Competition Rules
Wingsuit Flying

2026 Edition
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1 FAI AUTHORITY

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

2 DEFINITIONS OF WORDS AND PHRASES

2.1 GENERAL DEFINITIONS

Equipment: Equipment includes at least the following components. Wingsuit, Gloves, Helmet, Rig, and Footwear.

Geometric Altitude: The height, as measured by a Global Navigation Satellite System, optical methods or radar, above ground level.

Position Logging Device (PLD): A device used to record the real-time, three-dimensional (3D) position of the wingsuit flyer, which is mounted on the wingsuit flyer's body or equipment.

Rounding: Whenever rounding is referred to in these competition rules, half-way values of x are always rounded up. Example: 23.5 gets rounded to 24.

Spherical Error Probable (SEP): SEP is the radius of a sphere centred on the measured position which includes the true position with 50% confidence.

Winglet: An additional vertical element mounted on the wingtip, oriented upward or downward.

Wingtip: The outermost structural point or component of a wingsuit's arm wing, usually rigid, that serves as a terminal boundary of the wing. It may include a handle or reinforced section designed for the pilot to hold or grip during flight to control the shape and tension of the wing.

2.2 PERFORMANCE EVENT

Competition Window: A vertical 1000-meter window, starting at 2500m (8202ft) Geometric Altitude and ending at 1500m (4921ft) Geometric Altitude, in which the performance of the wingsuit flyer is evaluated. The first crossing of the upper window boundary starts the evaluation process, which stops at the first crossing of the lower window boundary.

Competitor Advisory Panel (CAP): A panel composed of no more than 5 registered Wingsuit Flying Performance competitors that will be created prior to the start of the scheduled wingsuit inspection. This panel shall assist the judge panel in making decisions on whether equipment may be permitted for use in the competition.

Designated Flight Path: The straight ground track between a point on the competitor's flight path at the start of the Validation Window and a designated ground reference point.

Designated Lane: A lane which is centred on the Designated Flight Path with a width of 600m.

DZ Elevation: The ground level for the competition site, in meters, will be determined by the Meet Director and will be published in Bulletin #2 and made known at the pre-event competitors' meeting.

Ground Reference Point: The ground reference points will be determined by the Chief Judge. The coordinates (latitude and longitude) for each ground reference point and an aerial photograph of the area with each ground reference point marked will be published in Bulletin #2. Prior to the official arrival day, the reference points will be displayed using a detailed map or aerial photograph of the area no more than 30 days old. The map and/or photograph must be acceptable to the FAI Controller.

Result: The raw measured performance in a given task, as defined in 5.3.1, 5.3.2, and 5.3.3.

Score: The calculated percentage based on the top result for a given task, as determined in 5.10.1, 5.10.2, 5.10.3, and 5.10.4.

Validation Window: The validation window is the part of the jump which is used to determine the accuracy of the PLD data. The validation window begins 9 seconds after the competitor's vertical speed first reaches 10m/s and ends 66ft (20m) below the competition window.

2.3 ACROBATIC EVENT

Altitude Window: The upper boundary of the Altitude Window is the altitude at which the vertical velocity of the Designated Team Member reaches 10m/s after exit, as determined by the judges using the PLD, and the lower boundary of the Altitude Window is as designated in 6.3.3 or, if applicable, 6.3.5.

Barrel Roll: A rotation about the body head-toe axis, when that axis is aligned with the direction of flight. The rotation of a barrel roll may be performed in either direction (clockwise or counter-clockwise.)

Compulsory routine: A routine composed of compulsory sequences chosen at random from Addendum A by the Chief Judge.

Compulsory sequence: A compulsory sequence is comprised of 2 or 4 manoeuvres, as described in Addendum A.

Designated Team Member: The Designated Team Member (DTM) is that Team Member wearing the PLD. The DTM must be either Performer A or Performer B.

Free routine: A routine composed of manoeuvres chosen entirely by the Team.

Grips

1) A **hand grip** consists of contact with the front or back of the hand. The contact must be on or below the wrist.
2) A **foot grip** consists of contact with the front or back of the hand on the foot, below the ankle bone.
3) A grip on the surface of any wingsuit without also achieving contact with the front or back of the hand on a specified part of the body as defined in 1) and 2) above is specifically excluded from the definition of a grip.

Infringement

- A Manoeuvre not clearly presented, or
- An incorrect Manoeuvre performed within working time, or
- A Sequence performed in a different order than drawn, or
- A required element of a Sequence is not correctly performed

Inverted Flight: A performer shall be considered to be in inverted flight when they are in a back-to-earth position.

Manoeuvre: A change in body position or a rotation around one or more of the three (3) body axes or a static pose.

Mixed Orientation: A team shall be considered to be in a mixed orientation when one performer is in normal flight and the other performer is in inverted flight.

Normal Flight: A performer shall be considered to be in normal flight when they are in a belly-to-earth position.

NV: No Video – no video image is available for judging purposes.

Omission

- A manoeuvre is missing from the drawn sequence, or
- There is no clear intent to perform the chosen manoeuvre, or
- An attempt at a grip is seen and another manoeuvre or grip is presented and there is an advantage to the team resulting from the substitution.

Scoring Grip: A controlled stationary grip which is correctly completed and clearly presented and which, apart from the first grip after exit, must be preceded by a correctly completed and clearly presented Manoeuvre.

Team: An Acrobatic Wingsuit Flying Team is composed of two (2) Performers and a Videographer, all three of whom are Team Members.

Working time: The period of time during which Teams may be evaluated and scored in accordance with 7.2 and which is defined in 6.3.3 and 6.3.5. Working time starts the instant any team member separates from the aircraft, as determined by a majority of the judges.

3 EQUIPMENT

The following applies to both Performance and Acrobatic Wingsuit Flying.

3.1 POSITION LOGGING DEVICE (PLD)

3.1.1 The PLD must record real-time three-dimensional (3D) data with a resolution of at least 5Hz and a position accuracy (SEP) of less than 10 metres.

3.1.2 The PLD must not require any action by the competitor in order for it to function, and it must activate its recording function automatically.

3.1.3 Once attached to the competitor, the settings on the device must not be capable of being altered by the competitor, nor must it be possible for the competitor to delete the data without this being easily evident to the Judges. Tampering with the device, as determined by the Panel of Judges, will lead to a result of zero for the jump. This decision shall not be grounds for protest.

3.1.4 The data recorded by the PLD must be downloaded and saved as soon as possible after the competitor has handed in the device, and before the PLD is used again.

3.2 EQUIPMENT

3.2.1 All competitors must wear a wingsuit for all competition jumps.

3.2.2 All equipment must be inspected by the judge panel to the satisfaction of the Chief Judge prior to use in the competition.

3.2.2.1 The official schedule must include specified dates and times for equipment inspection.

3.2.2.2 The Chief Judge shall provide instructions to competitors on the equipment inspection procedure.

3.2.2.3 Competitors must be at the location with all equipment available for inspection, as instructed by the Chief Judge.

3.2.2.4 Equipment that has not been inspected and approved by the judge panel may not be used on any competition jump. Violation of this rule shall result in a score of zero for the jump.

3.2.3 Competitors shall not use propulsion systems. If any propulsion system is used, the result will be zero for that jump.

3.2.4 A competitor shall not wear any other electronic device or wires closer than 2.54cm from the official PLD as measured by the judging staff. However, a second identical PLD unit may be worn without regard to this separation requirement. If any such electronic device affects the PLD system, and the source of the interference is not obvious and beyond the reasonable control of

the jumper, a re-jump may be granted by the Chief Judge, in which case 5.7.3 will not apply.

3.2.5 Each competitor must wear a functioning audio altitude warning device on every jump. Failure to do so will lead to a result of zero for that jump.

3.2.6 The PLD will be attached in its location by a Judge.

3.2.7 The PLD will be turned on and off by a Judge or by the competitor if instructed to do so by any Judge.

3.2.8 Immediately after landing, the competitor shall return the PLD used on that jump to a Judge.

3.2.9 If the PLD is found to have been tampered with, and if in the opinion of the Panel of Judges, this was not caused by circumstances beyond the control of the competitor, then no re-jump will be awarded, and the competitor will receive a result of zero for that jump. This decision shall not be grounds for a protest.

3.2.10 If the PLD malfunctions and, in the opinion of the Panel of Judges, the malfunction was not caused by action or interference by the competitor, then the competitor will be given the option of making a re-jump, in which case 5.7.3 will not apply, or receiving a result of zero for that jump.

3.2.11 In the event of loss of the competition PLD, the competitor will receive a score of zero for that jump. This is not grounds for protest.

4 GENERAL RULES

4.1 RESPONSIBILITIES OF MEET OFFICIALS

4.1.1 The Meet Director or Chief Judge 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.

4.1.2 The Technical Scoring Director (TSD) is appointed by the ISC Wingsuit Flying Committee and approved by the organizer for that position. The Technical Scoring Director may not be a Competitor, Principal Judge, Event Judge, Chief Judge, or Meet Director in the WS Performance or WS Acrobatic events.

4.1.2.1 The Technical Scoring Director responsibilities include but are not limited to:

- The planning, setup and maintenance of the scoring system
- Assist with the importing of PLD data
- Assist with the required archiving of the competition for the ISC Judge Video Librarian

4.1.3 A Flight Director must be placed aboard all aircraft used for the Wingsuit Flying Performance event. The Flight Director is appointed by the organizer and approved by the Meet Director.

4.1.3.1 The Flight Director responsibilities include but are not limited to:

- Assist competitors with identification of ground reference points
- Operation of exit separation timers
- Confirm competitors' adherence to exit spacing requirements
- Monitor competitor safety both in and while exiting the aircraft
- Video all jump runs, ground reference points, and competitor exits

4.1.3.2 Under no circumstances will such a Flight Director direct a competitor to exit. That decision is solely the responsibility of the competitor.

4.2 TIME BETWEEN EVENTS

4.2.1 The Performance and Acrobatic events shall not be run concurrently.

4.2.1.1 All competitors must be released from one event before any competitor can be put on standby for the other event. This rule does not apply to rejumps.

4.2.1.2 The minimum time between the release from one event and first call for the other event shall be as follows. This rule does not apply to rejumps.

- If changing from Performance to Acrobatic, 30 minutes
- If changing from Acrobatic to Performance, 60 minutes

4.2.1.3 If all competition jumps for an event have been completed, competitors may be put on standby for the other event without being released. The minimum times found in 4.2.1.2 still apply to this event change.

5 THE PERFORMANCE EVENT

5.1 EVENT DESCRIPTION

5.1.1 Within the Wingsuit Flying Performance Event, separate classifications will be made for:

- Wingsuit Flying Performance Female
- Wingsuit Flying Performance Combined National Team

5.1.2 The minimum number of participants in any classification to be valid and to award medals is four (4).

5.1.3 The placements in the separate classifications are determined during the Wingsuit Flying Performance Event tasks, using the Wingsuit Flying Performance Event scores or results, not through separate jumps.

5.1.4 The task results in the Wingsuit Flying Performance Event are carried across to the female classification as soon as all competitors in that classification have had their results for that task validated.

5.1.5 The task scores in the Wingsuit Flying Performance Event are carried across to the Combined National Team classification as soon as that task is considered valid.

5.2 OBJECTIVE

5.2.1 The objective is to fly a single wingsuit in three separate tasks to demonstrate a combination of best lift (time task), best glide (distance task) and least drag (speed task).

5.2.2 Each round of the event is comprised of the three tasks.

5.2.3 Each task is performed on a separate flight.

5.3 TASKS

5.3.1 **Time Task:** The wingsuit flyer is to fly with the slowest fall rate possible through the competition window. The result for this task will be the time spent in the competition window, expressed in seconds.

5.3.2 **Distance Task:** The wingsuit flyer is to fly as far as possible through the competition window. The result for this task will be the straight-line distance flown over the ground while in the competition window, expressed in metres.

5.3.3 **Speed Task:** The wingsuit flyer is to fly as fast as possible horizontally over the ground through

the competition window. The result for this task will be the straight-line distance flown over the ground while in the competition window divided by the time spent in the competition window, expressed in kilometres per hour.

5.4 PROGRAM

5.4.1 A competition shall consist of three rounds, with three tasks in each round, for a total of nine flights.

5.4.2 A task is considered valid when the Chief Judge has validated all results for that task.

5.4.3 A round is considered valid when it contains a valid Time, Distance, and Speed task.

5.4.4 A valid competition requires at least one valid task.

5.4.5 **Maximum Exit Altitude:** The maximum exit altitude for a valid jump is 11,000 ft. (3353 metres) as measured by the approved competition PLD. A competitor should not exit the aircraft at a higher altitude than the maximum exit altitude. If the PLD registers an exit that is higher than the maximum exit altitude, the jump will be considered invalid and a rejump will be granted.

5.4.6 **Minimum Exit Altitude:** The minimum exit altitude for a valid jump is 10,500 ft. (3200 metres) as measured by the approved competition PLD. A competitor should not exit the aircraft at a lower altitude than the minimum altitude. If the PLD registers an exit that is lower than the minimum exit altitude, the competitor may choose to accept the score for the jump. The competitor must make an immediate decision and inform the Chief judge of their decision; otherwise a rejump will be granted automatically.

5.4.7 For meteorological and/or Air Traffic Control reasons only, and with the consent of the Chief Judge, the Meet Director may lower the exit altitude to no lower than 3048m/10,000ft Geometric Altitude and continue the competition. The Competition Window does not change; i.e. it stays 2500-1500m. If the exit altitude is lowered it must apply for a complete task for all competitors.

5.4.8 The order of tasks will be determined by a random draw conducted by the Chief Judge during the competitor briefing. This order may be changed by the Meet Director for meteorological or air traffic control reasons.

5.5 JUMP RUN AND EXIT ORDER

5.5.1 The jump run should be perpendicular to the wind line upwind of the designated landing area, which is established by the Meet Director.

5.5.2 The starting order of the first task of jumping shall be in reverse order of the standings at the most recent FCE. Competitors that did not participate in the most recent FCE will jump at the beginning of the task with the order determined by a random draw made by the Meet Director.

5.5.3 Reverse order of standing shall be recalculated at the completion of the first round and may be recalculated again at the completion of the second round at the discretion of the Meet Director. This order will determine the exit order for the following tasks.

5.5.4 The number of competitors to exit on a single pass of the aircraft and the spacing of those exits will be determined by the Meet Director. The horizontal spacing must be no less than 600m. This will be expressed to the competitors prior to each jump by the Meet Director as a time, in seconds, between exits. Immediately after exit, each competitor will turn directly towards his designated flight path.

5.5.4.1 Failure to comply with the required exit separation time will result in a review by the Meet Director and Chief Judge. The competitor will be asked to provide an explanation and official PLD data and Flight Director video footage will be reviewed to determine whether the deviation was justified.

5.5.4.2 If both the Meet Director and Chief Judge determine that the competitor's deviation was not justified and resulted in a competitive advantage, a penalty will be applied as follows:

- 50% result penalty for the first infringement
- 100% result penalty for any subsequent infringements

5.5.5 When the exit order is determined or modified, the Meet Director shall assign each competitor to a Ground Reference Point. The Meet Director will provide each competitor with his Ground Reference Point prior to each competition jump.

5.5.6 Between tasks, the Meet Director shall rotate the exit order of passes and rotate the exit order of the jumpers within each pass. Jumpers within a pass shall be rotated through the complete set of Ground Reference Points used for the task.

5.5.6.1 For example, after the completion of the first task, the first pass to exit may be rotated to exit second, with the last pass being rotated to exit first. Similarly, within each pass, the first jumper to exit may be rotated to exit second, with the last jumper to exit being rotated to exit first.

5.5.7 In the case of rejumps, the Meet Director shall assign each competitor to the same Ground Reference Point as used in the original jump.

5.5.7.1 If more than one competitor performing a rejump on the same pass has the same original Ground Reference Point, one of those competitors will be randomly selected to retain the original Ground Reference Point. The Ground Reference Point of the remaining competitors will be determined by random draw without replacement.

5.5.8 **Exit procedure:** There are no limitations on the exit other than those imposed by the Chief Pilot for safety reasons. If a competitor exits in a manner deemed unsafe, the matter will be referred to the Safety Panel (SC5 4.8).

5.5.9 A timer shall be fitted adjacent to the door, clearly visible to competitors at the door. The timer must display elapsed time, in seconds.

5.5.9.1 The Flight Director shall be responsible for operating the timer.

5.5.9.2 The timer shall be set to zero and started immediately after the exit of each competitor.

5.5.9.3 The timer is an aid only, and the decision to exit remains solely the responsibility of the competitor. Failure of the timer is not grounds for rejump or protest.

5.5.10 Competitors may refuse to exit.

5.5.10.1 If a competitor refuses to exit, they shall report to the Meet Director immediately upon landing and provide the reason(s) for the refusal.

5.5.10.2 The Meet Director shall review the official PLD data and Flight Director video footage to determine the conditions present at the time of the refusal.

5.5.10.3 If the Meet Director determines that the reasons for refusal are considered pertinent, the team or individual shall be granted a rejump.

5.5.10.4 If the Meet Director determines that the reasons for refusal are not considered pertinent, the team or individual will be scored as having made the jump and assessed the maximum penalty.

5.5.11 If a competitor or team exits the aircraft (except in an emergency), the jump becomes official and will be scored.

5.5.12 At the discretion of the Meet Director, additional passes may be permitted in place of a refusal to jump.

5.5.12.1 The Meet Director must brief the competitors on the details of additional passes prior to the start

of competition.

5.5.12.2 The Meet Director may change the details of additional passes at any time. This change must be communicated to all competitors prior to their next competition jump.

5.6 FLIGHT PATTERN

5.6.1 The first exit point on an aircraft pass will be determined by the Meet Director. The aircraft pilot will signal the competitors when they are clear to exit. The clear to exit signal must be given at least 600m before the first Designated Lane. All the competitors will be briefed on the specific exit signals at the pre-event competitors' meeting.

5.6.2 A competitor must not leave his Designated Lane (DL). Violation of this rule during the time period from the start of the Validation Window to the exit of the competition window, as determined by the panel of judges, shall affect the result, as determined in 5.3, as follows:

5.6.2.1 If less than 150m outside the DL, a 10% reduction;

5.6.2.2 if 150-300m outside the DL, a 20% reduction;

5.6.2.3 if, during the time period from the start of the Validation Window to the exit of the competition window, a competitor is more than 300m outside the DL a 50% reduction for the first such infringement or a result of zero for any such infringement on a subsequent jump. The distance referred to will be measured at right angles to the DL boundary.

5.6.3 At no time from the start of the Validation Window to deployment of the parachute shall a competitor(s) come within 150m of any other competitor(s). Violation of this rule, as determined by the panel of judges, will lead to a result of zero for that jump.

5.6.4 Any violation of 5.6.2 or 5.6.3 that results in endangering other competitors shall be considered a serious endangerment and will be referred to the Safety Panel (SC5 4.8).

5.7 GENERAL RULES

5.7.1 The deployment altitude for each competitor will be pre-determined by the Meet Director and must not exceed the lower boundary of the competition window (1500m/4921ft AGL).

5.7.2 Any violation of 5.7.1 that results in endangering other competitors shall be considered a serious endangerment and referred to the Safety Panel (SC5 4.8).

5.7.3 All jumps for each task of a round should be made from the same, or consecutive loads, in order that competitors jump in similar weather conditions.

5.7.4 Within the validation window every PLD data sample must satisfy precision criteria. Every data sample must have a Spherical Error Probable value of less than 10 metres. If the accuracy requirement of the PLD data is not met then a rejump will be awarded.

5.8 EQUIPMENT

5.8.1 All wingsuits must comply with all requirements found in Addendum D.

5.8.2 Modifications relative to the wingsuit manufacturer's design are not permitted, except those explicitly permitted in the competition rules.

5.8.2.1 Modifications to improve fit to the competitor's body are permitted.

5.8.2.2 Modifications to integrate the main lift web into the suit's front body panel are permitted, provided that emergency handles remain attached to the main lift web, are exposed, and are accessible.

5.8.2.3 Modifications that alter the aerodynamic properties of the wingsuit are not permitted.

5.8.3 All equipment will be inspected by the panel of judges to ensure that it complies with 5.8.1 and 5.8.2.

5.8.3.1 The official schedule must include specified dates and times for equipment inspection.

5.8.3.2 The Chief Judge shall provide instructions to competitors on the equipment inspection procedure.

5.8.3.3 Competitors must be at the location with all equipment available for inspection, as instructed by the Chief Judge.

5.8.3.4 Equipment that has not been inspected and approved by the judge panel may not be used on any competition jump. Violation of this rule shall result in a score of zero for the jump.

5.8.3.5 If a suit has been determined not be in compliance with 5.8.1 and 5.8.2, the competitor will not be permitted to use that suit in competition.

5.8.4 The judge panel shall consult with the Competitor Advisory Panel when a particular type of modification is first identified.

5.8.4.1 If the same type of modification is encountered again, the Competitor Advisory Panel need not be consulted.

5.8.4.2 The final decision to allow or disallow any equipment for use in the competition remains with the judge panel.

5.8.5 Wingsuits will be inspected and marked by a Judge. Only marked suits may be used for the competition. Using an unmarked suit will lead to a result of zero for that jump.

5.8.6 The same equipment, as inspected and approved by the judges must be used throughout the competition. In exceptional circumstances, a wingsuit may be changed with the consent of the Chief Judge, e.g., if the original suit gets damaged and cannot be made airworthy.

5.8.6.1 The first time a competitor is found to be using equipment that has been modified, they will receive a score of zero for that jump. If it happens a second time, it would result in the disqualification of the competitor from further participation in the competition, including the deletion of any results already achieved during the competition. The competitor will be marked as “disqualified” and will be listed in the ranking list after all other competitors.

5.8.6.2 If any member of the national team is disqualified, the national team will be disqualified also.

5.8.7 Competitors shall not carry additional or removable weight on their body or equipment. They must be weighed by the Chief Judge, or a person appointed by the Chief Judge at the start of the competition wearing all their normal jump equipment to establish a baseline weight. The Chief Judge, or a person appointed by the Chief Judge, must conduct subsequent random weight checks, which may fluctuate from the baseline weight by no more than +/- 2kg before requiring an inspection. If the addition or removal of weight is detected, the result for that jump will be zero. This decision shall not be grounds for protest.

5.8.8 Each competitor shall wear one PLD provided by the Organiser and issued by a Judge. The device will be attached on the jumper’s equipment with the antenna having a clear view of the sky, located and positioned to the satisfaction of the Judge. This decision shall not be grounds for a protest.

5.8.8.1 Once the device has been attached, the PLD and equipment to which the PLD is attached shall remain under the custody of the judges throughout the competition.

5.8.8.2 If at any time after the start of the competition the Chief Judge finds the mounting position of the PLD unsatisfactory, the Chief Judge may require the PLD to be remounted or that the competitor must wear a second PLD mounted on their helmet, body or equipment to the satisfaction of the Chief Judge. This decision shall not be grounds for a protest.

5.9 COMPETITOR ADVISORY PANEL

5.9.1 The Competitor Advisory Panel is composed of no more than five (5) registered wingsuit performance competitors.

5.9.1.1 The panel members shall be nominated by the registered wingsuit performance competitors.

5.9.1.2 No more than one (1) panel member may be nominated from each delegation.

5.9.1.3 The list of panel members must be submitted to the Chief Judge prior to the start of the scheduled wingsuit inspection.

5.10 DETERMINATION OF THE WINNERS

5.10.1 Penalties arising from 5.6.2 and 5.6.3 will be applied to the result, as measured in 5.3, for each task in each round. The penalized result will be rounded to one decimal place for the time and speed tasks, and whole numbers for the distance task.

5.10.2 Each valid task in each round will be scored based on the top result of the task performed in that round, as determined in 5.10.1. The top result will be scored as 100%. The other results will be scored as a percentage of the top result. The score will be rounded to one decimal place for display purposes only, with the unrounded score being used for further calculations.

5.10.3 For each task, the scores calculated in 5.10.2 will be averaged for each competitor to give the task score. The task score will be rounded to one decimal place for display purposes only, with the un-rounded score being used for further calculations.

5.10.4 The three task scores, as determined in 5.10.3, for each competitor will be added and rounded to one decimal place to give the total score for the competitor.

5.10.5 The rounded total score will be used for display purposes and to determine ranking.

5.10.6 In the event of a tie in the first three places, the following tie-break rules apply:

5.10.6.1 A tie-break jump will be made. The task shall be drawn at random by the Chief Judge.

5.10.6.2 If the tie cannot be broken by the tie break jump, the competitors concerned shall have equal placement.

5.10.6.3 Any other ties in the standings shall have equal placement.

5.10.7 **Individual Task Champion:** The individual Time, Distance and Speed Champion is the competitor with the highest aggregate task score in that particular task.

5.10.8 **Overall Champion:** The competitor with the highest aggregate score from all valid tasks. If there is less than one valid round, there will be no Overall Champion.

5.10.9 **Female Overall Champion:** The female competitor with the highest aggregate score from all tasks. If there is less than one valid round, there will be no Female Overall Champion.

5.10.10 **Combined National Team Champion:** The team which accumulates the highest aggregate points using each team member's total score. If there is less than one valid round, there will be no Combined National Team Champion.

6 THE ACROBATIC EVENT

6.1 OBJECTIVE

6.1.1 The objective is for a team of two performers and a videographer to execute sequences of aerial maneuvers—both compulsory and free—within a defined altitude window, showcasing precision, control, and teamwork through coordinated rotations, transitions, and grips.

6.1.2 There is no distinction as to gender.

6.1.3 Details for video transmission and recording can be found in SC5 5.2.6.

6.2 PROGRAM

6.2.1 The competition will consist of seven rounds. The minimum number of rounds for a valid competition will be one (1) round.

6.2.2 The seven (7) rounds shall consist of:

6.2.2.1 Four (4) Compulsory Routine rounds

6.2.2.2 Three (3) Free Routine rounds

6.2.3 The order of the routines shall be F-C-C-F-C-C-F (C = Compulsory; F = Free).

6.3 EXIT ALTITUDE AND WORKING TIME

6.3.1 Unless otherwise specified in this section, the minimum exit altitude is 3658m/12,000ft Geometric Altitude. The maximum exit altitude (at the start of jump run) is 3810m/12,500ft Geometric Altitude.

6.3.1.1 If the PLD registers a lower exit altitude than the minimum exit altitude the team may choose to accept the score for the jump. The team must make an immediate decision and inform the Chief judge of their decision; otherwise, a rejump will be granted automatically.

6.3.1.2 For a free round, if the PLD registers a higher exit altitude than the maximum exit altitude, the team may choose to accept the score for the jump. The team must make an immediate decision and inform the Chief judge of their decision; otherwise, a rejump will be granted automatically.

6.3.1.3 For a compulsory round, exceeding the maximum exit altitude is not grounds for a rejump.

6.3.2 Working time is the time spent, measured in seconds rounded to the closest tenth (0.1) of a second, in the Altitude Window from the first crossing of the upper boundary by the DTM to the first crossing of the lower boundary by the DTM.

6.3.3 Unless otherwise specified in this section, the lower boundary of the Altitude Window will be 7500 vertical feet below the upper boundary.

6.3.4 For meteorological and/or Air Traffic Control reasons only, and with the consent of the Chief Judge, the Meet Director may lower the exit altitude to no lower than 3048m/10,000ft and continue the competition. However, if the exit altitude is lowered it must apply for a complete round for all teams.

6.3.5 If the exit altitude is lowered to 3505m/11,500ft AGL or less, the lower boundary of the Altitude Window will be 5000 vertical feet below the upper boundary.

6.4 GENERAL RULES

6.4.1 The deployment altitude for each team will be pre-determined by the Meet Director in order to maximize team separation and may not exceed 5000ft AGL.

6.4.2 Competitors may change their role in the team from jump to jump; however, they may only perform one role (Performer A, Performer B, Videographer) during a jump.

6.4.3 The Performer (defined as Performer A, Performer B) who executes the first manoeuvre in each compulsory routine is defined as Performer A; this establishes the performer's role in the sequences (described in Addendum A) for the remainder of the routine.

6.4.4 The exit order of each competition round shall be determined by the Meet Director.

6.4.5 Representation:

6.4.5.1 A team may represent only one (1) NAC.

6.4.5.2 Each participant may be a member of only one team.

6.5 EQUIPMENT

6.5.1 The Designated Team Member (DTM) shall wear one PLD provided by the Organiser and issued by a Judge. The device will be attached on the DTM's equipment with the antenna having a clear view of the sky, located and positioned to the satisfaction of the Judge. This decision shall not be grounds for a protest.

6.6 COMPULSORY ROUTINE

6.6.1 The Compulsory Routines consist of three (3) Compulsory Sequences as described in Addendum A.

6.6.2 The Compulsory sequences may be repeated until the end of working time.

6.6.3 The Compulsory Sequences to be used on each jump are determined via a random draw.

6.6.4 The draw of all compulsory round sequences will be done publicly and supervised by the Chief Judge. Teams will be given not less than two hours' knowledge of the results of the draw before the competition starts.

6.6.5 Sequences shown in Addendum A will be individually placed in one container. Individual withdrawal from the container, (without replacement), will determine the sequences to be jumped in each round. A sequence, once drawn, will be put aside and may not be used again. However, if all available sequences have been used and the draw is not complete, the process will be re-started until the draw is complete.

6.6.6 The order of the compulsory sequences is determined by the order in which they are drawn.

6.6.7 After completion of the draw as determined in 6.6.5, the Chief Judge will determine whether a tie break jump will be a Free Round or Compulsory Round using the following procedure:

6.6.7.1 One Free Round and one Compulsory Round marker will be placed in one container. One marker will be drawn from the container in order to determine the type of tie break round.

6.6.7.2 If the tie break round determined in 6.6.7.1 is a Compulsory Round, the Sequences will be drawn in accordance with 6.6.5 and 6.6.6.

6.7 FREE ROUTINES

6.7.1 The content of the Free Routine(s) is chosen entirely by the Team and may or may not include grips.

6.7.2 The Team may perform the same Free Routine in each Free Round.

6.8 RE-JUMPS

6.8.1 In a situation where the video evidence is considered insufficient for judging (NV – see 7.2.7.9) by a majority of the judging panel, the air-to-air video equipment will be handed directly to the VRP for assessment and a determination as follows:

6.8.2 If the VRP determines that there has been an intentional abuse of the rules by the team, no re-jump will be granted and the team's score for that jump will be zero (0).

6.8.3 In the case the VRP determines the insufficiency of the video evidence is due to a factor that

could be controlled by the team, no re-jump will be granted, and the team will receive a score based on the video evidence available.

6.8.4 If the VRP determines the insufficiency of the video evidence is due to weather conditions or a cause beyond the control of the team, a re-jump will be given.

6.8.5 Contact or other means of inference between performer(s) and/or the videographer in a team shall not be grounds for a re-jump.

6.8.6 Problems with a competitor's equipment (excluding air-to-air video equipment) shall not be grounds for a re-jump.

6.8.7 Adverse weather conditions during a jump are not grounds for a protest. However, in circumstances not covered by 6.8.1, a re-jump may be granted due to adverse weather conditions, at the discretion of the Chief Judge.

6.9 DETERMINATION OF WINNERS

6.9.1 The winners (1st, 2nd and 3rd) are the teams with the three highest total scores for all completed rounds.

6.9.2 In the event of a tie in the first three places, a tie-break jump, as determined in 6.6.7 will be made.

6.9.3 If the tie cannot be broken by the tie-break jump, the following procedure will be applied until a clear placing is determined:

6.9.3.1 The best score, then the second-best score, of any completed free rounds.

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

6.9.4 Any other ties in the standings shall have equal placement.

7 JUDGING & SCORING

7.1 PERFORMANCE EVENT

7.1.1 Each jump shall be imported into the official scoring system by a member of the Judge Panel or the Technical Scoring Director.

7.1.2 Each jump shall be assessed by at least 2 Judges. All Judges must be FAI Wingsuit Flying Judges.

7.1.3 FAI Wingsuit Flying Judges in Training, provided they are under the direct supervision of the Chief of Judge Training or his designee, having attended the Judge's Conference, may be used in addition to the Official Panel of Judges.

7.1.4 Scores (as defined in 5.10.2), and any associated performance data, with the exception of the calculated results (as defined in 5.10.1), shall not be published until the task which includes those scores is complete.

7.1.4.1 Immediately after the data has been downloaded and evaluated according to 7.1.2, the calculated results (as defined in 5.10.1) shall be published.

7.2 ACROBATIC EVENT

7.2.1 Once any team member has left the aircraft, the jump shall be evaluated and scored.

7.2.2 The videographer shall provide the video evidence required to judge each jump and to show the team's performance to relevant third parties. It is the responsibility of the videographer to show the exit of the Performers so that the start of working time may be clearly determined. If, in the

opinion of the Panel of judges, the start of working time may not be clearly determined on the video, a penalty of 10% shall be deducted from the team's total score for that jump as determined in 7.2.9.2 or 7.2.9.3.

7.2.3 The evaluation of each competition jump will take place during the full working time but may cease before the end of working time if the team abandons the performance.

7.2.4 Judging procedures:

7.2.4.1 The jumps shall be judged using the video evidence as provided by the videographer.

7.2.4.2 A panel consisting of five (5) judges must evaluate each team's routine. Where possible, a complete round shall be judged by the same panel.

7.2.4.3 Judges may view the jump a maximum of three (3) times. A fourth viewing may be allowed at the discretion of the Event Judge.

7.2.5 All viewings must be at normal speed.

7.2.6 The judges will use the electronic scoring system to record the evaluation of the performance. At the end of working time, freeze frame will be applied on each viewing, based on the timing taken from the first viewing only. The judges may correct their evaluation record after the jump has been judged. Corrections to the evaluation record may only be made before the Chief Judge signs the score sheet.

7.2.7 Scoring Compulsory Rounds:

7.2.7.1 The Round is evaluated using two (2) criteria: style and number of grips.

7.2.7.2 Judges will give each of the above two criteria a score based on the guidelines in Addendum B.

7.2.7.3 One point will be assigned for each Scoring Grip within the working time of each round, as determined by a majority of the judges. The score given for grips shall be in whole integers only.

7.2.7.4 For a Manoeuvre infringement, zero (0) points will be assigned for the grip following the infringement.

7.2.7.5 For a Sequence infringement, zero (0) points will be assigned for all grips included in the Sequence.

7.2.7.6 For each grip omission one (1) point will be deducted from the total determined in 7.2.7.3.

7.2.7.7 For each manoeuvre omitted from the required order, as determined by a majority of the judges, 1.5 points will be deducted from the style point score otherwise given by each judge.

7.2.7.8 Where a manoeuvre is omitted, the grip associated with that manoeuvre will also be considered as being omitted and scored in accordance with 7.2.7.6.

7.2.7.9 A majority of Judges must agree in order to determine an NV situation.

7.2.7.10 If, after the viewings are completed, and within fifteen seconds of the knowledge of the result, the Chief Judge, Event Judge or any Judge on the panel considers that an absolutely incorrect assessment of a grip has occurred, the Chief Judge or Event Judge will direct that only that part(s) of the jump in question be reviewed. If the review results in a four to one decision by the Judges on the part(s) of the performance in question, the assessment of that grip will be adjusted accordingly. Only one review is permitted for each jump.

7.2.7.11 The minimum score for any of the criteria is zero points.

7.2.8 Scoring Free Routines:

7.2.8.1 The Routine is evaluated using three (3) criteria: style, dive plan and camerawork.

7.2.8.2 Judges will give each of the above three criteria a score based on the guidelines in Addendum B.

7.2.9 Score Calculation:

7.2.9.1 The team's score for a round for each of the criteria in 7.2.7 and 7.2.8, other than grips, is calculated by discarding the high and low scores and averaging the three remaining scores, rounded to one decimal place.

7.2.9.2 For free rounds, the team's score for style, dive plan and camera as calculated in 7.2.9.1 will be weighted 0% to 100% for each criterion for all teams for that round, the highest score being weighted 100% (100), and a zero score being weighted 0% (0). The team's total score for a round is then calculated by adding the three weighted percentage scores for that round.

7.2.9.3 For compulsory rounds, the team's score for style, as calculated in 7.2.9.1, and for grips, as calculated in 7.2.7.5 and 7.2.7.6, will be weighted 0% to 150% for each criterion for all teams for that round, the highest score being weighted 150% (150), and a zero score being weighted 0% (0). The team's total score for a round is then calculated by adding the two weighted percentage scores for that round.

7.2.9.4 The team's final score for the event is the sum of the total scores from all completed rounds as calculated in 7.2.9.2 and 7.2.9.3.

7.2.10 All scores for each judge will be made public.

7.3 TRAINING JUMPS

7.3.1 One day will be set aside prior to the start of the competition for each Acrobatic team and each Performance competitor to have the opportunity to make two (2) training jumps.

7.3.1.1 The aircraft to be used in the competition will be used for these training jumps.

7.3.1.2 If a team or competitor chooses to make less than the two (2) training jumps permitted, or it is not possible to make the two (2) official training jumps scheduled due to weather conditions or other circumstances, this shall not be grounds for a protest.

7.3.2 Acrobatic teams may submit one (1) video and associated PLD file prior to the judges' seminar day, which will be judged during the seminar day.

7.3.2.1 The Chief Judge must indicate the method for submission of videos and PLD files in Bulletin #2.

7.3.2.2 Judged scores for these videos will be made available to teams prior to the official practice day.

7.4 OTHER JUDGING RESPONSIBILITIES – PERFORMANCE AND ACROBATIC

7.4.1 At the request of the Chief Judge, one or more individuals, supervised by the Chief Judge (or trainees under the supervision of the Chief Judge of Training) must be provided by the organizer to support the judges in equipment, device and data management.

7.4.2 The Meet Director, or someone appointed by the Meet Director, must observe the competitors during their descent and on opening. This observer must check for any conditions or incidents that might constitute grounds for a rejump and/or disqualification for safety reasons.

7.4.3 The Chief Judge and/or Meet Director may interrupt the event if they determine the meteorological conditions are not safe for the conduct of the event. This decision is not grounds for a protest.

8 RULES SPECIFIC TO THE COMPETITION

8.1 TITLE OF THE COMPETITION

"The ___ FAI World Wingsuit ____ Flying Championship, (location), (year)" or,

"The ___ FAI World Cup of Wingsuit _____ Flying, (location), (year)" or,

"The ___ FAI World Wingsuit Flying Championship, (location), (year)" or,

"The ___ FAI (continent) Wingsuit _____ Flying Championship, (location), (year)" or,

"The ___ FAI (continent) Cup of Wingsuit ____ Flying, (location), (year)."

8.2 AIMS OF THE COMPETITION

8.2.1 The maximum duration of any Wingsuit Flying FCE shall not exceed 6 competition days.

8.2.2 To determine the Champions (1st, 2nd, 3rd) of Wingsuit Performance Flying.

8.2.3 To determine the Champions (1st, 2nd, 3rd) of Wingsuit Acrobatic Flying.

8.2.4 To promote and develop Wingsuit Flying training and competition.

8.2.5 To establish new World and Continental Wingsuit Flying competition records.

8.2.6 To present a visually attractive image of the competition jumps and timely standings (scores) for competitors, spectators and media.

8.2.7 To exchange ideas and strengthen friendly relations between wingsuit flyers, judges and support personnel of all nations.

8.2.8 To allow participants to share and exchange experience, knowledge and information.

8.2.9 To improve judging methods and practices.

8.3 COMPOSITION OF DELEGATIONS

8.3.1 Each delegation may be comprised of:

8.3.1.1 One Head of Delegation.

8.3.1.2 One Team Manager/Coach.

8.3.1.3 One Interpreter.

8.3.1.4 A maximum of ten (10) competitors for a World Parachuting Championship – seven (7) places open to male or female competitors and three (3) places exclusively for competitors from whichever is the gender minority.

8.3.1.5 A maximum of twelve (12) competitors for a World Cup or a Continental Championship – nine (9) places open to male or female competitors and three (3) places exclusively for competitors from whichever is the gender minority.

8.3.1.6 A maximum of two (2) acrobatic teams for a World Championships.

8.3.1.7 A maximum of four (4) acrobatic teams for a World Cup or Continental Championship.

8.3.1.8 Accompanying persons and additional support personnel at the discretion of the event organizer.

8.4 COMPOSITION OF A NATIONAL WINGSUIT PERFORMANCE FLYING TEAM

8.4.1 For delegations with 3 registered competitors, the competitors will automatically form the national team upon registration, unless the Head of Delegations or Team Manager disagrees.

8.4.2 For delegations with more than three registered competitors the NAC may nominate 3 of its competitors to form the national team. This must be done before the starting order is finalized. There is only one team per NAC.

8.4.3 In addition to the three team members a reserve member (alternate) maybe nominated together

with the team and used with following restrictions: The alternate has to be a registered NAC competitor who participates in all rounds. In case of injury of one of the three original team members, the scores achieved until then remain valid in the team total and the scores of the alternate will be used for all remaining rounds (no back and forth). The team can only declare to use the scores of the alternate once and only if the injured team member is unable to continue jumping for the entire competition (no partial replacement due to daily performance short time absence). There are no additional medals awarded to the alternate, regardless if the scores have been used for the team or not.

8.5 PRIZES AND AWARDS

8.5.1 Performance Event Medals will be awarded to:

8.5.1.1 Time Event: Champion, 2nd, and 3rd place.

8.5.1.2 Distance Event: Champion, 2nd, and 3rd place.

8.5.1.3 Speed Event: Champion, 2nd, and 3rd place.

8.5.1.4 Overall: Champion, 2nd, and 3rd place.

8.5.1.5 Female Overall: Champion, 2nd, and 3rd place.

8.5.1.6 National WS Performance Flying Team: Champion, 2nd, and 3rd place.

8.5.1.7 The flags of the first, second and third-placed performance competitors shall be flown, and the national anthem of the first-place winner played.

In the event an FAI International performance competitor is among the first three places, the flag of the FAI shall be flown for that team. In the event the performance competitor wins first place, the FAI anthem will be played.

8.5.2 Acrobatic Event Medals will be awarded to:

8.5.2.1 Champions, 2nd, and 3rd place teams.

8.5.2.2 The flags of the first, second and third-placed acrobatic teams shall be flown, and the national anthem of the first-place winner played.

8.5.2.3 In the event an FAI International acrobatic team is among the first three places, the flag of the FAI shall be flown for that team. In the event the international team wins first place, the FAI anthem will be played.

8.5.3 The title of World or Continental Champion is awarded to the first placed competitor or team in a FAI World/Continental Parachuting Championships.

8.5.4 The title of World Cup Winner is awarded to the first placed competitor or team in a FAI World Cup.

ADDENDUM A – ACROBATIC WINGSUIT FLYING COMPULSORY SEQUENCES

- Compulsory sequences may be broken down into separate elements during execution but will result in lower scoring on style.
- The last position of each Compulsory sequence leads into the beginning position of the next Compulsory sequence and is counted as one grip.

Performers are defined as Performer A and B.

Sequence A: Up and Over

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A transitions over Performer B to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B transitions over Performer A to the other side.
- Performers take a hand grip in normal flight.

Sequence B: Rock and Roll

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A performs a barrel roll.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B performs a barrel roll.
- Performers take a hand grip in normal flight.

Sequence C: Revolutions

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A transitions over Performer B to the other side and then transitions back under Performer B to the original starting position.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B transitions over Performer A to the other side and then transitions back under Performer A to the original starting position.
- Performers take a hand grip in normal flight.

Sequence D: Roll Over

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A performs a barrel roll over Performer B to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B performs a barrel roll over Performer A to the other side.
- Performers take a hand grip in normal flight.

Sequence E: Duck and Roll

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A performs a barrel roll under Performer B to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B performs a barrel roll under Performer A to the other side.
- Performers take a hand grip in normal flight.

Sequence F: Déjà Vu

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A transitions over Performer B to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer A transitions over Performer B back to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B transitions over Performer A to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B transitions over Performer A back to the other side.
- Performers take a hand grip in normal flight.

Sequence G: Yin Yang

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A transitions to inverted flight.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and Performer A transitions to normal flight.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B transitions to inverted flight.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and Performer B transitions to normal flight.
- Performers take a hand grip in normal flight.

Sequence H: Back to Back

- Performers are in normal flight with a hand grip.
- Performers show total separation and both transition to inverted flight.
- Performers take a hand grip in inverted flight.
- Performers show total separation and both transition to normal flight.
- Performers take a hand grip in normal flight.

Sequence I: Pancakes

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A transitions to inverted flight over Performer B to the other side.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and Performer A transitions back to normal flight over Performer B to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B transitions to inverted flight over Performer A to the other side.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and Performer B transitions to normal flight over Performer A to the other side.
- Performers take a hand grip in normal flight.

Sequence J: Reversed Pancakes

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A transitions to inverted flight under Performer B to the other side.

- Performers take a hand grip in mixed orientation.
- Performers show total separation and Performer A transitions to normal flight under Performer B to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B transitions to inverted flight under Performer A to the other side.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and Performer B transitions to normal flight under Performer A to the other side.
- Performers take a hand grip in normal flight.

Sequence K: Hand to Foot

- Performers are in normal flight with a hand grip.
- Performers show total separation.
- Performer A takes a foot grip in normal flight on Performer B.
- Performers show total separation.
- Performers take a hand grip in normal flight.
- Performers show total separation.
- Performer B takes a foot grip in normal flight on Performer A.
- Performers show total separation.
- Performers take a hand grip in normal flight.

Sequence L: Reversed Hand to Foot

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A transitions to inverted flight.
- Performer A takes a foot grip in inverted flight on Performer B.
- Performers show total separation and Performer A transitions to normal flight.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B transitions to inverted flight.
- Performer B takes a foot grip in inverted flight on Performer A.
- Performers show total separation and Performer B transitions to normal flight.
- Performers take a hand grip in normal flight.

Sequence M: Hand to Opposed Foot

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A transitions over Performer B to the other side.
- Performer A takes a foot grip in normal flight on Performer B.
- Performers show total separation and Performer B transitions over Performer A to the other side.
- Performer B takes a foot grip in normal flight on Performer A.
- Performers show total separation and Performer B flies to the original starting position.
- Performers take a hand grip in normal flight.

Sequence N: Corkscrew

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A performs a 540°-barrel roll over Performer B to the other side, ending in inverted flight.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and Performer B performs a 540°-barrel roll over Performer A to the other side, ending in inverted flight.

- Performers take a hand grip in inverted flight.
- Performers show total separation and both transition to normal flight.
- Performers take a hand grip in normal flight.

Sequence O: Scary Roll

- Performers are in normal flight with a hand grip.
- Both performers transition to inverted flight while maintaining the grip, with Performer A transitioning over Performer B.
  - If the grip is maintained throughout this transition, one point will be added to the number of grips.
  - If the grip is not maintained, an infringement will be assessed and performers may omit the following manoeuvre.
- Performers show total separation and transition to normal flight.
- Performers take a hand grip in normal flight.
- Both performers transition to inverted flight while maintaining the grip, with Performer B transitioning over Performer A.
  - If the grip is maintained throughout this transition, one point will be added to the number of grips.
  - If the grip is not maintained, an infringement will be assessed and performers may omit the following manoeuvre.
- Performers show total separation and transition to normal flight.
- Performers take a hand grip in normal flight.

ADDENDUM B – ACROBATIC WINGSUIT FLYING JUDGING CRITERIA

B-1 Scoring Grips

Grip scoring is only required for the Compulsory Rounds.

- Each completed grip at the start of, during, and between each Compulsory sequence manoeuvre will be added up to create a total number of grips.
- If multiple grips are taken during and between each Compulsory sequence manoeuvre, only one grip will be counted.
- A grip that cannot be seen or is considered not to meet the definition in Section 2 by a majority of the Judges, will not be included in the total number of grips.
- For the Scary Roll sequence, the grip prior to the transition to inverted flight must be determined to be a scoring grip prior to the transition to inverted flight. Evidence provided after the initiation of the transition cannot be used to establish the grip as a scoring grip.

B-2 Scoring Style

Judges give a score (between 0.0 and 10.0, up to one decimal point) for each of the four (4) Compulsory Rounds and three (3) Free Rounds, using the following guidelines:

- 10.0 points - Routine is performed flawlessly with no noticeable mistakes.
- 6.0-9.9 points - Routine is performed with small mistake(s).
- 3.0-7.0 points - Routine is performed with medium mistake(s).
- 0.1-4.0 points - Routine is performed with large mistake(s).
- 0.0 points - Routine is not performed or not identifiable.

Examples of style:

- **Flying skills:** Ability to manoeuvre smoothly or fly in any orientation (vertically, horizontally, back flying, etc.).
- **Precision, control:** Ability of the Team to demonstrate body control and smoothness of transitions. All movements made by the Team are precise and deliberate, without a lot of “nervous” movement in the arms, legs, and body or heading.
- **Teamwork:** The ability of the team to perform movements together to create a unified performance.
- **Body position:** The performers’ posture should present clean and defined arm and leg position ideal for flight.
- **Grips:** Each grip is made smoothly and fully in control.
- **Leveling:** The performer is adjusting fall rate and level accordingly during each manoeuvre.
- **Proximity:** The performers stay close together, never moving more than one body distance apart.
- **Transitions:** More complex manoeuvres are made according to the intended figures, rather than broken down into two or more simpler elements.

Small Mistake Examples:

- Manoeuvre: finish slightly off heading, slight wobble, etc.
- Manoeuvre: arms bent down or forward, knees bent
- Manoeuvre: grips made resulting in tension and movement

Medium mistake examples:

- Manoeuvre: significantly off heading, wobble, not enough rotation, etc.
- Manoeuvre: grips made with considerable force, not fully in control

Large mistake examples:

- Manoeuvre: completely missing required elements or performed so poorly that the manoeuvre is barely recognizable.
- Not generating forward movement (using aerodynamic properties of the Wingsuit).
- Manoeuvre: grips made with considerable force, resulting in out of control flying by one or both Performers.

B-3 Scoring Camera

Judges will give two (2) scores for camera work: one for Quality (between 0.0 and 7.0, up to one decimal point); and one for Progressive Work (between 0.0 and 3.0, up to one decimal point) for each of the three (3) Free Rounds, using the following guidelines, based on the worst mistake(s) judged in the camerawork:

Quality

- 7.0 points - Camerawork is performed flawlessly with no noticeable mistakes.
- 4.0-6.9 points - Camerawork is performed with small mistake(s).
- 2.0-5.0 points - Camerawork is performed with medium mistake(s).
- 0.1-3.0 points - Camerawork is performed with large mistake(s).
- 0.0 points - Camerawork shows no Performer manoeuvres.

Progressive Work

- 3.0 points - Routine is performed with a significant amount of successful progressive work.
- 2.0 points - Routine is performed with some successful progressive work.
- 1.0 point - Routine is performed with minimal progressive work.
- 0.0 points - Routine is performed with no progressive work.

Examples for good camerawork video quality:

- Video is smooth and does not bounce around.
- Performers occupy most of the video and remain centered.
- Cameraman remains within a consistent distance of the Performers.

Examples for Progressive Work:

- Back flying
- Carving
- Multi-axis views
- Utilizes advanced flying techniques (i.e. Carving around the performers, back flying) resulting in creative angles without loss of framing or proximity.

Small mistake examples:

- Momentary loss of framing or focus, occasional minor distance errors, etc.

Medium mistake examples:

- Momentary loss of image, framing, focus, or distance errors for about 20% or more of the sequence, etc.

Large mistake examples:

- Contact with one or both performers
- Loss of control, resulting in lost framing of the performers or no video
- 50% or more of routine cannot be judged.

B-4 Scoring Dive Plan

Dive Plan scoring is only required for the free routine rounds. Judges give the following judging criteria a score, from 0.0 up to 10.0, to one decimal point, taking into account the following guidelines:

Technical

- **Variety of moves:** Performs several types of moves (using different orientations) within the Dive Plan
- **Difficulty:** The degree of difficulty of all moves and transitions in the routine
- **Teamwork:** The amount and type of teamwork within the dive plan – constant interaction, showing combined skills of all Team Members, synchronization with the cameraman
- **Working time management:** Ability to utilize working time and work the dive plan into the time allotted.
- **Grip complexity, if present**

Examples for Technical:

- The two (2) Performers maintain proper proximity throughout each sequence.
- All flying surfaces and/or flight angles are used (i.e. belly to earth and back flying, steeper angles)
- A constant interaction and teamwork is displayed.
- The routine shows a wide variety of set sequences that vary by complexity.
- Team separation after each set sequence.
- Grip complexity, if present.

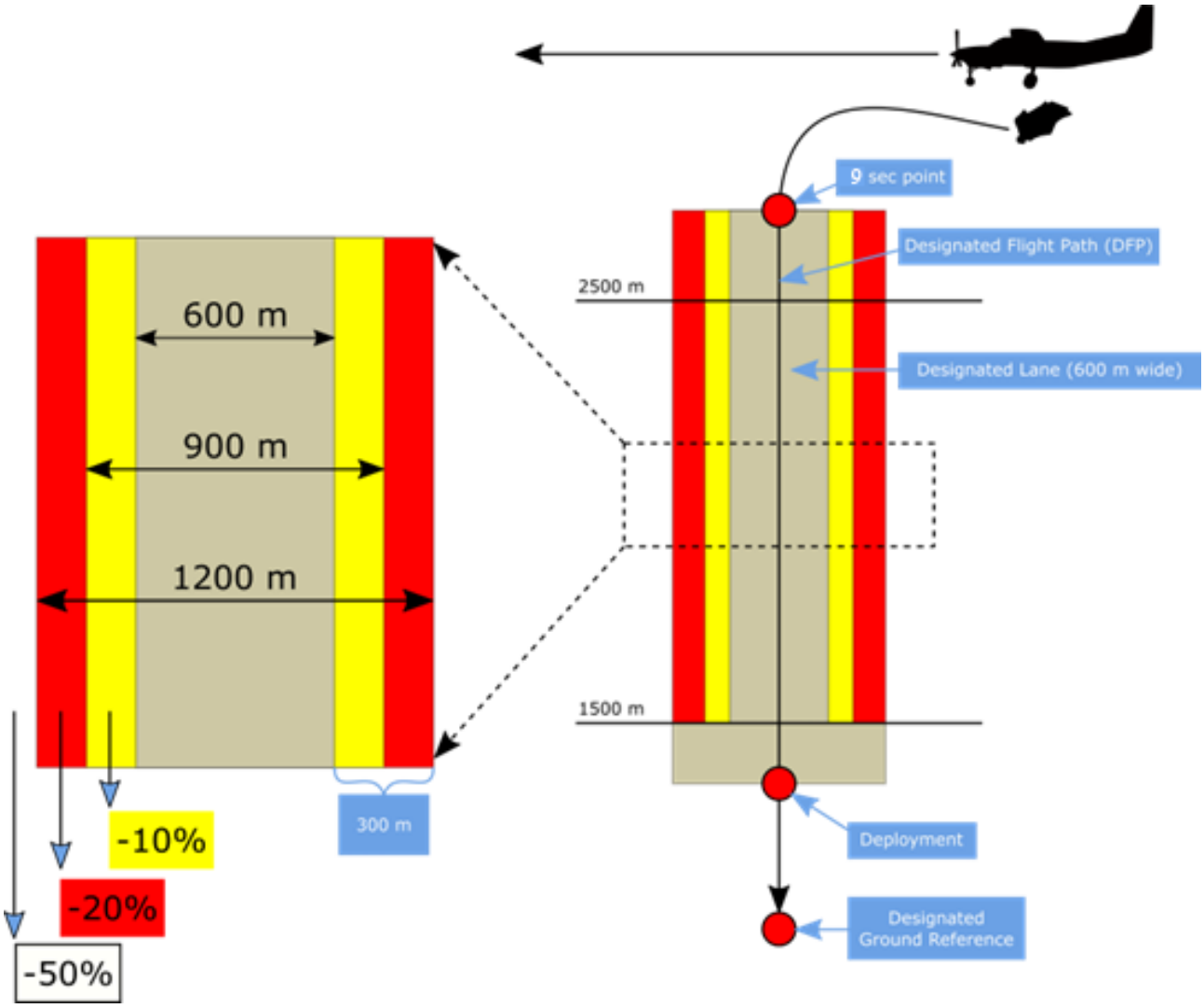
Presentation

- **Visual excitement:** Routine should hold the viewer's attention throughout.
- **Dynamic variety:** Entertaining without being unnecessary.
- **Originality:** Creative choreography, interesting beginning and ending.

Examples for Presentation:

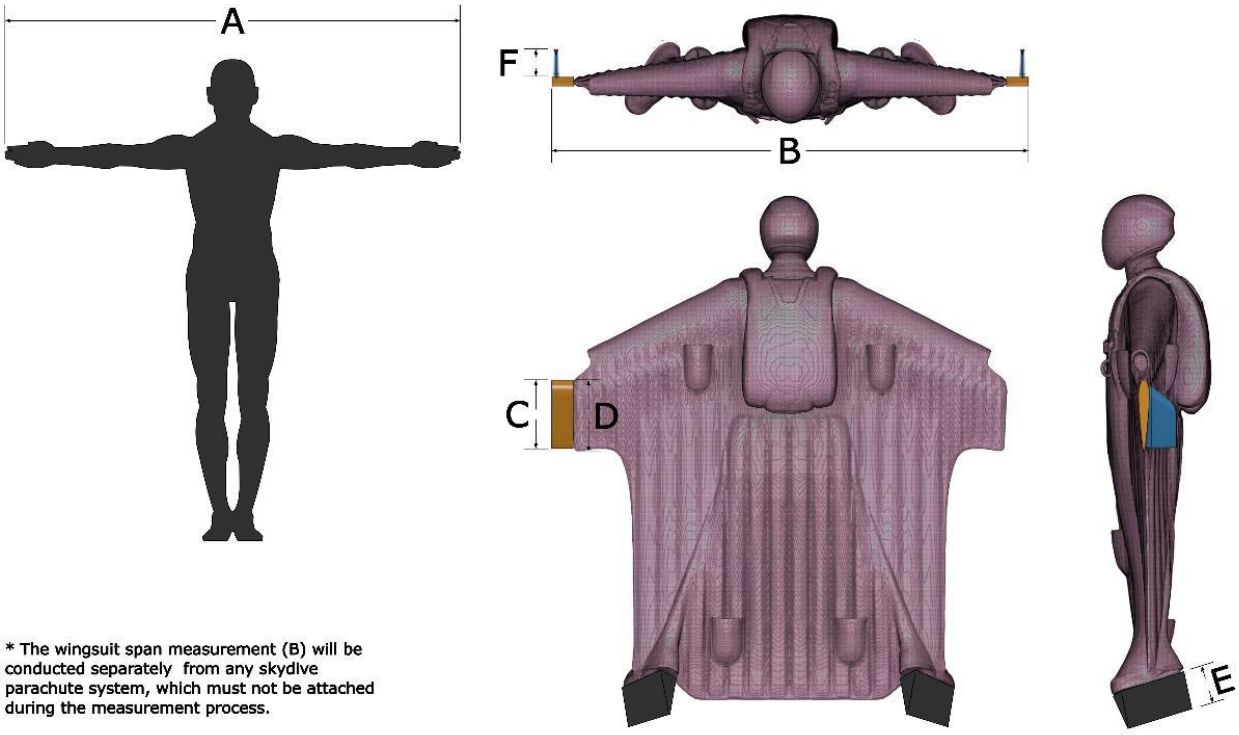
- The routine has a defining beginning and end.
- Working time is utilized to the fullest extent possible.
- The routine has a high level of creativity that contains new manoeuvres and flows from one set sequence to the next.
- The routine is enjoyable and aesthetically pleasing to watch.

ADDENDUM C – PERFORMANCE FLYING: DFP, DL, PENALTIES



ADDENDUM D – GUIDELINES FOR MEASURING A WINGSUIT

1. Arm span (A) is defined as the maximum distance between the tips of the longest fingers on each hand with arms fully extended. Each competitor's arm span will be measured with the competitor standing upright with their back against a wall, and thumbs facing upward.
2. The wingsuit will be measured while laid flat on the floor, with all zippers fully closed, placed on top of a tape measure, and stretched both lengthwise and spanwise. Enough tension will be applied to remove slack from the wingsuit, but not so much that the fabric is stretched.
3. The wingsuit span measurement (B) will be conducted separately from any skydive parachute system, which must not be attached during the measurement process.
4. The length (C) of any wingtip must not exceed the length (D) of the last rib of the arm wing fabric.
5. Foot fairings, or any other extension to the bottom of the sole of the bootie, may extend perpendicular to the foot no more than 30 cm from the location that the foot makes contact with the inside of the bootie (E).
6. If winglets are present, the height (F) of a single winglet, measured perpendicular to the surface of the wingtip, above the upper surface or below the lower surface of the wingtip, whichever is greater, will be doubled and added to the suit's span measurement (B).
7. These measurements may be randomly checked throughout the competition, at the discretion of the Chief Judge.



* The wingsuit span measurement (B) will be conducted separately from any skydive parachute system, which must not be attached during the measurement process.

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