

FLIGHT FIGHTERS

4-Way Dynamic (Speed) Information, Rules & Technical Conditions

1. Venue: Gravity Indoor Skydiving, Zallaq, Bahrain
2. Category: 4-Way Dynamic – Knockout Tournament

* Minimum 3 teams 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 is 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. Competitors should be experienced tunnel flyers.
 - b. Competitors 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. Competitors can be of any nationality.
 - d. Competitors may be of any gender.
 - 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. 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 using the scoring system.
- b. Rounds are recorded and judged live from the side-line camera, ring camera and center-line camera with a full outside view.
- 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 dynamic-flying.com.
- 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. One alternate maybe nominated.
- d. Competitors may only be members of one team per category including alternates.
- e. Working time starts and finishes when the laser is broken in the door way.
- f. Wind Tunnel Equipage:
 - i. The minimum acceptable diameter for the flight chamber is 4.25 metres, Gravity has a 4.3 metres diameter tunnel.
 - ii. The Sidelines must consist of two (2) vertical lines of lights, which must be changeable in colours. The lights may be LED technology. The Sidelines must extend from the floor up to the top of the transparent walls or 5 metres, whichever is less.
 - iii. The Rings must have a five (5) cm hole and must be positioned two (2) metres above the cable floor on each Sideline.
 - iv. The Centreline will be adhesive tape affixed to the transparent tunnel wall and must extend from the floor up to the top of the transparent walls or 5 metres, whichever is less.
 - v. The speed setting will be indicated in the tunnel and shall be clearly visible to the Team prior to entering the flight chamber.
 - vi. The wind tunnel equipage must be approved by the Chief Judge prior to the start of the official training flights. If any equipment does not meet the requirements as determined by the Chief Judge, this equipment will be deemed to be unusable for the competition.
- g. 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.
- h. There is only one doorway leading into the flight chamber. This is used for both entry and exits. See section 20 for entrance and exit procedure.
- i. This information was correct at the time of going to print but may be subject to change.

16. Speed Round Rules

- a. The speed round objective is to fly the sequence as fast as possible while correctly following the sequence for the round.
- b. The accumulated total of all qualification rounds completed is used to determine the final placing of teams for the knock out tournament.
- c. In the knock out tournament it will be a head to head battle and the winner will proceed to the next round or win.

- d. The team will fly the sequence in order Line, Vertical, Mixer three times and then exit the tunnel. Details of the moves can be found in Addendum A.
- e. Time starts when the laser in the door is broken.
- f. Time finished when the laser in the door is broken and clear.

17. Performance Requirement of Sequential Events

- a. Each compulsory round consists of 3 random patterns (1x Line, 1 x Vertical, 1 x Mixer) drawn from the pools as described in Addendum A.
- b. The compulsory routines must be performed in the order shown and flown in relation to the correct sidelines/centerlines and ring. Once the 3 Randoms have been completed, they should be repeated, in order, three times. All details can be found at www.dyanmic-flying.com
- c. It is the competitors' responsibility to stay in view of the camera.

18. Definitions of Words & Phrases in the Rules

- a. A Dynamic 4-way (D4W) Team is comprised of two (4) Performers.
- b. Body: a body consists of the entire Performer and his/her equipment.
- c. Heading: the compass direction in which the front of the torso of the Performer faces.
- d. Move: a change in body position, and/or a rotation around one or more of the three (3) body axes, or a static pose.
- e. Pattern: a movement sequence during which the Performers' bodies follow pathways, often with embedded moves or intermixing.
- f. Sidelines (for Speed Routines): two (2) vertical lighted lines positioned on the transparent tunnel walls 180° opposite each other to describe a vertical plane that spans across the flight chamber. The start Sideline is clockwise from the doorway (with respect to top view.)
- g. Centreline: a vertical plane that spans across the centre of the flight chamber extending from one (1) vertical line positioned on the transparent tunnel wall 90° offset from the two (2) vertical lighted lines.
- h. Ring (for Speed Routines): a horizontal line that crosses the centre of the flight chamber, two (2) metres above the cable floor, between the two (2) Sidelines.
- i. Anti-Chamber: area used by Competitors as a waiting area for entrance into the flight chamber. This area is separated from public viewing areas and is the exclusive use for Teams on call.
- j. Diffuser: that vertical part of the flight chamber above the transparent viewing section.
- k. Flight: a Competitors's performance in the flight chamber.
- l. Speed Routine: a routine composed of three (3) randomly drawn Compulsory Patterns (one from each group, Lines, Verticals and Mixers, in that order), repeated three (3) times, in the fastest time possible. The Speed Routine starts with a compulsory entrance and ends with a compulsory exit.
- m. Working Time: the period of time during which a team may perform a routine during a flight. Working time starts the instant that the laser is broken by any competitor.
- n. Speed Routine Working Time ends when the last Performer completely exits the doorway of the flight chamber, as determined by the Timing Judge or by laser technology.
- o. Bust: when a move is deemed to be not performed correctly.
- p. Skip: when a pattern is deemed to be not performed correctly.

19. 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 will be supervised by the Meet Director.

- b. The Randoms will be placed into three containers. One container for Lines patterns, one container for Verticals and one container for Mixers. One Random will be drawn from each container, one at a time, without replacement.
- c. The sequence for the compulsory draw will be 1 x Line, 1 x Vertical, 1 x Mixer. This will be repeated three (3) times.
- d. Gravity Indoor Skydiving will determine the flight running order for the event prior to the draw.

20. Tunnel Entry/Exit Procedure

- a. The tunnel will be set at the correct speed for the round (speed decided by the team in the speed setting time).
- b. When the tunnel is at the correct speed, the team will be given the go ahead by the tunnel instructor. The chronometer will start as soon as any competitor breaks the laser in the doorway.
- c. The time will finish when the last performer breaks the laser in the doorways and is clear.
- d. Compulsory Entrance
 - i. For D4W P#1 will be followed by P#2, followed by P#3, followed by P#4.
 - ii. Head-down Compulsory Entrance Sequence - Performers have to cross the sideline on either side of the center line whilst getting into position. P#1 must pass closer to the starting sideline than P#2. P#3 must pass closer to the starting sideline than P#4. Then proceed to the snake pattern.
 - iii. Head-up Compulsory Entrance Sequence - Performers have to cross the sideline on either side of the center line whilst getting into position making sure that as they pass the starting sideline they turn towards it. P#1 must pass closer to the starting sideline then P#2. And P#3 must pass closer to the starting sideline then P#4. Then proceed to the snake pattern.
 - iv. If the Compulsory Entrance is not performed correctly, a five (5) second penalty will apply to the Compulsory Entrance.
- e. Compulsory Exit
 - i. For D4W P#1 will be followed by P#2, followed by P#3, followed by P#4.
 - ii. Head-down Compulsory Exit Sequence - While head-down, P#1, followed by the other performers, will inface carve towards the Performers right, completely crossing the start Sideline before exiting the flight chamber.
 - iii. Head-up Compulsory Exit Sequence - While head-up, P#1, followed by P#2, P#3 and P#4 will inface carve towards the performers' left, completely crossing the start Sideline before exiting the flight chamber.
 - iv. If the Compulsory Exit is not performed correctly, a five (5) second penalty will apply to the Compulsory Exit.

21. Scoring

- a. Speed Rounds
 - i. Teams fly the sequence as fast as they can 3 times and then exit the tunnel.
 - ii. The sequence consists of a random draw of 1 Line – 1 Vertical– 1 Mixer in that order. (All Lines, Verticals and Mixers can be found in the descriptions below).
 - iii. Time starts when the first team members cuts the laser as they enter the chamber.
 - iv. Time finishes when the last team member cuts the laser as they leave the chamber.
- b. Speed Rounds Busts
 - i. When the whole body does not pass the intended lines.
 - ii. When any part of the body passes through the circle on all Verticals.
 - iii. When any line, vertical or mixer is not performed correctly.

- iv. Teams can only bust once for each line, vertical or mixer on each sequence.
- v. All busts will incur a 5 second penalty.
- vi. If there is no clear attempt to perform or finish the line, vertical or move, a 20 second skip penalty will be incurred.
- vii. If there is a deliberate exit of the tunnel before completion of the 3 sequences, the team will incur all the skip penalties that apply or forfeit the round if it's in the knock out rounds.

22. Re-flights

- a. A re-flight may be granted if the Chief Judge, in agreement with the Meet Director concludes that the performance of a Team has been adversely affected by any external factor(s). The Chief Judge's decision is no grounds for a protest.
- b. Contact or other means of interference between (a) Performer(s) and/or the tunnel walls/cable floor shall not be grounds for a re-flight.
- c. Problems with a competitor's equipment shall not be grounds for a re-flight.
- d. A re-flight will be granted, if a tunnel spotter must abort a Team's flight for any safety reason, provided that there was no intentional act on the part of the Team to create a safety problem.
- e. For safety reasons, if a Performer demonstrates inadequate flying skills and/or persistent unsafe flying requiring repeated intervention by a tunnel spotter, FAI Sporting Code, Section 5, Chapter 4.8 SAFETY will apply.

23. Tie breaker

- a. 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 fastest speed overall will win.

24. Judging

- a. The flights will be judged from the viewing gallery live. A backup copy will be recorded and used in the event of a technical problem.
- b. A minimum of two judges must evaluate each team's performance
- c. The Chief Judge is responsible for all judging and scoring.
- d. The judges will use an electronic scoring system (Dynamr). 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.
- e. If the judges require to review the video to clarify a bust or skip they may do so.
- f. The time will be indicated on several screens and will be clearly visible from the video.
- g. In the event of the Dynamr system failing the judges will use a score sheet and manually score the rounds and use a stop watch.

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 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 Meet Director 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.

26. Determination of the Champion Team

- a. The title Flight Fighters 2017 Champion Team will be awarded to the team who wins the final battle in the head to head round.
- b. Awards will be presented to the top three scoring teams in this category.

ADDENDUM A

4-Way Dynamic (Speed) Indoor Skydiving Dive Pool

Lines

All lines can be seen on dynamic-flying.com

Head down Inface snake
Head down Switching snake
Head up Inface Snake
Head up Switching snake
Head down Mix Inface snake
Head up Mix Inface snake

Verticals

All Verticals can be seen on dynamic-flying.com

Back layout
Classic
Butterfly
Bottom loop 360 (Head down 360)
Half barrel roll 180
Layout 360 (Head up 360)

Mixers

All Mixers can be seen on dynamic-flying.com

Head down inface circles
Head up inface circles
Head down shuffler
Head up shuffler
Mix shuffler
Mixed circles
Reversed mixed circles

Verticals:

You must be completely on your side of the center line when you start and finish the verticals. You can drift over during the vertical but must finish back on your side. All verticals start and finish head down.

All turns during verticals:

Every single turn you perform during verticals must be towards the finish sideline including barrel rolls. (Sideline is usually coloured blue). So each page you will turn in the opposite direction.

Example: Classics from head up snake and head down snakes. Head down turn on page 1 and 3 will be right shoulder forward and page 2 will be left shoulder forward and for the head up turn during the classic on page 1 and 3 will be right shoulder forward and page two will be left shoulder forward.

Classic:

You must perform the head down 180 turn before your head gets below the ring.

Mixers:

You must be completely on your side of the centre line when you start the mixers.

Mixers - head down snakes. The mixer finishes once you have done the bottom loop to head down.

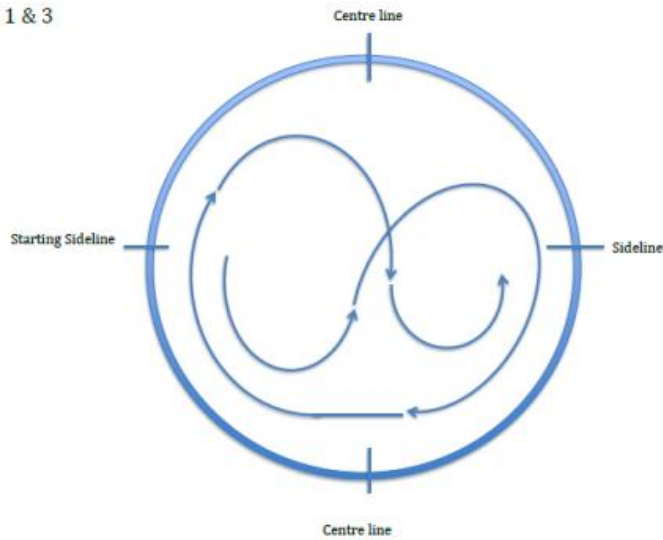
Mixers - head up snakes. The mixer finishes once you have done the back layout through your belly and are in head up position before you stall back.

(Head up outface position before you stall back is when you need to be completely on your side of the centre line.)

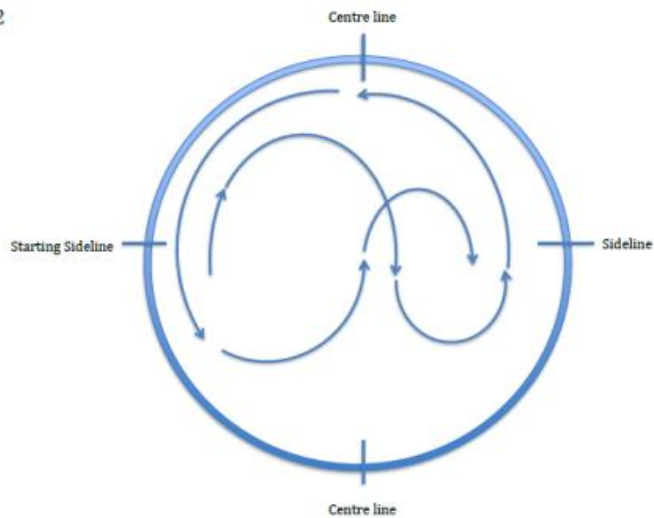
Head up circles and head up shuffler:

All transitions to head up must be performed and finished before any part of the body touches the sideline. If you touch the sideline whilst transitioning or are fully in position when you pass the sideline this will result in a 5 second penalty.

PAGES 1 & 3



PAGE 2



Any questions regarding the rules please contact adammattacola@gmail.com