

FLIGHT FIGHTERS

4-Way Open FS – AA Category Information, Rules & Technical Conditions

1. Venue: Gravity Indoor Skydiving, Zallaq, Bahrain
2. Category: Formation Skydiving (FS) **4-Way AA – 10 Rounds**

* Minimum 3 teams per category must be entered for the category to take place. The deadline for entries/decision on teams is Wednesday, Nov 29th, 2017.
3. Competition Dates: 2nd and 3rd, Dec, 2017
4. Schedule: The competition will run over two days with the awards ceremony taking place on the Sunday evening. Speed setting rounds of 2 minutes guaranteed and required for safety reasons, will take place on Friday, Dec 1st. Draw will be published online after all speed setting flights have been completed. *Waiver of the speed setting flights by mutual agreement of Meet Director and Chief Judge.
5. Competition Prizes: Cash pot of USD\$100,000 to be distributed among all disciplines for 1st, 2nd and 3rd positions. Distribution will be announced closer to the date. All other prizes will be announced before the competition starts.
6. Eligibility
 - a. All members of teams should be experienced tunnel flyers.
 - b. All members of teams who are new to Gravity Indoor Skydiving must have been fully briefed, signed a waiver and have flown in the Gravity tunnel before the start of the competition.
 - c. Team members may be of any gender.
 - d. One alternate per team may be nominated before the competition starts.
 - e. An individual may be a member of only one team per category, even if this is as an alternate.
7. How to apply
 - a. Due to health and safety requirements (in terms of maximum building capacity), numbers of teams are limited. Attendance at the competition is therefore by application only.
 - b. The maximum number of teams is 100 (divided amongst all categories and disciplines)
 - c. Online Registration for entry will close one month before the competition start date.
 - d. You can register online by paying a late fee after Nov 1st, 2017.
 - e. Registration made within the final week before the competition will be accepted or refused at the discretion of the Meet Director.

- f. Please ensure that your team registers in plenty of time to confirm flights and accommodation bookings.
- g. Check-In for competitors at Gravity Indoor Skydiving will open on 24th November and will close on 1st Dec at 13.00.
- h. Minimum age for entering will be 6 years old on the start date of the competition.

8. Fees

- a. See Bulletin 1 for fees breakdown.
- b. The entry fee is not refundable unless the competition is cancelled by Gravity Indoor Skydiving.
- c. In the event of the competition being cancelled by Gravity the entry fee is the only refund that will be available. No compensation will be awarded to cover travel and/or accommodation expenses incurred by teams.

9. Training Flights/Practice Time

- a. Special tunnel time rate of BHD 250 per hour for training time prior to the competition weekend on a first come first serve basis, extended opening hours will be in operation to allow teams the maximum opportunity to train.
- b. Gravity cannot be held responsible for teams who are unable to book training time prior to the competition.
- c. For tunnel time bookings, please contact competitions@gravitybah.com, or telephone no. +973 131 00 000

10. Equipment

- a. Each individual is responsible for supplying their own suitable clothing and footwear.
- b. Flight suits, helmets, goggles and ear plugs may be supplied upon request on arrival, subject to availability.
- c. Various items of kit may be available to buy from the Gravity shop.
- d. White gloves must be worn in the FS competition. White gloves will be available to buy on the day.
- e. Weight Belts must be worn inside flights suits or suitable taping and securing checked by Gravity Indoor Skydiving staff on each day of competition.

11. Competition Officials: The competitors will be notified of the attending officials during the Competitors' Briefing.

12. Catering

- a. Onsite there are numerous food and beverage restaurants and cafes which will be selling food items and refreshments.
- b. Competitors are welcome to bring their own food however this must only be consumed on the 2nd Floor next to the Gravity Café.
- c. Alcohol is not permitted onsite at any time.
- d. All competitors will get 1 meals a day included in the entry fee, served at Gravity in a dedicated food marquee outside the building.

13. Entertainment

- a. A welcome ceremony will be held at Gravity Indoor Skydiving on the evening of Friday, Dec 1st and an awards ceremony will be held on the evening of Sunday, Dec 3rd at Bushido's Japanese Restaurant.

14. Video

- a. All flight sessions will be recorded and judged using the 'InTime' scoring system.
- b. Rounds are recorded and judged from the overhead tunnel camera.
- c. Copies of flight sessions may be available at an extra cost after the competition has ended.
- d. No camera or video equipment is allowed in the flight chamber or flight chamber waiting area unless Gravity Indoor Skydiving has given written consent.
- e. All entrants will by entering the competition, be deemed to have agreed to be filmed and the resultant images shall be owned exclusively by Gravity Indoor Skydiving.

15. General Rules

- a. All participants accept these rules as binding by registering for Flight Fighters. No departure from these rules is permitted. For anything not specified in these rules competitors should refer to FAI rules.
- b. Where an unforeseen change is felt necessary to ensure the smooth running of the competition a meeting will be held between the Chief Judge, Meet Director and competitors.
- c. The team shall consist of four competitors including the team captain. One alternate maybe nominated.
- d. Competitors may only be members of one team per category including alternates.
- e. Working time of 35 seconds per round, starts when both feet of any team member leave the antechamber floor/doorway. Time will start if a competitor touches the net before entry.
- f. Gravity Indoor Skydiving reserves the right to amend or cancel the competition, rules and/or the prizes at their discretion. In the event of the competition being cancelled Gravity will not be liable for competitors travel costs.
- g. There is only one doorway leading into the flight chamber. This is used for both entry and exits. See section 21.
- h. This information was correct at the time of going to print but may be subject to change.

16. Objective of FS Event

- a. The objective is for a team to complete as many scoring formations as possible within the working time, while correctly following the sequence for the round.
- b. The accumulated total of all rounds completed is used to determine the final placing of teams.

17. Performance Requirement of Sequential Events

- a. Each round consists of a sequence of formations described in the dive pools. Teams may continue scoring by continually repeating the sequence.
- b. It is the responsibility of the team to clearly present the correct scoring formations inters and total separations to the camera (and judges).
- c. Scoring formations need not be perfectly symmetrical, but they must be performed in a controlled manner. Mirror images of random formations and whole block sequences are permitted.
- d. In sequences, total separation is required between block sequences, between random formations, and between block sequences and random formations.

- e. Where degrees of turn are shown, (180°, 270°, 360°, 540°), this indicates the approximate degrees of turn required to complete the inter as intended. The sub-group(s) to link together to complete the next designated scoring formation. The degrees shown are approximately that amount of the circumference of the sub-group's centre-point to be presented to the other sub-group(s) centre point(s).
- f. Contact is allowed between different subgroups during the inter of a block sequence.
- g. Where sub-groups are shown, they must remain intact as a sub-group with only the depicted grips on other jumpers in that sub-group.
- h. Assisting handholds on other bodies in a scoring formation are not permitted.
- i. Handholds by the flyer on their own body within a sub-group or a scoring formation are permitted.
- j. It is the competitors' responsibility to stay in view of the camera.

18. Definitions of Words & Phrases in the Rules

- a. Formation: consists of flyers linked by grips.
- b. Grip: consists of a handhold on an arm or leg. As a minimum, a grip requires stationary contact of the hand on an arm or leg.
- c. Body: consists of the entire competitor and their equipment.
- d. Dive Pool: consists of the Random Formations and Block Sequences depicted in the annexes of these rules.
- e. Sub-group: is the individual flyer, or linked flyers, required to complete a designated manoeuvre during the inter of a block sequence.
- f. A sub-group's centre point: is one of the following:
 - i. The defined grip or the geometric centre of the defined grips within a sub-group within linked flyers.
 - ii. The geometric centre of an individual's torso.
- g. Total Separation: is when all competitors show at one point in time they have released all their grips and no part of their arms have contact with another body.
- h. Inter: is an intermediate requirement within a block sequence which must be performed as depicted in the dive pools.
- i. Sequence: is a series of random formations and block sequences which are designed to be performed on a flight.
- j. Scoring formation: is a formation which is correctly completed and clearly presented either as a random formation or a 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.
- k. Infringement: is one of the following:
 - i. An incorrect or incomplete formation which is followed within working time by either:
 - A total separation or,
 - An inter, whether correct or not.
 - ii. A correctly completed formation preceded by an incorrect inter or incorrect total separation.
 - iii. A formation, inter, or total separation not clearly presented.
- l. Omission is one of the following:
 - i. A formation or inter missing from the drawn sequence.
 - ii. 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.
 - iii. If both the inter and the second formation in a block sequence are omitted, this will be considered as only one omission.
- m. 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.

- n. Working Time: is the period of time during which teams are scored on a performance which starts both feet of any team member leave the antechamber floor in order to enter the tunnel and terminates 35 seconds later.
- o. Each team is allocated 60 seconds of flying time. Tunnel lights will flash after 45 seconds, giving 15 seconds to exit the flight chamber.
- p. NV: No Video – no video image is available for judging purposes.
- q. Judgement Call: An assessment by the judges of a formation, infringement or omission that is not unanimous.

19. Definition of Symbols

- a. Coding in the Dive Pool is as follows:
 - i. Indicates direction of turn by the sub-group:



- ii. Indicates turn by the sub-group in either direction:



- iii. Indicates turns by all sub-groups:



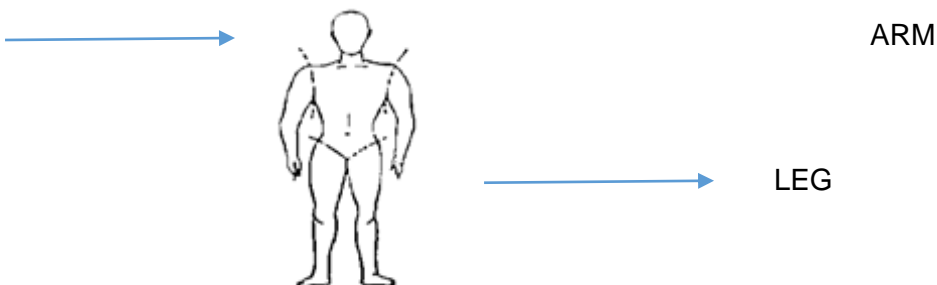
ALL

- iv. Indicates clarification of intent:



- v. Any side-body link-up requires an arm grip and a leg grip on the same person.

- vi. Visualisation for grips positions:



20. The Draw

- a. The draw of the sequences will be done on the evening before the start of the competition after all training and speed setting flights have been completed and will be performed by the Chief Judge and/or InTime and will be supervised by the Meet Director.
- b. All the "Blocks" (numerically numbered) and the "Random Formations" (Alphabetically marked) shown in Addendum A will be used to create the draw. The draw will be made by random selection of the correct number of randoms and blocks. This draw will determine the sequences to be jumped in each round.

Use of the Dive Pool: Each block or formation will be drawn only once for the scheduled rounds of each competition. In the event that additional rounds are necessary, due to a tie-breaking fly-off, the dive pool for these additional rounds will consist of the blocks and formations which were not drawn for the scheduled rounds. In the event that all of the remaining blocks and formations are drawn without completing the required number of scoring formations for a round, the draw will continue from an entire original dive pool in that event, excluding any blocks or formations which have already been drawn for that round.

- c. For the AA Category all of the 16 random formations A-Q will be used with the following 14 blocks for the draw:
Blocks: 2, 4, 6, 7, 8, 9, 11, 14, 15, 18, 19, 20, 21, 22
Each round will be drawn as per the Professional Category so as to consist of four or five scoring formations, whichever number is reached first.
- d. Gravity Indoor Skydiving will determine the flight running order for the event prior to the draw.

21. Scoring

- a. A team will score one point for each visually judgable, correctly completed, scoring formation performed in the sequence within the allotted Working Time of each round. Teams may continue scoring by continually repeating the sequence.
- b. In the case of an omitted formation three points will be deducted for each omission. The point will also not be awarded resulting effectively in a 4 point penalty. 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 demonstrated and no other infringement occurs in the inter.
- c. The minimum score for any round is zero points.

22. Re-performances

- a. Where the video evidence is considered insufficient for judging purposes, a re-performance will be given unless the Video Review Panel determines that there has been an intentional abuse of the rules by the team, in which case no re-performance will be granted and the team will receive the minimum score for that performance.
- b. Contact or other means of interference between team members and between team members and the floor screen or the tunnel walls shall not be grounds for the team to request a re-performance.
- c. Problems with a competitor's equipment shall not be grounds for the team to request a re-performance. A team that flies out of the range of the camera (too high) will not be granted a re-performance.

23. Place Ties (All FS Categories)

- a. Place Ties: In the event of a tie a fly-off will take place at the Chief Judge's discretion. If a fly-off is not possible, the team, with the highest score in any round will take the higher placing. If all scores are tied, the team with the highest last round score will win working back towards round 1. If a winner cannot be determined still, the fastest team to the last scoring formation in the last complete round will win.

24. Judging

- a. A minimum of three judges must evaluate each team's performance
- b. The Chief Judge is responsible for all judging and scoring.
- c. The judges will use an electronic scoring system (InTime) to record the evaluation of performance. The chronometer will be operated by the judges or by a person(s) appointed by the Chief Judge. The judges may correct their evaluation record after the flight has been judged. Corrections to the evaluation record can only be made before the Chief Judge signs the score sheet. At the end of working time, freeze frame of the image will be applied on each viewing, based on the timing taken from the first viewing only.
- d. A majority of judges must agree in the evaluation in order to:
 - i. Credit the scoring formation, or
 - ii. Assign an omission or infringement, or
 - iii. Determine an NV situation.
- e. The Judges will watch the video evidence of each performance (1) one time at normal speed to determine points in time. The moment of freeze frame at the end of working time will be determined at the first viewing. If a judgement call occurs, a second viewing of the performance will be conducted at normal or reduced speed between 50-90 percent of normal speed. At the request of the Chief Judge a (3rd) third view of part(s) of the performance can be conducted at normal or reduced speed. The speed of the second- and third viewings (normal or reduced) will be determined by the Chief Judge. The Chief Judge will decide prior to the start of the Competition the percentage of reduced speed to be used for the different Events. The freeze frame from the first viewing will be applied on each viewing.
 - i. 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 has occurred, the Chief Judge or Event Judge will direct that only that part(s) of the performance in question be reviewed at reduced speed in accordance with point e. If the review results in a unanimous decision by the Judges on the part(s) of the performance in question, the score for the performance will be adjusted accordingly. Only one review is permitted for each performance.
- f. In the event of the InTime system failing the judges will use a score sheet and manually score the rounds.
- g. If the judges use a score sheet to record their evaluation, they will operate their own chronometer and they will use the signs below. In this case the score sheets of all judges must be collected immediately after the judges have scored the flight for evaluation by the scoring section. The results of the evaluation will be checked by at least one judge.

Situation:

Correct scoring formation	/.
Infringement	0.
Omission	X.
NV situation	NV.
End of Working Time	//.

25. Protests



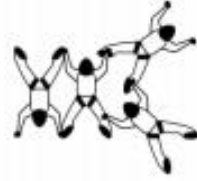
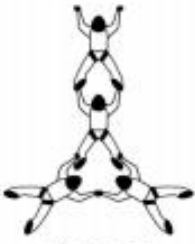
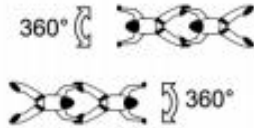
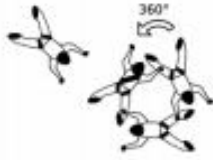
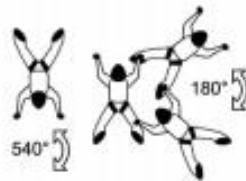
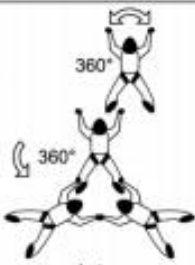



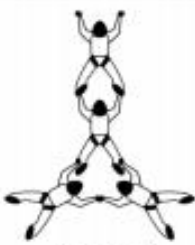
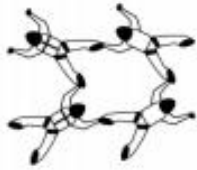
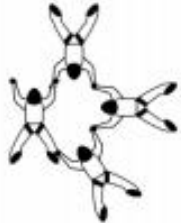
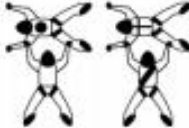

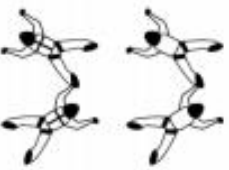
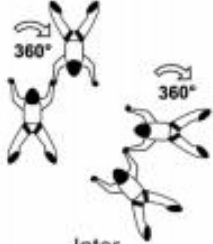
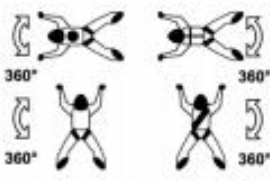
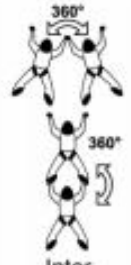
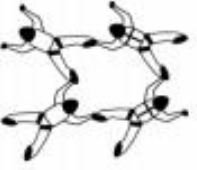
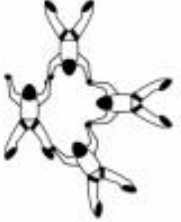


- a. A protest must be made in writing, in English, and must be handed to the Meet Director, together with the protest fee of 50 BHD, no later than two hours after results for the particular event or round have been posted on the official scoreboard or published. For this purpose, the timing of the two hours will only be done during the time that the competitors in the event are required to be at the competition site in a STANDBY situation or when RELEASED for more than two hours.
- b. No results are official until countersigned by the Chief Judge.
- c. Each protest must state the particular rule or rules about which the protest is being made.
- d. No protest may be made nor shall one be accepted that deals directly with the evaluation of a jump or a score given by the Judges.
- e. The Jury will be appointed prior to start of the competition.
- f. In order not to delay award ceremonies or other activities, the two hour period after the official results for a particular event have been posted may be waived by unanimous consent of all the Team Managers of teams that are entitled to submit a protest within the two hour period to be waived. This waiver consent will be indicated by the signature of each Team Manager on a form prepared by the MD and will be effective at the moment all necessary signatures have been obtained, after which time no protests may be made for that event.
- g. A protest may be withdrawn at any time before the final vote by the Jury, in which case the protest fee will be refunded.
- h. The protest fee will be refunded if the protest is upheld.



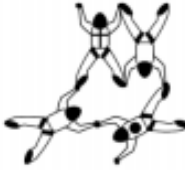


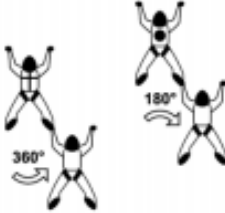
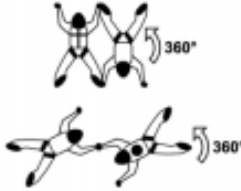
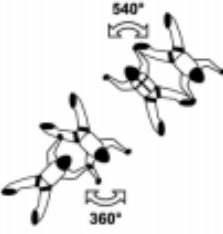
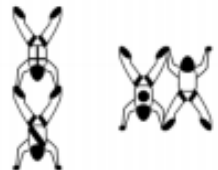
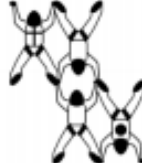
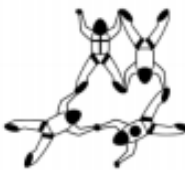


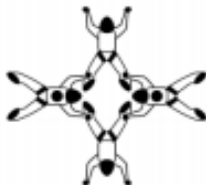
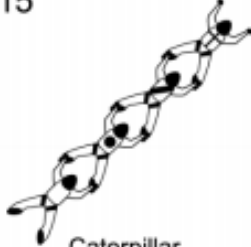

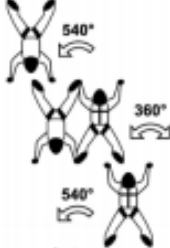
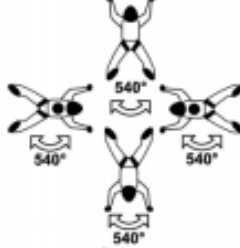
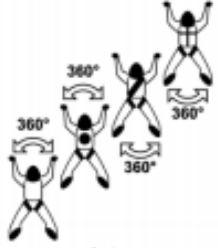
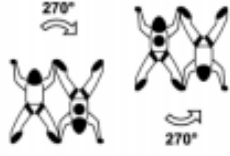
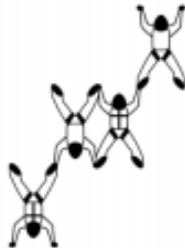
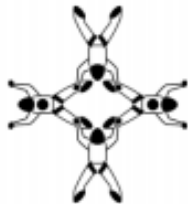

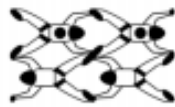
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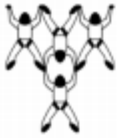


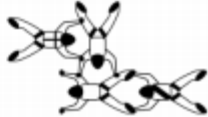

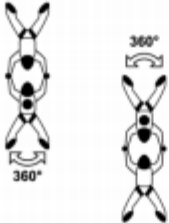
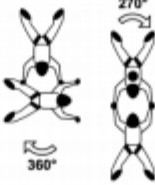
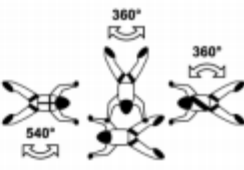
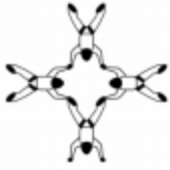

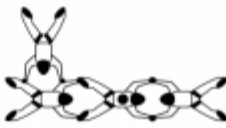
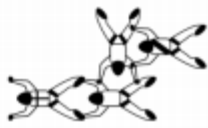
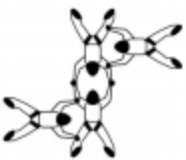
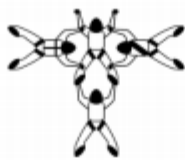
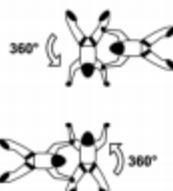
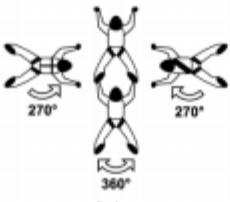
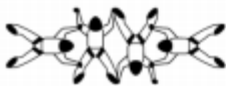
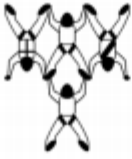
- a. The title Flight Fighters 2017 Champion Team will be awarded to the team with the highest scores in the completed AA category rounds.
- b. Awards will be presented to the top three scoring teams in this category.

ADDENDUM - A

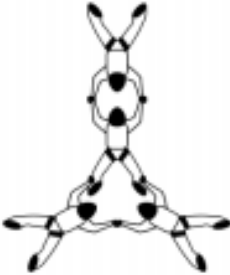

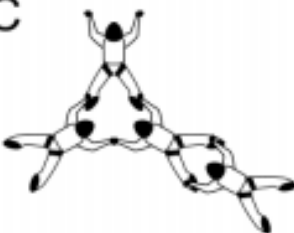


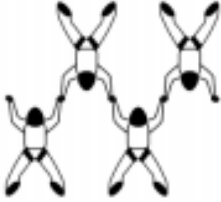
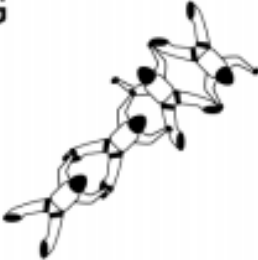
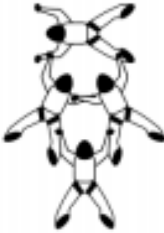

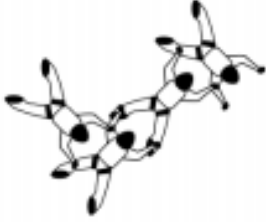
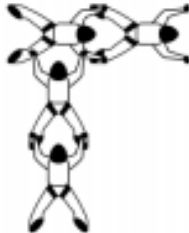
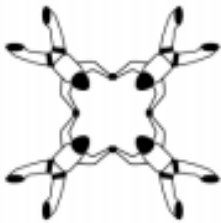
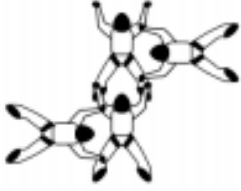
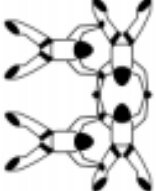

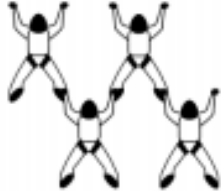
Current Formation Skydiving 4-Way Block Pool

<p>1</p>  <p>Snowflake</p>	<p>2</p>  <p>Sidebody Donut</p>	<p>3</p>  <p>Side Flake Opal</p>	<p>4</p>  <p>Monopod</p>
 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p>
 <p>Snowflake</p>	 <p>Side Flake Donut</p>	 <p>Turf</p>	 <p>Monopod</p>
<p>5</p>  <p>Opal</p>	<p>6</p>  <p>Stardian</p>	<p>7</p>  <p>Sidebuddies</p>	<p>8</p>  <p>Canadian Tee</p>
 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p>
 <p>Opal</p>	 <p>Stardian</p>	 <p>Sidebuddies</p>	 <p>Canadian Tee</p>

<p>9</p>  <p>Cat+Accordian</p>	<p>10</p>  <p>Diamond</p>	<p>11</p>  <p>Photon</p>	<p>12</p>  <p>Bundy</p>
 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p>
 <p>Cat+Accordian</p>	 <p>Bunyip</p>	 <p>Photon</p>	 <p>Bundy</p>
<p>13</p>  <p>Offset</p>	<p>14</p>  <p>Bipole</p>	<p>15</p>  <p>Caterpillar</p>	<p>16</p>  <p>Compressed</p>
 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p>
 <p>Spinner</p>	 <p>Bipole</p>	 <p>Caterpillar</p>	 <p>Box</p>

<p>17</p>  <p>Danish Tee</p>	<p>18</p>  <p>Zircon</p>	<p>19</p>  <p>Ritz</p>	<p>20</p>  <p>Piver</p>
 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p>
 <p>Murphy</p>	 <p>Zircon</p>	 <p>Icepick</p>	 <p>Viper</p>
<p>21</p>  <p>Zig Zag</p>	<p>22</p>  <p>Tee</p>		
 <p>Inter</p>	 <p>Inter</p>		
 <p>Marquis</p>	 <p>Chinese Tee</p>		

Current Formation Skydiving 4-Way Random Pool

<p>A</p>  <p>Unipod</p>	<p>B</p>  <p>Stairstep Diamond</p>	<p>C</p>  <p>Murphy Flake</p>	<p>D</p>  <p>Yuan</p>
<p>E</p>  <p>Meeker</p>	<p>F</p>  <p>Open Acordian</p>	<p>G</p>  <p>Cataccord</p>	<p>H</p>  <p>Bow</p>
<p>J</p>  <p>Donut</p>	<p>K</p>  <p>Hook</p>	<p>L</p>  <p>Adder</p>	<p>M</p>  <p>Star</p>
<p>N</p>  <p>Crank</p>	<p>O</p>  <p>Satellite</p>	<p>P</p>  <p>Sidebody</p>	<p>Q</p>  <p>Phalanx</p>