

FLIGHT FIGHTERS

Solo Speed (Dynamic) Information, Rules & Technical Conditions

1. Venue: Gravity Indoor Skydiving, Zallaq, Bahrain
2. Category: Solo Speed dynamic – 8 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. 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 and judged live.
- b. Rounds are recorded and can be judged from the cameras if needed.
- 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 one competitor.
- 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. 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 and 22 for entrance and exit procedure.
- h. This information was correct at the time of going to print but may be subject to change.

16. Speed Round Rules

- a. The objective is for a competitor to complete the required sequence once correctly as fast as possible and exit the tunnel.
- b. The accumulated total time of all rounds completed is used to determine the final placing of the competitor.
- c. The performer will fly the sequence in order Line, Vertical, Mixer and Mixer once and then exit the tunnel. Details of the moves can be found in Addendum A.
- d. Time starts when the laser in the door is broken.
- e. Time finished when the laser in the door is broken and clear.

17. Scoring for Speed Rounds

BUST: All busts will incur in a 3 second penalty.

- a. When the whole body does not pass the intended line.
- b. When any part of the body passes through the ring on the verticals or exit.
- c. When the move is not performed correctly.
- d. Competitors can only bust once for each line, vertical or mixer on each pattern.

SKIP: All skips incur in a 20 second penalty.

- a. When there is no clear attempt to perform the pattern correctly.
- b. When a performer completely misses a pattern in the sequence.

18. Performance Requirement of Sequential Events

- a. The compulsory routines must be performed in the order shown and flown in relation to the correct sidelines/centerlines and ring. All details can be found at www.dyanmic-flying.com
- b. There will be two mixers in a single round. The first mixer will be performed as if you are Flyer 1 in a 2-Way dynamic competition and the second mixer will be performed as you are Flyer 2 in a 2-Way dynamic competition.
- c. It is the competitors' responsibility to stay in view of the camera.

19. Definitions of Words & Phrases in the Rules

- a. A Solo Speed Team is comprised of one (1) Performer.
- 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 four (4) randomly drawn Compulsory Patterns (one from each group, Lines, Verticals, Mixers and Mixers in that order), flown through 1 page only, in the fastest time possible. The Speed Routine starts with a compulsory entrance and ends with a compulsory exit sequence.
- m. Working Time: the period of time during which a Competitor may perform a routine during a flight.
- n. Speed Routine Working Time ends when the Performer completely exits the doorway of the flight chamber, as determined by the laser technology.
- o. Bust: when a move is deemed to be not performed correctly according to Section 17.
- p. Skip: when a pattern is deemed to be not performed correctly according to Section 17.

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 will be supervised by the Meet Director.
- b. The randoms will be drawn in order Line, Vertical, Mixer (Flyer 1 position) and Mixer (Flyer 2 position).
- c. Gravity Indoor Skydiving will determine the flight running order for the event prior to the draw.

21. Tunnel Entrance Procedure

- a. If it is a head up entrance, the performer must turn towards the start line. They must be on the correct side of the center line when they start the snake. (closest to the start sideline)
- b. If it is a head down entrance, the performer must turn towards the start line or do a layout into head down. They must be on the correct side of the center line when they start the snake. (closest to the start sideline)

22. Tunnel Exit Procedure

- a. If you finish the second mixer in a head up you must exit the tunnel with a layout passing directly over the rings.
- b. If you finish the second mixer head down you must exit the tunnel with a bottom loop passing directly over the ring.

23. Scoring

- a. A Competitor will be scored using time. It will be in seconds and to 1 thousandth of a second. 0.000. All bust and skips will be added to this time and this will give the Competitor the final time.
- b. The maximum time for any round is 2 minutes + skips and bust.

24. Re-performances

- a. Speed setting must be checked before entering the tunnel. The wrong speed setting will not be suitable for a re-flight.
- b. Problems with a competitor's equipment shall not be grounds for the competitor to request a re-performance. A competitor that flies out of the range of the camera (too high) will not be granted a re-performance.

25. Tie breaker

- a. If there is a tie breaker after all the rounds are completed, the team with the lowest amount of bust and skips over the whole competition will win. If this still does not determine a winner the fastest last round flown will win working back towards the first round.

26. Judging

- a. A minimum of two 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 (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.
- d. The Judges will watch live and judge live. If the judges require to review the video to clarify a bust or skip they may do so.
- e. 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.

27. 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.

28. Determination of the Champion Competitor

- a. The title Flight Fighters 2017 Champion Competitor will be awarded to the performer with the fastest time after completing all the rounds.
- b. Awards will be presented to the top three scoring teams in this category.

ADDENDUM A

Solo Speed Dynamic Indoor Skydiving Dive Pool

Lines

All lines can be seen on dynamic-flying.com

Head down switching snake
Head up inface snake
Head up switching snake
Head up mixed snake
Head down inface 360
Head up inface 360
Mixed head down snake.

Verticals

All Verticals can be seen on dynamic-flying.com

Make sure you are on the correct side of the center line before you begin the vertical. You will be in flyer 1 position in the 2 way dynamic rules.

Back layout
Bottom loop
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

Make sure you are on the correct side of the center line before you begin the mixer. You will be in flyer 1 position in the 2 way dynamic rules for the first mixer and then you cross the center line to be in flyer 2 position for the second mixer.

If you finish in head down after the first mixer, the connecting move will be a bottom loop (finish the bottom loop before crossing the centre line) and then you may need to do a second bottom loop if the next move starts in a head down position.

If you finish head up after the first mixer and you start head down you need to connect with a bottom loop (you need to be head down before crossing the centre line)

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