will automatically expire three years after the initial appointment.
- 6.3.4 Any rated judge may attend any JTC or annual judging seminar as a matter of continuing education.

6.4 Duties of a Judge Examiner

- 6.4.1 A Judge Examiner has the responsibility of ensuring that each candidate has adequate training and meets the standards expected of a judge for the rating sought.
- 6.4.2 A Judge Examiner must use any standardized syllabuses, tests, and materials as available from USIS.
- 6.4.3 A Judge Examiner may dismiss from the course, without granting a rating, any candidate not able to fit in and function in the working environment.
- 6.4.4 A Judge Examiner must submit an after-action report to the USIS Director of Operations within 30 days after completion of the course.

6.5 Minimum Standards for Qualification

- 6.5.1 Cross Training: A National Judge desiring to become rated in an additional discipline is required to complete only the discipline-specific requirements.
- 6.5.2 National Judge Requirements
- assist an appropriately rated and current National or International Judge in judging one complete meet in the discipline sought
 - receive a briefing on the rules specific to the discipline sought by a Judge Examiner rated in that discipline, to include a review of the performance requirements for each event in that discipline
 - receive a review of the General Competition Rules (CaRMa Chapter 2) from a Judge Examiner
 - receive a thorough overview of scoring equipment necessary to judge the specific discipline
 - receive a briefing on meet administration and required paperwork from a Judge Examiner
 - receive a briefing on documentation of performance(s) and collation of scores
 - achieve a minimum score of 80% on the written test administered by a Judge Examiner
 - achieve a minimum score of 85% on the practical test administered by a Judge Examiner

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6.6 Specific Competition Discipline Requirements

6.6.1 Formation Skydiving

- Attain at least 80% of agreed faults.
- Attain 90% of the principal judge's agreed number of formations within working time.
- The course should include a minimum of three complete rounds per event from the prior National Championships.
- If the prior National Championships had a larger (or smaller) than normal attendance, a minimum of 100 flights should be judged.

Chapter 9

National and International Record Reporting Procedures

CHAPTER 9: USIS NATIONAL AND INTERNATIONAL RECORD REPORTING PROCEDURES

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CHAPTER 9: USIS NATIONAL AND INTERNATIONAL RECORD REPORTING PROCEDURES

1 INTERNATIONAL RECORD REPORTING PROCEDURES

1.1 Introduction

- 1.1.1 The purpose of this document is to assist USIS members interested in establishing international indoor skydiving records.

1.2 Procedures

- 1.2.1 The FAI Sporting Code (General Section and Section 5) prescribes the procedure for establishing international skydiving records.
- 1.2.1.1 An international record claim must be received by the FAI secretariat within 120 days of the attempt, supported by a file containing all the information and certification necessary to prove that the conditions have been met.
- The claim dossier must comply with the standard format set out in Section 5 of the Sporting Code and include a statement that the attempt was made in accordance with all the regulations of the Sporting Code.
 - The claim dossier must be submitted to the FAI through the NAA and USIS.
- 1.2.2 The claim dossier submitted to the FAI must include the following, as applicable:
- Classification (Sub-class, Type, etc.) of the record being claimed.
 - Title and description, including record figures.
 - Place and date of the record attempt.
 - Name, gender, and citizenship of the participant(s).
 - FAI sporting license of each participant and issuing National Airsport Control(NAC).
 - National Airsport Control (normally USIS) responsible for the control of the record attempt.
- 1.2.3 Written notice of a preliminary claim for an international record must be submitted by either the Official Observer, the International Judge controlling the attempt, or the claimant, and must be received by the FAI Head Office within seven days of its completion as a record attempt.
- 1.2.4 USIS will keep the claimant informed of the progress of record claims.

1.3 Notification to USIS

- 1.3.1 The International Judge controlling the record attempt, or any member of the panel of judges certifying the record performance, must submit a notification to USIS containing the details of the record performance within 72 hours of its completion.
- 1.3.2 This notification may be submitted in person or email to:

Director of Operations
US Indoor Skydiving
Email: randy@usindoorskydiving.com

Documentation to support the record claim, including official score sheets, video evidence, etc., must be received by USIS within thirty days of the completion of the record performance (use the format in this chapter as a guide).

1.4 Fees

- 1.4.1 The FAI, NAA and USIS assess fees per claimed international record in all parachuting disciplines.
- 1.4.1.1 These fees cover all aspects of international record processing, including the issue of a single diploma.
- 1.4.1.2 Further diplomas can be obtained at additional cost.
- 1.4.1.3 The scale of charges for additional diplomas is available upon request.
- 1.4.2 Payment: The documentation to support an international record claim (per this section) should be accompanied with cash, check, money order or credit card information to cover the fees charged by USIS, NAA and the FAI.

CHAPTER 9: USIS NATIONAL AND INTERNATIONAL RECORD REPORTING PROCEDURES

2 U.S. NATIONAL RECORD REPORTING PROCEDURES

2.1 Introduction

- 2.1.1 The purpose of this document is to assist USIS members interested in establishing U.S. national indoor skydiving records.
- 2.1.2 National records documentation and processing differs from those established by the International Parachuting Commission for international records. Those differences are described herein.

2.2 General

- 2.2.1 All USIS competition rules in the CaRMa must be observed during national competition record attempts, including the citizenship/residency requirements.
- 2.2.2 Competitors claiming individual national records must hold current USIS membership
- 2.2.3 When a national record category requires a dive sequence to be drawn from the dive pool, the draw may be conducted by any person under the supervision of a USIS Judge rated in the discipline involved, who does not have to be in the physical location where the draw is being conducted.
- 2.2.3.1 National records may be set within or outside of USIS National Championship events.

2.3 Record Zones

- 2.3.1 U.S. National—record achieved by a citizen or resident of the United States in the event specified.

2.4 Record Class

- 2.4.1 All records shall be designated Class G, in keeping with FAI Air Sport designations.

2.5 Record Sub-classes

- 2.5.1 All indoor skydiving records shall be designated as sub-class 1(Competition), in accordance with the FAI structure.

2.6 Record Disciplines (Group)

- 2.6.1 USIS shall use the term discipline in lieu of the FAI term “Group”.
- 2.6.2 The disciplines are:
- Formation Skydiving
 - Dynamic Flying
 - Others as designated

2.7 Record Categories

- 2.7.1 General—best performance achieved.
- 2.7.2 Female—best performance achieved by a woman or a team composed only of women
- 2.7.3 Junior—best performance achieved by a competitor or team entered in the Junior Category.

2.8 Record Types

- 2.8.1 Formation skydiving 4-way, 8-way, longest sequence.
- 2.8.2 Formation skydiving 4-way, 8-way, highest average for 10 rounds.
- 2.8.3 Vertical Formation Skydiving 4-way, longest sequence
- 2.8.4 Vertical formation skydiving 4-way, highest average for 10 rounds
- 2.8.5 Dynamic Flying, fastest time at any speed.

2.9 Procedures

- 2.9.1 Records are registered by submitting the necessary information to USIS.
- 2.9.2 All records must be certified and signed by two authorized officials, as follows:

CHAPTER 9: USIS NATIONAL AND INTERNATIONAL RECORD REPORTING PROCEDURES

- Authorized officials include USIS-rated judges, or a USIS staff member.
- All records (for example, formation skydiving) must be certified by at least one judge rated in the applicable discipline. For disciplines judged by video or data analysis, the judge does not need to be physically present during the record attempt.
- When a record requires certification by a discipline-specific judge, the second official may be any of those authorized above, including a second judge (who need not be rated in the applicable discipline).

- 2.9.3 National competition records must be conducted and judged in accordance with the CaRMa rules for national competition. National performance records must be certified by at least two national judges all of whom must be rated in the applicable discipline.
- 2.9.4 All national records set at a USIS National Championships may be submitted and recorded without obtaining judges' signatures; a copy of the official results is sufficient evidence for the claim.
- 2.9.5 Judges must be physically present to observe national records, except for disciplines judged exclusively by video, in which case at least one discipline-rated judge must be present to witness the attempt and collect video and other required evidence. Judges may not take part in national records.

2.10 Notification and Fees

- 2.10.1 Initial notification of a national record must be sent to USIS by e-mail (competition@usis.org) or fax: (540) 604-9741 within 72 hours of the jump. There is no initial notification requirement for a state record.
- 2.10.2 Fees effective January 1, 2019:

National		International	
Individual	Team	Individual	Team
\$50	\$100	As set by NAA & FAI	

- 2.10.2.1 National record certificates will be automatically produced and sent to the member address on file unless otherwise stated.
- 2.10.3 Fees shown are inclusive of the lesser record; i.e., a national record fee covers the state record fee.
- 2.10.3.1 Certificates for lesser, included, records will be available at additional cost.

2.11 Appeal Process

- 2.11.1 Certification of a record shall become final if no appeal has been lodged against it within 90 days of the date of publication of the original notification.
- 2.11.2 Any USIS member, judge or official may appeal the validity of a state or national record and request a review by the Director of Operations
- 2.11.3 If the Director of Operations finds the appeal has merit, the appeal will be forwarded to the Board of Advisors for further review.

Chapter 10

International Activities

CHAPTER 10: INTERNATIONAL ACTIVITIES

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INTERNATIONAL ACTIVITIES

1 GENERAL

1.1 Introduction and Purpose

- 1.1.1 The purpose of this document is to establish the means by which USIS and its representatives interact with entities and events related to the International Parachuting Commission of the FAI.

1.2 National and International Air Sport Entities

- 1.2.1 Fédération Aéronautique Internationale (FAI) is the sole internationally recognized governing body for airsports worldwide, which governs airsports competitions, world records, awards, and controls and owns all rights for FAI-sanctioned events.
- 1.2.2 International Parachuting Commission (IPC) is the FAI body whose primary activity focuses on parachuting competition and world records, but also includes promotional, media, technical, safety, and certification activities.
- 1.2.3 National Aeronautic Association (NAA) is the National Airsport Control (NAC) of the United States, is the FAI member representing airsports interests in the United States, and serves as the official conduit between USIS and FAI.
- 1.2.4 United States Indoor Skydiving (USIS) is recognized by the NAA as the sole official indoor skydiving body in the United States and the organization delegated FAI sporting powers over indoor skydiving competition and records.

1.3 Responsibilities and Obligations

- 1.3.1 The NAA will be a party to any agreements that USIS or its contractors make when awarded FAI events by the International Parachuting Commission.
- 1.3.2 In the case of organizing IPC-sanctioned events, USIS fully accepts this responsibility and is obligated to fulfill all commitments made by event organizers who are contracted by USIS to organize IPC events.
- 1.3.3 USIS should make every possible effort to ensure that its contractors fulfill all commitments made to the IPC and FAI.

2 IPC PLENARY MEETINGS

2.1 Purpose

- 2.1.1 Annual IPC plenary meetings are the policy and decision-making forums of the IPC.
- 2.1.2 Delegates from FAI member nations assemble each year for this plenary meeting to determine the content of the FAI Sporting Code Section 5, approve competition rules, sanction NACs to organize IPC events, and address other matters related to international parachuting activities.
- 2.1.3 In the days immediately preceding IPC plenary meetings, all IPC committees and working groups conduct open meetings.
- 2.1.4 It is in NAA's and USIS's best interests that U.S. IPC delegates attend all of these meetings so that the interests and opinions of the U.S. skydiving community can be effectively represented.

2.2 Composition, Rights, and Authority

- 2.2.1 IPC delegates—
- 2.2.1.1 Each FAI member-nation may be represented at the plenary meeting by one delegate and one alternate delegate.
- 2.2.1.2 Only these delegates have the guaranteed right to speak at plenary meetings.
- 2.2.1.3 The U.S. delegate has the right to cast votes on behalf of the U.S.

INTERNATIONAL ACTIVITIES

- 2.2.2 Other members of U.S. delegation
- 2.2.2.1 Observers, as designated below, may accompany the delegate and alternate delegate at IPC meetings:
- advisors to IPC committees, working groups, and task forces
 - technical representative, such as competitors, judges, and safety experts
 - officials from NACs, national parachuting associations, and government entities
 - contractors, such as event organizers, equipment vendors, etc.
 - others, including interpreters, invited guests, spouses, and interested parties
- 2.2.2.2 With due cause, the U.S. delegate has the authority to restrict any observer from attending the IPC plenary meeting.
- 2.3 Financing**
- 2.3.1 Travel and subsistence costs for the IPC delegate and alternate delegate to attend IPC meetings will be provided by USIS, per the financial operating procedure in the USIS Governance Manual.
- 2.3.2 Financial support for observers attending IPC meetings may be addressed on a case-by-case basis.
- 2.4 Hosting IPC Plenary Meetings**
- 2.4.1 USIS members or the USIS executive director may propose that the U.S. bid to host an IPC meeting.
- 2.4.2 Proposals must include a budget, and must be approved by the USIS Board before submitting a bid to the IPC.

3 DELEGATES

- 3.1 U.S. Delegate**
- 3.1.1 The IPC delegate is the official voice representing USIS policy in the international parachuting/indoor skydiving community.
- 3.1.2 The United States Parachute Association (USPA) has been granted the right to choose the delegate by the NAA:
- 3.2 Alternate U.S. Delegate**
- 3.2.1 The United States Parachute Association (USPA) has been granted the right to choose the alternate delegate by the NAA:

4 HOSTING FAI/IPC-RELATED EVENTS

- 4.1 Event Organizers**
- 4.1.1 USIS desires to have IPC-sanctioned parachuting events conducted in the United States and recognizes that the United States is home to experienced event organizers capable of organizing and conducting international parachuting events in a professional manner.
- 4.1.2 IPC First Category Events should be organized and conducted by professional event organizers in the U.S., including (but not limited to) drop zone operators.
- 4.1.3 Bidding for Events
- 4.1.3.1 Event organizers in the U.S. should have an equal opportunity to bid for IPC First Category Events.
- 4.1.3.2 USIS Headquarters will publish the schedule of planned First Category events to provide prospective organizers with equal access to information from which bids can be submitted to USIS.
- 4.2 FAI Event Categories**
- 4.2.1 IPC Events are defined in the IPC Sporting Code, Section 5.
- 4.2.2 First Category Events are defined by the FAI/IPC as World Air Games, World, Continental, and Regional Championships, and other International Sporting Events approved by the IPC.

INTERNATIONAL ACTIVITIES

4.2.3 Second Category Events are other international sporting events organized in the U.S. by or under the authorization of NAA/USIS.

4.3 Proposals for Organizing IPC Events (First Category FAI Events)

4.3.1 The format for proposals will be similar to that provided in the IPC First Category Event Sanction Procedures document for World Parachuting Championships or World Cups.

4.3.2 Proposals may be submitted to USIS at any time and must include at least the following:

4.3.2.1 the competition event(s) to be included

4.3.2.2 the venue(s) for the event(s)

4.3.2.3 the arrival and departure dates for the participants

4.3.2.4 the diameter of the tunnel to be used for each competition event

4.3.2.5 the cost of entry fees for competitors, delegation officials, and accompanying persons

4.3.2.6 whether or not accommodations, food, or local transportation will be provided; and if not, the availability and costs of such

4.3.2.7 intentions for media coverage and exploitation

4.3.3 Evaluation, approval, and promotion of proposals

4.3.3.1 Decisions whether to approve proposals and forward them to the IPC will be made by USIS.

4.3.3.2 For USIS-approved proposals, the IPC delegate or alternate delegate will collaborate with the prospective event organizer to prepare a proposal for submission to the IPC using the IPC proposal form and following all IPC-designated procedures for submitting proposals to host IPC-sanctioned events.

4.4 Financial

4.4.1 Proposals must be submitted to USIS with a non-refundable \$100 fee.

4.4.2 Event organizers conducting FAI-sanctioned events in the United States will pay USIS a sanction fee for each registered participant in addition to sanction fees imposed by the IPC.

4.5 Letters of Agreement

4.5.1 All organizers of IPC-sanctioned events must sign an FAI organizer agreement, which is available for review on the FAI-IPC website.

4.5.2 All hosts must sign an agreement with USIS.

4.5.3 The agreements specify the proprietary rights to be held by each party.

5 FAI SPORTING CALENDAR

5.1.1 The FAI maintains and publishes an international sporting calendar (reference FAI Sporting Code General Section).

5.1.2 For an event to be recognized as an international airsport event, it must be registered in the FAI sporting calendar.

5.1.3 The FAI and NACs will recognize only airsport events that are held in accordance with FAI rules.

5.1.4 FAI is entitled to withhold or withdraw the sporting license of any competitor entering a non-recognized airsport event.

5.1.5 Event registration must be received by the IPC alternate delegate in time to notify the FAI secretariat at least three months prior to the start of the event.

6 IPC JURY MEMBERS

INTERNATIONAL ACTIVITIES

- 6.1.1 Because the IPC uses the nominated jury system, it maintains a list of approved and qualified jury members to serve on juries at First Category Events, in accordance with the FAI Sporting Code, Section 5.
- 6.1.2 Only those approved by an individual's NAC may be placed on the list.
- 6.1.3 Those wishing to be placed on the list should submit a résumé to the USIS Director of Operations no later than the November 1st of each year with at least the following information, as applicable:
- Current USIS membership number
 - Indoor skydiving experience, e.g., competition management, judge ratings, and meets judged, etc.
- 6.1.4 Individuals on the approved list may be removed by written request from the individual or by decision of the IPC Rules and Regulations Committee, which must be approved by a majority decision of the IPC Plenary.
- 6.1.5 Once approved by the USIS Board, the individual's name will be forwarded to the USIS IPC delegate for inclusion on the IPC list.