

Wingsuit Competition rules & judging

Version 3.1 – May 7th, 2010

Gear

- All competitors must use a wingsuit.
No tracking suits, or other attire not clearly defined as a wingsuit.
- All competitors must have a functional AAD
- All competitors must wear a helmet

Judging

- 3 Judges.
- Video will be accepted via analogue input (PAL).
(Conversion options for NTSC will be present, but PAL is preferred)
- A Dock should be held for a minimum of 1 second.
(25 frames PAL, 30 frames NTSC)
- Video will be downloaded to DVD for judging
(MPEG2, Broadcast SD resolution)
- Each round will be judged as soon as all teams have completed it.
- All jumps must be submitted exit till (cameraman) opening.
- Only the freefall is judged.
- Attributes or actions outside of the normal freefall are not judged.
- No props.

General rules

- Re-jump in case of suit malfunction
- Re-jump in case of clouds/fog or camera malfunction.
- Re-jump in case of lower exit altitude
- The competition is valid when a minimum of 3 rounds has been jumped.
- In case of a dispute, the judges will vote. Judges decision is final, and cannot be challenged.
- 12000 ft exit, 4500ft separation, so exactly 7500ft of working altitude
- Cameraman pulls at separation. Other flyers pull at 3000ft.
- All cameramen must have a logging device (AltiTrack provided on site if needed).
- In case of doubt, judges can do a video overlay to check correct separation altitude.
- In case of violation, judges decide penalty
(subtracting the last point and/or awarding yellow or red card)
- Deliberate or indeliberate safety violations will result in a yellow card or red card.
Depending on the severity of the violation.
- A red card disqualifies a team from the competition.
- Two yellow cards for any team member disqualify a team from the competition.

Flight rules

- Jump run is 90 degrees (crosswind)
- All team members do a non-gripped, unlinked exit.
- All teams make parallel flights, with a defined target/opening spot.
- There is a maximum of 4 teams per jump run for the sequential competition rounds.
- There is a maximum of 3 teams per jump run for the free competition round(s).

Compulsories

- Performers within the team are defined as jumper A and jumper B.
- Figures may be mirrored, switching position A to B. The direction set locks that position for that round.
- Direction of rotation for barrelrolls is free.
- A hand-dock is to be made via hand to hand contact. No loops or grippers.
- A dock not on video, or dock not held long enough will result in a bust.
- A bust results in no new points counted until the missed point is correctly shown/made again.
All points/docks have to be made in sequence.
- Transitions (barrel rolls/overs) partially out of frame, but definable as 'complete' by the judges are allowed.

Divepool

- 5 rounds of compulsory figures from the competition dive pool
Check [the website](#) for a complete listing of the dive pool
- 1 free round
- front loops and barrel rolls may be made as separately, or included in the transition for each figure

Judging - Score

The score for each round is based on:

- Total Points - number of docks docks made
- Camerawork - artistic rating 1 > 10
- Flying Style - artistic rating 1 > 10

The total of these 3 forms the score for each round.

Judging - Camera flying

Rating system - 0 to 10 (0=bad, 10=good)

The following rough guide will be used in terms of awarding a score for the camera work:

1	Unusable	no performers visible during the jump
3	Bad	far away, bad framing, missed points
4	Poor	judgeable, far away, bad framing, going low, no missed points
6	Okay	not always perfect in frame, but fully judgeable, no missed points
8	Good	Creative angles, centered and in frame, fully judgeable, no missed points
10	Outstanding	Flawless, creative angles, backflying, etc

Judging - Flying style

Rating system - 0 to 10 (0=bad, 10=good)

The following points will be observed visually in terms of scoring the flying style:

- Forward/ground movement
- Fallrate
- Legs stretched
- Good arm position
- Navigation
- Safety (approach speed)
- Smooth docking

Judging - Free round

- No score for docks.
- Rated on camerawork and flying style

Misc

- These rules will be further modified and developed the coming months.
The final set of rules, as to be used during the September 2010 edition of the Intl. Wingsuit Competition in Terni, Italy will be the document, as available on [the website](#), on the 1st of August, 2010
- Rules are final and cannot be amended. Should extraordinary circumstances arise, the only exceptions can be made via unanimous decision of the judges.

Credits

This competition format was designed and written for the 1st International wingsuit competition in 2008. And further developed and refined for the 2009 and 2010 edition.

Written by:

Jarno Cordia, Costyn van Dongen, James Boole, Andreea Olea