

Tunnel Competition Rules Indoor Formation Skydiving

Effective 01 April 2021

iFly Australia Tunnel Competition Rules - Formation Skydiving Effective 01 April 2021

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The iFly Australia Tunnel Competition would like to thank the International Parachuting Commission (IPC) for granting permission to adapt the IPC competition rules.

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**1. AUTHORITY**

The competition will be conducted under the authority granted by the iFly Australia Tunnel Competition, per the regulations of the iFly Australia Tunnel Competition and these rules. All participants accept these rules and the iFly Australia Tunnel Competition regulations as binding by registering in the competition.

**2. DEFINITIONS OF WORDS AND PHRASES USED IN THESE RULES**

2.1. FORMATION

Consists of competitors linked by grips.

2.2. GRIP

consists of a handhold on an arm or leg of another flyer, as shown in ADDENDUM A. At a minimum, a grip requires stationary contact.

2.3. GRIP LINE

This is the line linking the torso of two competitors via their arms or legs and feet and the grip that joins them.

2.3.1. For VFS Clarification regarding random O) – There is an imaginary vertical plane passing through the handgrips, with outside competitors having hand grips on one side of the vertical plane and the other competitor taking the leg grip on the other side of the vertical plane. No grip line may cross the vertical plane within the formation.



2.4. BODY

Consists of the entire competitor and his or her equipment.

2.5. DIVE POOL

Consists of the random formations and block sequences depicted in the addenda of these rules. 2.6. SUBGROUP

Is the individual competitor, or linked competitors, required to complete a designated manoeuvre during the inter of a block sequence.

2.7. SUBGROUP CENTERPOINT

Is one of the following:

∙ The defined grip or the geometric centre of the defined grips within a subgroup of competitors linked by grips.

∙ The geometric centre of an individual’s torso.

2.8. TOTAL SEPARATION

Occurs when all competitors show at one point in time they have released all their grips and no part of their arms has contact with another body. Total separation is required between whole blocks, between random formations, and between whole blocks and random formations.

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2.9. INTER

Is an intermediate requirement within a block sequence which must be performed as depicted in the dive pools.

2.10. SEQUENCE

Is the series of random formations and block sequences which are designated to be performed in a flight.

2.11. SCORING FORMATION

Is one which is correctly completed and clearly presented either as a random formation or within a block sequence as depicted in the dive pool, and which, apart from the first formation after entry, must be preceded by a correctly completed and clearly presented total separation or inter, as appropriate.

2.12. INFRINGEMENT

An infringement Is one of the following:

∙ An incorrect or incomplete formation which is followed within working time by either: - A total separation; or

- An inter, whether correct or not; or

- A correctly completed formation preceded by an incorrect inter or incorrect total separation; or

- A formation, inter, or total separation not clearly presented.

2.13. OMISSION

Is one of the following:

∙ A formation or inter missing from the drawn sequence.

∙ No clear intent to build the correct formation or inter is seen and another formation or inter is presented and there is an advantage to the team resulting from the substitution. 2.14. FLIGHT TIME

Is the period of time, as specified in 5.6, during which a team performs one round.

2.15. WORKING TIME

Is the period of time within the flight time during which a team is scored and terminates a number of seconds later, as specified in 5.6.

2.16. ANTECHAMBER

The area used by teams as a waiting and staging area for entrance into the wind tunnel. This chamber is separated from the public viewing area and is for the exclusive use of teams on call.

2.17. JUDGEMENT CALL

An assessment by the judges of a formation, infringement or omission that is not unanimous. 2.18. ORIENTATION



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2.18.1. “The Vertical”: An imaginary line running parallel to the relative wind (see diagram)

2.18.2. The Horizontal: An imaginary line running perpendicular to the relative wind (see diagram)

2.18.3. The flyer’s Line: An imaginary, straight line of infinite length, roughly following the flyers spine, from the center of the flyer’s hips through the center of the flyers head and beyond.

2.18.4. The Hourglass: The acceptable range of deviation from The Vertical that a flyer’s Line may take when meeting an orientation requirement (head up or head down). A flyer’s orientation shall be judged with The Vertical and The Horizontal intersecting at the flyer’s hips.

2.18.5. Head up: The flyer’s Line must fall within, and remain within, the upper portion of the Hourglass

2.18.6. Head down: The flyer’s Line must fall within, and remain within, the lower portion of the Hourglass

2.18.7. Bellyflying or Belly to Earth: requires that the competitor’s torso is in a horizontal (prone) position, with the front of the torso toward the earth. (Bellyflying is not currently used in VFS formations)

2.18.8. Backflying: requires that the competitor’s torso is in a horizontal (prone) position, with the back of the torso toward the earth. (Backflying is not currently used in VFS formations)

**3. THE EVENTS**

3.1. DISCIPLINES

The discipline will be comprised of the following events:

∙ 2 way;

∙ 4 way.

3.2. OBJECTIVE OF THE EVENT

3.2.1. The objective of the event is for each team to complete as many scoring formations as possible within the scoring time, while correctly following the sequence for the round.

3.2.2. The accumulated total of all rounds completed is used to determine the placing of the teams. The team with the highest number of points will be declared the champions.

3.2.3. All team members in the events will be awarded medals if placed First, Second or Third.

3.2.4. If two or more teams have equal total scores, the following order of procedures will be applied until the first three placings are determined:

3.2.4.1. One tie-break round: The tie-break round will be the next drawn round of the competition, or if all scheduled rounds are complete, one additional

round drawn by the Chief Judge.

3.2.4.2. The highest score in any completed round.

3.2.4.3. The highest score starting with the last completed round and continuing in reverse order, round by round until the tie is broken.

3.3. PERFORMANCE REQUIREMENTS

3.3.1. Each round consists of a sequence of formations depicted in the dive pools of the appropriate addendum, as determined by the draw.

3.3.2. It is the responsibility of the team to clearly present the start of working time, correct scoring formations and total separations to the judges.

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3.3.3. 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.

3.3.4. In sequences, total separation is required between block sequences, between random formations, and between block sequences and random formations.

3.3.5. Where degrees are shown (180°, 360° etc.) this indicates the approximate degrees and direction of turn required to complete the block as intended. The degrees shown are approximately that amount of the circumference of the subgroup’s centrepoint to be presented to the centrepoint(s) of the other subgroup(s). For judging purposes, the approximate degrees and direction of turn of subgroups centrepoints will be assessed using only the two-dimensional video evidence as presented.

3.3.6. Contact is allowed between different subgroups during the inter of a block sequence. If an inter requires an orientation change by a subgroup, no grip may be taken between that subgroup and any other subgroup during the orientation change.

3.3.7. Where subgroups are shown, they must remain intact as a subgroup with only the depicted grips on other competitors in the subgroup.

3.3.8. Assisting handholds on other bodies in a scoring formation are not permitted.

3.3.9. Handholds by the competitor on their own body within a subgroup or a scoring formation are permitted.

3.3.10. Coaches and Instructors are to never touch the competitors inside the wind tunnel other than to spot a potentially dangerous situation.

3.3.11. Minimum time between rounds shall be no less than ten (10) minutes.

**4. SAFETY**

4.1. All competitors must, at minimum, be signed off as a Competent Flyer under IBA (International Bodyflight Association) and be able to participate safely in tunnel flying.

4.2. Minimum flying ability would require each individual to be able to show control when moving forwards and backwards, slow and fast fall, side sliding and turning, remembering that they are sharing the tunnel space with other people.

4.3. Coaches and Instructors are to never touch the competitors inside the wind tunnel other than to spot a potentially dangerous situation.

4.4. For safety reasons, if an individual flyer demonstrates unsafe or less than the minimum flying skills expected, he or she might be disqualified during the event or asked to exit the wind at any time, if deemed unsafe. Questions regarding your suitability for this competition contact the event organiser or communicate with your wind tunnel coach/meet director.

**5. GENERAL RULES**

5.1. COMPOSITION OF TEAMS

5.1.1. 2 way teams may consist of two (2) competitors plus one (1) alternate of either or both sexes.

5.1.2. 4 way teams may consist of four (4) competitors plus one (1) alternate of either or both sexes.

5.1.3. Rookie/Blast events may have one (1) player coach.

5.1.4. No judge bias or handicap will exist between teams.

5.2. THE DRAW

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5.2.1. The draw of the sequences will be done by a judge and supervised by the Chief Judge via approved judging software and announced publicly to all participants.

5.2.2. Teams will be given no less than 30 minutes knowledge of the results of the draw before the start of competition round one (1).

5.2.3. For each round, a standard number of formations are drawn, as determined by class: Formation Skydiving

∙ 2 way FS Advance class:3 to 4;

∙ 2 way FS Intermediate class: 2 to 3;

∙ 4 way FS AAA (Open) class: 5 to 6;

∙ 4 way FS AA (Intermediate) class: 4 to 5;

∙ 4 way FS A (Novice) class: 3 to 4;

∙ 4 way FS Blast (Rookie) class: 3.

Vertical Formation Skydiving

∙ 2 way VFS Open class: 5 to 6;

∙ 2 way VFS Advance class: 4 to 5;

∙ 2 way VFS Intermediate and Rookie class: 3 to 4;

∙ 4 way VFS Open class: 5 to 6;

∙ 4 way VFS Advance class: 3 to 4;

5.2.4. Use of Dive Pool

Each block or formation will be drawn only once for the scheduled rounds of each competition. If additional rounds are necessary, due to the tie breaking ‘fly off’, the dive pool for this round will consist of the blocks and formations which were not drawn for the scheduled rounds. In the event that all the remaining blocks and formations do not complete the tie-breaking round, the draw will continue from an entire original dive pool in that event, excluding any blocks or formations which have already been drawn to determine each round.

5.2.5. A separate draw will be made for each class, with variations in available block sequences and random formations and the number of formations to be drawn for each round.

5.2.5.1. 2 way VFS: *Open* - The first two rounds will be drawn from the Belly/Back dive pool and the remaining rounds will be drawn from the Head-Up and

Head-Down dive pools, with no exclusions. There shall be 5 to 6 possible

points.

5.2.5.2. 2 way VFS : *Advanced* **-** The first two rounds will be drawn from the Belly/Back dive pool and the remaining rounds will be drawn from the

Head-Up and Head-Down dive pools, excluding those marked only as Open.

There shall be 4 to 5 possible points.

5.2.5.3. 2 way VFS: Rookie - All rounds will be drawn from the Belly/Back dive pool with 3 to 4 possible points. *Intermediate* - The first two rounds will be

drawn from the Belly/Back dive pool and the remaining rounds will be

drawn from the Head-Up dive pool, excluding HU-03. There shall be 3 to 4

possible points.

5.3. USE OF SKYDIVING AND TUNNEL

5.3.1. Competitors are not allowed to skydive (freefall from an aircraft) nor use the wind tunnel for training after the draw has been made.

5.4. FLIGHT ORDER

5.4.1. The flight order for the competition will be determined by a draw prior to the start of the competition.

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5.5. ROUNDS

5.5.1. All competition rounds consist of a series of formations to be flown against the clock with flight time lasting no more than one (1) minute and a working time of 35 seconds.

5.5.2. Each team will receive one (1) official practice flight prior to competition round one.

5.5.3. In the official practice flight - the nominated team captain shall communicate with the tunnel instructor to request the speed to be increased, reduced or to confirm that it is ok. The speed reached will be used as the default speed for the team. The tunnel driver shall select the default speed for each team prior to that team entering the tunnel. If no signals are given, then the default speed is assumed by the tunnel driver to be satisfactory.

5.5.4. No grips of any kind are to be taken between team members during the official practice flight, if the draw has already been published.

5.5.5. A competition is composed of up to ten (10) rounds. A minimum of three (3) rounds constitutes a competition wherein a winner can be determined.

5.5.6. Total number of rounds is determined by event organiser and released no less than ten (10) days prior to the competition.

5.5.7. Time must be reserved before the end of the competition to allow for the completion of the tie break round.

5.6. WORKING TIME

5.6.1. The driver will apply the proper speed setting for each team. When set, the driver will signal the instructor that the airspeed is correct for that team. The driver will then place flight time of one (1) minute on the clock and the instructor will allow the team to enter.

5.6.2. Working time of 35 seconds will commence based on class:

5.6.2.1. 2 Way FS: The team is to build a 2-way Star formation prior to beginning the planned sequence for that round. If the draw calls for the first point of a

round to be a Star, the Star formation will be moved from the beginning to

the end of the sequence. Working time will commence once the first grip is

broken.

5.6.2.2. 4 Way FS Open and Intermediate: Teams must perform door entrances. Working time will commence when both of a team member’s feet leave the

antechamber floor and enter the wind. Competitors can be leaning into the

wind with one foot inside the tunnel without the clock starting as long as

one foot is still on the floor of the antechamber.

5.6.2.3. 4 Way FS Novice and Rookie: Teams begin each round in a 4 way star formation prior to beginning the planned sequence for that round. If the

draw calls for the first point of a round to be a Star, the Star formation will

be moved from the beginning to the end of the sequence. Working time

will commence once the first grip is broken.

5.6.2.4. 4 Way VFS: commence the moment both feet of a single team member leave the cable net floor as determined by the Judges

5.6.2.5. 2 Way VFS: Open and Advance: Teams must perform door entrances. The working time will start when both of a team member’s feet leave the

staging area floor and enter the wind. Competitors can be leaning into wind

with one foot inside the tunnel without the working time starting as long as

one foot is still on the floor of the staging area.

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5.6.2.6. 2 way VFS: Intermediate and Rookie: Teams begin their round from within the flight chamber. The clock will start when both of a team member’s feet

leave the net.

5.6.3. The chronometer will be operated by the person appointed by the Chief Judge and/or event organiser.

5.6.4. If any team does not complete their working time within the allocated 60 seconds, the score will be restricted to the points achieved in the remaining time.

5.7. VIDEO RECORDING

5.7.1. Video evidence is required for each flight.

5.7.2. For the purpose of these rules, ‘video equipment’ refers to the equipment installed by the hosting wind tunnel or by the event organiser specifically for the competition. No other video is allowed for judging.

5.7.3. Video equipment will be placed in the wind tunnel in such a location as to ensure that all members of the team are visible. The location and the field of vision must be approved by the Chief Judge and Meet Director.

5.7.4. The recording (camera), playback, and all auxiliary equipment must be full high definition input and full high definition output and must provide viewing for the judges.

5.7.5. A video controller will be appointed by the organiser, with the approval of the Chief Judge, prior to the start of the competition. The video controller is responsible for the functionality of the video equipment to ensure it is usable for the competition.

5.7.6. The Organiser must provide teams with a way of identification linking the team number with the video of the performance.

5.8. SCORING

5.8.1. A team will score one point for each scoring formation performed in the sequence within the allotted working time of each round. Teams may continue scoring by continually repeating the sequence.

5.8.2. For each omission three (3) points will be deducted. If both the inter and the second formation in a block sequence are omitted, this will be considered as only one omission.

5.8.3. 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 clearly presented and no other infringement occurs in the inter.

5.8.4. Any incorrectly performed or non-judgeable formation will result in zero (0) points.

Any formation performed while a competitor is touching the net or glass, and gains an advantage, will result in zero (0) points.

If the top or bottom of a Block is performed incorrectly, but the rest is performed correctly the team will receive one (1) point for the portion performed correctly. If the inter is performed incorrectly the team will not receive a point for the bottom of the Block.

5.8.5. The minimum score for any round is zero (0) points.

5.9. RE-FLIGHTS

5.9.1. In a situation where the video evidence will be considered insufficient for judging purposes, and the video review panel will assess the conditions and circumstances surrounding that occurrence. In this case a re-flight will be given unless the video review panel determines that there has been an intentional abuse of the rules by the

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team, in which case no re-flight will be granted and the team’s score for that flight will be zero (0).

5.9.2. Contact or other means of interference between competitors in a team and the flight chamber shall not be grounds for the team to request a re-flight.

5.9.3. Problems with a competitor’s equipment shall not be grounds for the team to request a re-flight. A team that flies out of the range of the camera (too high) will not be granted a re-flight

5.10. TRAINING PERFORMANCE

5.10.1. Each team in each event will be given the option of one official training performance before the draw is made to determine appropriate wind speed settings.

5.10.2. The wind tunnel configuration used for the competition will also be used for the official training performance.

**6. JUDGING**

6.1. JUDGE REQUIREMENTS

6.1.1. A judging panel of three (3) or five (5) judges is recommended, with a minimum of one (1) judge to evaluate each team’s performance.

6.1.2. Judging shall be undertaken either live or through video recording. The video review panel will determine which method is to be used prior to the start of competition and all teams must be judged using the same method.

6.1.3. Live judging will be undertaken on the flight deck with full view of the flight chamber or via live view camera located in a room within the tunnel facilities.

6.1.4. Judging from video recording must be undertaken using approved cameras as established in 5.7. Judging from video recording can occur in real time.

6.1.4.1. Judges will watch the video evidence of each flight once 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.

6.1.4.2. A second viewing of the performance can be conducted at normal or reduced speed between 50-90 percent of normal speed.

6.1.4.3. A third view of parts of the performance can be conducted at normal or reduced speed.

6.1.5. If a video review is needed by a team being judged either live or from video recording, there is a maximum of three viewings with slow motion review allowed. 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 flight in question be reviewed. If the review results in a unanimous decision in the case of a 3-person panel, or minimum four to one decision in the case of a 5-person panel on the part(s) of the performance in question, the score for the flight will be adjusted accordingly. Only one review is permitted for each performance.

6.1.6. Judges shall be certified to judge at the FAI level or National Championships in FS events, and who are acceptable to the Meet Director.

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**ADDENDUM A**

Definition of Symbols

Indicates Direction of turn by the subgroup

Indicates turn by the subgroup in either direction

Indicates turns by all subgroups

Side body grip requires an arm & leg grip on the same person

Indicates clarification of intent

Visualisation for grip positions







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**ADDENDUM B**

2-Way FS Random Formations Dive Pool

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**ADDENDUM C**

2-Way FS Block Sequences Dive Pool

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**ADDENDUM C**

2-Way FS Block Sequences Dive Pool



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**ADDENDUM D**

4-Way FS Random Formations Dive Pool

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**ADDENDUM E**

4-Way FS Block Sequences Dive Pool

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**ADDENDUM E**

4-Way FS Block Sequences Dive Pool

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**ADDENDUM E**

4-Way FS Block Sequences Dive Pool



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**ADDENDUM F**

4-Way FS Dive Pool Adjusted for Tunnel Size

| **Category**  | **Sequence**  | **Random** **Formations**  | **Blocks** |
| --- | --- | --- | --- |
| **12 Foot Tunnel** |
| Open  | 5 to 6  | A – Q  | 3, 5, 6, 7, 9, 11, 14, 15, 16, 17, 18, 21 |
| AA  | 4 to 5  | A – Q  | 6, 7, 9, 11, 14, 15, 18, 21 |
| A  | 3 to 4  | A – Q  | 6, 7, 9, 21 |
| Blast  | 3  | A – Q |  |

| **Category**  | **Sequence**  | **Random** **Formations**  | **Blocks** |
| --- | --- | --- | --- |
| **14 Foot Tunnel or Larger** |
| Open  | 5 to 6  | A – Q  | All Blocks |
| AA  | 4 to 5  | A – Q  | 1, 2, 4, 6, 7, 8, 9, 11, 13, 14, 15, 18, 19, 20, 21, 22 |
| A  | 3 to 4  | A – Q  | 2, 4, 6, 7, 8, 9, 19, 21 |
| Blast  | 3  | A – Q |  |

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**ADDENDUM G**

2-Way VFS Random Formations Dive Pool

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**Addendum H**

2 Way VFS Block Sequences Dive Pool

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**Addendum I**

4 Way VFS Random Formations Dive Pool

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**Addendum J**

4 Way VFS Block Sequences Dive Pool



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**ADDENDUM K**

4-Way VFS Dive Pool for Event

| **Category**  | **Sequence**  | **Random** **Formations**  | **Blocks** |
| --- | --- | --- | --- |
| Open  | 5 to 6  | A – Q  | All Blocks |
| Advance  | 3 to 4  | A – Q  | 1, 2, 3, 7, 8, 9, 12, 13, 14, 15, 21, 22 |

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