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BRITISH SKYDIVING NATIONAL CHAMPIONSHIPS 2022 IN WINGSUIT PERFORMANCE AND ACROBATIC FLYING

Venue: Skydive Langar
Langar Airfield, Langar, Nottingham. NG13 9HY
www.skydivelangar.co.uk Tel: 01949 860878

Events:

Wingsuit Performance and Acrobatics Flying

The British Skydiving Wingsuit Nationals meet is held over the course of three days. 29th to 31st July 2022

The Wingsuit Acrobatics event will run in over three days. 29th to 31st July 2022

The Wingsuit Performance event will run over three days. 29th to 31st July 2022

Deadline for final registration.
Wingsuit Acrobatics by 18.00hrs 28th July 2022
Wingsuit Performance by 18.00hrs 28th July 2022

All draws will take place during competition brief on 28th July unless advised by meet director.

All competitors will make themselves available/report in at the drop zone at 08.00hrs of each day of competition for start of day brief and make themselves available for first load, unless informed by meet director the previous day or during the start of the day brief by the meet director.

COMPETITION DATES

Friday 29th July 2022 to Sunday 31st July 2022.

OTHER DATES

Entry Form,

Entry Fees and booking in by:
Wingsuit Acrobatics 18.00hrs on Thursday 28th July 2022.

Performance Wingsuit 18.00hrs on Thursday 28th July 2022
Nationals Entry Form & Indemnity Form can be found on British Skydiving Form 274).

Competitors Briefing:
Acrobatics 19.00hrs on Thursday 28th July 2022.
Wingsuit Performance 19.00hrs on Thursday 28th July 2022.

PRACTICE JUMPS

Practice jumping will be allowed up to:

Wingsuit Acrobatics 18.00hrs on Thursday 28th July 2022.

Wingsuit Performance until 18.00 Thursday 28th July 2022.

4. **ENTRY FORMS AND FEES**

Completed Entry Forms accompanied by the Entry Fee must reach Skydive Langar, Langar Airfield, Nottingham, NG13 9HY by 18.00hrs the day prior to start of competitions. After 18.00hrs the drop zones office will be closed.

General entry fees are **not** refundable under any circumstances.

Entries will only be accepted up to 18.00hrs the day prior to start of competitions or at the discretion of the drop zone owner.

In the event of any competitor being unable through personal commitments, or injury,or any other reason, to complete any part of the competition, **no** outstanding jump fees will be refunded.

Full refunds will be available on jumps not taken due to incomplete Events. However, this does not apply to eliminator rounds.

Wingsuit Performance.
Entry Fee – £20 per person.
Jump Fees – 6 jumps in total @ £25 per jump = £150
plus entry fee.

Wingsuit Acrobatics
Entry Fee – £20 per person.
Jump Fees – 7 rounds/jumps in total @ £25 per jump = £175
plus entry fee per person.

5. **BOOKING IN**

All competitors must book in by and be present on site at 18.00hrs:

Acrobatics on Thursday on 28th July 2022.

Performance on Thursday 28th July 2022.

Exceptions to this as agreed by the Drop Zone Owner.

All outstanding competition jump fees to be paid for when booking in (see note below).

Wingsuit Performance – Jump fees . . . . . £25 per person / per task.

Wingsuit Acrobatics – Jump Fees . . . . . £75 per team / per round (£25 per person).

Protest Fee £25

Re-jumps . . . . . All re-jumps at above rates.

Note:- The above tariff includes a British Skydiving levy towards the British Team Fund of £5.00 per entry fee and £1.00 per person per paid jump as required.

6 DOCUMENTATION

All competitors will be required to produce the following documentation when booking in:

British Championship Senior Category Teams - **Full** valid British Skydiving membership.

British Championship Intermediate Category Teams - Valid British Skydiving membership (Full or Temporary).

Open Class Competitors - A valid British Skydiving Membership (Full or Temporary).

Minimum British Skydiving 'C' Licence and a minimum of 200 descents.

A current Medical Certificate/Declaration.

The competitors current and up to date Parachutists Log Book.

Wingsuit Performance and Acrobatics UK competitors must have minimum WS1 (Hosting DZCI has final approval). Competitors must have completed at least 20 jumps in the last 3 months.

7. **Sporting Licences**:

Sporting Licences are not required for entry into the senior categories of the British Skydiving National Championships. However, competitors who do not wish to obtain or are not eligible for a valid UK Sporting Licence may only enter the competition as an "Guest" team and will not be eligible to receive medals other than as per rule 15 below. Any competitor who feels they or their team may achieve a world record which they wish to have recognised, during the Nationals (or at any other time), must have (a) current Sporting Licence(s) prior to achieving

that record. Also, any competitor wishing to be eligible to represent the UK at an FCE must be eligible for a current UK Sporting Licence (eligibility criteria can be found on British Skydiving Form 110). Competitors may obtain a new Licence or renewal at any time. Applications for a Sporting Licence or renewal must be made using British Skydiving Form 110 directly to the British Skydiving office. A fee applies. Sporting Licences or renewals will no longer be issued at British Skydiving Clubs. Sporting licences should be applied for at least one month before the deadline for which they are required, as British Skydiving will require supporting documentation for those competitors not holding a UK passport. The Sporting Licence holder must be included on an FAI database by British Skydiving, at least one month prior to an FCE when representing the UK.

8. ELIGIBILITY

To participate in the UK Nationals, British Skydiving has decided to comply with the FAI rules regarding eligibility.
Please refer to the FAI Sporting Code – General Section, which can be found on the documents page of the FAI website:

http://www.fai.org/ipc HYPERLINK "http://www.fai.org/ipc-documents"- HYPERLINK "http://www.fai.org/ipc-documents"documents HYPERLINK "http://www.fai.org/ipc-documents"

Only Advanced eligible competitors can become British Champions and/or be considered for sponsorship by British Skydiving. There are no restrictions on the nationality of guest competitors in the “Open” Championships.

9. COMPETITION AIMS

To determine the British National Champions in Wingsuit Performance and Acrobatics Flying.

To determine the British standings of the competing teams or individuals.

To establish selection guidelines for National Teams and Individuals to be invited to attend FAI Category 1 Events in 2023.

In the event of any circumstances that result in no National Championship competition jumps, the criteria used for the British team/s or individuals to be selected will be at the discretion of the Competitions Committee.

To promote and develop wingsuit competition.

To allow participants to share and exchange experience, knowledge and information.

To improve judging methods and practices at National level.

10. EQUIPMENT

Each individual is responsible for supplying their own equipment. This must consist of:

A serviceable main and reserve parachute, container and harness. This must be 'freeflyfriendly' equipment (at CI's discretion). No extra weight permitted.

The use of an electronic Automatic Activation Device (AAD) and Audible Altimeter is mandatory.

A reserve packing data card and record of inspection if packed by a British Skydiving packer.

Suitable clothing and footwear of a protective nature.

Suitable mobile phone with DZ phone number programmed in.

N.B. All equipment and documents must comply with the requirements of British Skydiving's Operations Manual.

11. COMPETITION AIRCRAFT

At time of writing the competition aircraft is expected to be at least one C208B Supercaravan (16 Jumpers per aircraft; left hand door).

12. COMPETITION OFFICIALS

Competition Officials will be notified during the competition Briefing.

13. TROPHIES

All competitors who won Trophies are asked to return them to the host venue or the British Skydiving office.

14. CATERING FACILITIES

Full catering facilities will be available either at the drop zone or at the drop zones restaurant a short walk from the drop zone during competition times.

15. DRUG TESTING

British Skydiving fully supports Drug-Free Sport and is committed to preventing drug misuse in sport parachuting. Drug misuse is cheating and it may prejudice your safety and the safety of others. There is no place for the misuse of drugs in our sport. British Skydiving 's Anti-Doping Policy and Rules are set out in **British Skydiving Form 220** which is downloadable from the British Skydiving website and available on request from the British Skydiving Office. **ANY COMPETITOR** may be required to take a random drugs test. Refusal to provide a urine sample for analysis will result in disqualification. Many medications that you may need to take for common medical conditions, such as asthma or hay fever, may contain Prohibited Substances. It is vital that you do not accidentally take a prohibited substance, the consequences are the same as if you were doping. Getting it from a doctor on prescription is no defence!
For further information, please see the anti-doping page of the British Skydiving website

http://www.britishskydiving.com/competition/drug-free-sport which has links to the FAI and World Anti-Doping Agency (WADA) websites, where you can find up-to-date information about the prohibited list of substances and therapeutic use exemptions (see below).
Each competitor is STRICTLY LIABLE- this means that it is your own personal responsibility as a competitor to ensure you comply fully with this policy. A positive test result means disqualification for the whole team, a loss of any sponsorship, and a ban for the individual. British Skydiving Form 220 sets out the procedure to be followed in the event of a positive test. The test is concerned with whether a prohibited substance is present in the body, not how or why it got there.

The Therapeutic Use Exemption (TUE) application process gives competitors a means of attaining approval to use a prescribed Prohibited Substance or Method for the treatment of a legitimate medical condition. This process is in place to protect the rights of competitors to compete on a level playing field.
Any competitor with a TUE must attach a copy to the competition entry form and must also file a copy with the British Skydiving Office before he or she competes. TUE forms may be downloaded from the anti-doping section of the FAI website:

16. **PRIZE GIVING**

Prize giving will begin at approximately at:
Acrobatics 19.00hrs on Sunday 31st July 2022
Performance 13.00hrs on Sunday 31st July 2022
at the drop zones and once any dignitaries who will be involved in the presentation are available.

17. **LICENCE TO USE IMAGES**

In entering this competition, competitors agree to grant British Skydiving and Skydive Langar a royalty-free non-exclusive licence to use any video or other images submitted to the competition for training and judging purposes.

18. **RULES**

Technical Competition Rules for this event will follow the BRITISH SKYDIVING WS COMPETITION RULES 2022 which are FAI IPC COMPETITION RULES WINGSUIT FLYING 2022 EDITION adapted to suit British Skydiving– ATTACHED IN APPENDIX 1 WITH THIS DOCUMENT.

1 DEFINITIONS OF WORDS AND PHRASES

1.1 GENERAL DEFINITIONS

Position logging device (PLD): A device used to record the real-time, three-dimensional (3D) position of the wingsuit flyer, which is mounted on the wingsuit flyer's body or equipment.

Spherical error probable (SEP): The horizontal and vertical accuracy specifications of a PLD expressed in terms of a sphere of given radius; for example, "real-time accuracy <10 meters SEP."

Geometric Altitude: The height, as measured by a Global Navigation Satellite System, optical methods or radar, above ground level.

Rounding: Whenever rounding is referred to in these competition rules, half-way values of x are always rounded up. Example : 23.5 gets rounded to 24.

1.2 PERFORMANCE EVENT

Competition window: A vertical 1000-meter window, starting at 2500m (8202ft) Geometric Altitude and ending at 1500m (4921ft) Geometric Altitude, in which the performance of the wingsuit flyer is evaluated. The first crossing of the upper window boundary starts the evaluation process, which stops at the first crossing of the lower window boundary.

DZ Elevation: The ground level for the competition site will be determined by the Meet Director and will be made known at the pre-event competitors' meeting.

Designated Flight Path: The straight ground track between a point on the competitor's flight path reached 10 seconds after exit and a designated ground reference point, which is given prior to the jump to the competitor by the Meet Director using a detailed map or aerial photograph of the area.

Designated Lane: a lane which is centred on the Designated Flight Path with a width of 600m.

Result: The raw measured performance in a given task, as defined in 3.2.1, 3.2.2, and 3.2.3.

Score: The calculated percentage based on the top result for a given task, as determined in 3.8.1, 3.8.2, 3.8.3, and 3.8.4.

1.3 ACROBATIC EVENT

Altitude Window: The upper boundary of the Altitude Window is the altitude at which the vertical velocity of the Designated Team Member reaches 8m/s after exit, as determined by the judges using the PLD, and the lower boundary of the Altitude Window is as designated in 4.3.3 or, if applicable, 4.3.5.Designated Team Member: The Designated Team Member (DTM) is

that Team Member wearing the PLD. The DTM must be either Performer A or Performer B.

Compulsory routine: A routine composed of compulsory sequences chosen at random from
ADDENDUM A – ACROBATIC WINGSUIT FLYING COMPULSORY SEQUENCES by the Chief Judge.

Compulsory sequence: A compulsory sequence is comprised of 2 or 4 manoeuvres, as described in ADDENDUM A – ACROBATIC WINGSUIT FLYING COMPULSORY SEQUENCES.

Free routine: A routine composed of manoeuvres chosen entirely by the Team.

Basic Rotational Actions

- Barrel Roll

A barrel roll is a 360-degree rotation about the body head-toe axis, when that axis is aligned with the direction of flight. The rotation of a barrel roll may be performed in either direction (clockwise or anti-clockwise.)

- Back Loops

A back loop is a loop where the rotation is initiated about the body left-right axis with the torso rotating backwards.

- Front Loop

A front loop is a loop where the rotation is initiated about the body left-right axis with the torso rotating forwards.

- Grips

    - A hand grip consists of a controlled stationary contact with the front or back of the hand. The contact must be on or below the wrist.
    - A foot grip consists of a controlled stationary contact with the front or back of the hand on the foot, below the ankle bone.
    - A grip on the surface of any wingsuit without also achieving a controlled stationary contact with the front or back of the hand on a specified part of the body as defined in 1) and 2) above is specifically excluded from the definition of a grip.

Manoeuvre: a change in body position or a rotation around one or more of the three (3) body axes or a static pose.

Normal Flight: The performer is in a belly-to-earth stable position

NV: No Video – no video image is available for judging purposes.

Omission

- A manoeuvre or grip is missing from the drawn sequence, or
- There is no clear intent to perform the chosen manoeuvre, or
- An attempt at a grip is seen and another manoeuvre or grip is presented and there is an advantage to the team resulting from the substitution.

Routine: Compulsory sequences or manoeuvres performed during the working time.

Team: An Acrobatic Wingsuit Flying Team is composed of two (2) Performers and a Videographer, all three of whom are Team Members.

Working time: the period of time during which Teams may be evaluated and scored in accordance with 5.2 and which is defined in 4.3.3 and 4.3.5. Working time starts the instant any team member separates from the aircraft, as determined by a majority of the judges.

1 EQUIPMENT

The following applies to both Performance and Acrobatic Wingsuit Flying.

2.1 POSITION LOGGING DEVICE (PLD)

2.1.1 The PLD must record real-time three-dimensional (3D) data with a resolution of at least 5Hz and a position accuracy (SEP) of less than 10 meters.

2.1.2 The PLD must not require any action by the competitor in order for it to function, and it must activate its recording function automatically.

2.1.3 Once attached to the competitor, the settings on the device must not be capable of being altered by the competitor, nor must it be possible for the competitor to delete the data without this being easily evident to the Judges. Tampering with the device, as determined by the Chief Judge, will lead to a result of zero for the jump. This decision shall not be grounds for protest.

2.1.4 The data recorded by the PLD must be downloaded and saved as soon as possible after the competitor has handed in the devices, and before the PLD is used again.

2.2 EQUIPMENT

2.2.1 Competitors shall not use propulsion systems. If any propulsion system is used, the result will be zero for that jump.

2.2.2 A competitor shall not wear any other electronic device or wires closer than 2.54cm from the official PLD as measured by the judging staff. However, a second identical PLD unit may be worn without regard to this separation requirement. If any such electronic device affects the PLD system, and the source of the interference is not obvious and beyond the reasonable control of the jumper, a re-jump may be granted by the Chief Judge, in which case 3.6.3. will not apply.

2.2.3 Each competitor must wear a functioning audio altitude warning device on every jump. Failure to do so will lead to a result of zero for that jump. A PLD does not count as an audio altitude warning device.

2.2.4 The PLD will be attached in its location by the Meet Director or the Chief Judge, if required.

2.2.5 The PLD will be turned on and off by a Judge or by the competitor if instructed to do so by any Judge.

2.2.6 Immediately after landing, the competitor shall return the PLD used on that jump to a Judge.

2.2.7 If the PLD is found to have been tampered with, and if in the opinion of the Chief Judge, this was not caused by circumstances beyond the control of the competitor, then no rejump will be awarded, and the competitor will receive a result of zero for that jump. This decision shall not be grounds for a protest.

2.2.8 If the PLD malfunctions and, in the opinion of the Chief Judge, the malfunction was not caused by action or interference by the competitor, then the competitor will be given the option of making a re-jump, in which case 3.6.3 will not apply, or receiving a result of zero for that jump.

2.2.9 PLD failure can only be determined by a judge when they are unable to download a file. If a competitor refuses to exit due to an alleged PLD failure a rejump will not be awarded and zero (0) score will be awarded and the jump ticket will not be refunded. This decision shall not be grounds for protest.

2.2.10 The same parachute system or wingsuit can't be used in more than one competition run on the same days.

3 THE PERFORMANCE EVENT

3.1 OBJECTIVE

3.1.1 The objective is to fly a single wingsuit in three separate tasks to demonstrate a combination of best lift (time task), best glide (distance task) and least drag (speed task).

3.1.2 Each round of the event is comprised of the three tasks.

3.1.3 Each task is performed on a separate flight.

3.1.4 There is no distinction as to gender

3.2 TASKS

3.2.1 Time Task: The wingsuit flyer is to fly with the slowest fall rate possible through the competition window. The result for this task will be the time spent in the competition window, expressed in seconds.

3.2.2 Distance Task: The wingsuit flyer is to fly as far as possible through the competition window. The result for this task will be the straight-line distance flown over the ground while in the competition window, expressed in meters.

3.2.3 Speed Task: The wingsuit flyer is to fly as fast as possible horizontally over the ground through the competition window. The result for this task will be the straight-line distance flown over the ground while in the competition window divided by the time spent in the competition window, expressed in kilometers per hour.

3.3 PROGRAM

3.3.1 A competition shall consist of two rounds, with three tasks in each round, for a total of six flights.

3.3.2 At least one round must be completed to determine rankings and declare winners.

3.3.3 The minimum exit altitude is 3200m / 10,500ft Geometric Altitude. The maximum exit altitude (at the start of jump run) is 3353m / 11,000ft Geometric Altitude.

3.3.4 For meteorological and/or Air Traffic Control reasons only, and with the consent of the Chief Judge, the Meet Director may lower the exit altitude to no lower than 3048m/10,000ft Geometric Altitude and continue the competition. The Competition Window does not change; i.e. it stays 2500-1500m. If the exit altitude is lowered it must apply for a complete task for all competitors

3.3.5 The order of tasks will be determined by a random draw conducted by the Meet Director during the competitor briefing. This order may be changed by the Meet Director for meteorological or air traffic control reasons.

3.4 JUMP RUN AND EXIT ORDER

3.4.1 The jump run should be perpendicular to the wind line upwind of the designated landing area unless changed by the Meet Director for air traffic control reasons, which is established by the Meet Director at the beginning of each day or round.

3.4.2 The starting order of the first task of jumping shall be in reverse order of the standings as determined and agreed by the Meet Director according to pervious competition results, wingsuit category and competition experience.

3.4.3 Reverse order of standing shall be recalculated at the completion of the first round and may be recalculated again, at the discretion of the Meet Director. This order will determine the exit order for the following tasks.

3.4.4 A Flight Director/Jump Master must be placed aboard an aircraft to assist competitors with identification of ground reference points and landmarks. Under no circumstances will such a Flight Director/Jump Master direct a competitor to exit. That decision is solely the responsibility of the competitor.

3.4.5 The number of competitors to exit on a single pass of the aircraft and the spacing of those exits will be determined by the Meet Director. The horizontal spacing must be no less than 600m. This will be expressed to the competitors as a time, in seconds, between exits. Immediately after exit, each competitor will turn directly towards his designated flight path.

3.4.6 Exit procedure: There are no limitations on the exit other than those imposed by the Meet Director for safety reasons. If a competitor exits in a manner deemed unsafe, the matter will be referred to the Meet Director by the Flight Director/Jump Master.

3.5. FLIGHT PATTERN

3.5.1 The first exit point on an aircraft pass will be determined by the Meet Director. The aircraft pilot will signal the competitors when they are clear to exit. The clear to exit signal must be given at least 600m before the first Designated Lane. All the competitors will be briefed on the specific exit signals at the pre-event competitors' meeting. A competitor will not exit the aircraft until signalled by the flight director/jump master its clear/safe to do so with the use of the specific exit signal is given, if the competitor does this will result in a 50% penalty for that jump. Unless 3.5.4 rule is enforced.

3.5.2 The Designated Flight Path of each competitor using a ground reference point will be determined by the Meet Director and will be given to that competitor using a detailed map or aerial photograph.

3.5.3 A competitor must not leave his Designated Lane (DL). Violation of this rule during the time period from 10.0 seconds after exit to the exit of the competition window, as determined by the Chief Judge, shall affect the result, as determined in 3.2, as follows:

3.5.3.1 If less than 150m outside the DL, a 10% reduction;

3.5.3.2 if 150-300m outside the DL, a 20% reduction;

3.5.3.3 if, during the time period from 10.0 seconds after exit to the deployment of the parachute, a competitor is more than 300m outside the DL a 50% reduction for the first such infringement or a result of zero for any such infringement on a subsequent jump. The distance referred to will be measured at right angles to the DL boundary

3.5.4 At no time from exit to deployment of the parachute shall a competitor(s) come within 250m of any other competitor(s). Violation of this rule, as determined by the panel of judges, will lead to a result of zero for that jump. This decision shall not be grounds for protest.
3.5.5 Any violation of 3.5.3 or 3.5.4 that results in endangering other competitors shall be considered a serious endangerment and will be referred to the Meet Director and the Chief Judge. (SC5, 4.8).

3.6 GENERAL RULES

3.6.1 The deployment altitude for each competitor will be pre-determined by the Meet Director and Chief Judge and must not exceed 1219m/4000ft AGL.

3.6.2 Any violation of 3.6.1 that results in endangering other competitors shall be considered a serious endangerment and referred to the Meet Director and Chief Judge. (SC5, 4.8).

3.6.3 All jumps for each task of a round should be made from the same, or back-to-back loads, in order that competitors jump in similar winds if possible but may continue into the next competition day if required at the discretion of the meet director. This decision shall not be grounds for protest.

3.6.4 During a competition if a competitor leaves the drop zone during the competition hours unless dismissed by the meet director, the competitor risks the chance of missing a competition load. If competition load is missed that result will be a zero, no rescheduling on jump will be allowed and the competitor will still be charged the cost of the jump ticket. This decision shall not be grounds for protest.

3.6.5 Once the competition has commenced no other type of jumping will be allowed by the competitor. No fun/casual jumping is allowed even on a weather hold. Until the competition has closed/completed as notified by the meet director. This decision shall not be grounds for protest.

3.6.4 Performance wingsuit classification UK Wingsuit Nationals 2022 will be as follows. Where appropriate, suit classification can be overridden by the Meet Director and Chief Judge.

- Rookie – Arm wing not below hips, leg wing not below feet.
- Intermediate – Arm wing not below bottom of knee, leg wing not below feet.
- Advanced – Everything else

3.6.5 Competitors may only be able to compete in one discipline or the other (Acrobatics OR Performance) and are only allowed to register for one competition category (ie. Advanced only, not Advanced / Intermediate).

3.7 EQUIPMENT

3.7.1 Competitors shall not carry additional or removable weight on their body or equipment. They must be weighed by the Chief Judge or another Judge as appointed by the Chief Judge at the start of the competition wearing all their normal jump equipment to establish a baseline weight. The Chief Judge, or another Judge appointed by the Chief Judge for the purpose, may conduct subsequent random weight checks at any point after a competitor has landed, which may fluctuate from the baseline weight by no more than +/- 2kg before requiring an inspection. If the addition or removal of weight is detected, the score for that jump will be zero. This decision shall not be grounds for protest.

3.7.2 The same wingsuit, without any changes or modifications of its parts, must be used throughout the competition. In exceptional circumstances, a wingsuit may be changed with the consent of the Chief Judge, e.g., if the original suit gets damaged and cannot be made airworthy.

3.7.3 Wingsuits will be inspected and marked by a Judge. Only marked suits may be used for the competition. Using an unmarked suit will lead to a result of zero for that jump.

3.7.4 Each competitor shall wear at least one PLD. The device will be attached on the jumper's equipment with the antenna having a clear view of the sky, located and positioned to the satisfaction of the Chief Judge. This decision shall not be grounds for a protest.

3.8 DETERMINATION OF THE WINNERS

3.8.1 Penalties arising from 3.5.3 and 3.5.4 will be applied to the result, as measured in 3.2, for each task in each round. The penalized result will be rounded to one decimal place for the time and speed tasks, and whole numbers for the distance task.

3.8.2 Each task in each round will be scored based on the top result of the task performed in that round, as determined in 3.8.1. The top result will be scored as 100%. The other results will be scored as a percentage of the top result. The score will be rounded to one decimal place for display purposes only, with the un-rounded score being used for further calculations.

3.8.3 The score calculated in 3.8.2 for all rounds for each separate task, will be averaged for each competitor to give an intermediate score for the task. The intermediate score will be rounded to one decimal place for display purposes only, with the un-rounded score being used for further calculations.

3.8.4 The two intermediate scores, as determined in 3.8.3, for each task for each competitor will be added and rounded to one decimal place to give the total score for the competitor.

3.8.5 The rounded total score will be used for display purposes and to determine ranking.

3.8.6 In the event of a tie in the first three places, the following tie-break rules apply:

3.8.6.1 A tie-break jump will be made. The task shall be drawn at random by the Chief Judge.

3.8.6.2 If the tie cannot be broken by the tie break jump, the competitors concerned shall have equal placement.

3.8.6.3 Any other ties in the standings shall have equal placement.

4 THE ACROBATIC EVENT

4.1 OBJECTIVE

4.1.1 The objective is for a team to perform a sequence of manoeuvres.

4.1.2 There is no distinction as to gender.

4.2 PROGRAM – Advanced category

4.2.1 The competition will consist of seven rounds. The minimum number of rounds for a valid competition will be one (1) round.

4.2.2 The seven (7) rounds shall consist of:

4.2.2.1 Four (4) Compulsory Routine rounds

4.2.2.2 Three (3) Free Routine rounds

4.2.3 The order of the routines shall be F-C-C-F-C-C-F (C = Compulsory; F = Free).

4.2.4 Rounds will consist of Sequence A, B, C, D, E, F, G, H, I, J, K, L

4.2.2.2 Program – Intermediate Class (British Skydiving Nationals only)

4.2.2.2.1 The competition will consist of seven rounds. The minimum number of rounds for a valid competition will be one (1) round.

4.2.2.2.2 The seven (7) rounds shall consist of:

4.2.2.2.3 Seven (7) Compulsory Routine rounds

4.2.2.2.4 The order of the routines shall be C-C-C-C-C-C-C (C = Compulsory)

4.2.2.2.6 Rounds will consist of Sequence A,B,C,F,K

4.3 EXIT ALTITUDE AND WORKING TIME

4.3.1 Unless otherwise specified in this section, the maximum exit altitude is 3810m/12,500ft AGL.

4.3.2 Working time is the time spent, measured in seconds rounded to the closest tenth (0.1) of a second, in the Altitude Window from the first crossing of the upper boundary by the DTM to the first crossing of the lower boundary by the DTM.

4.3.3 Unless otherwise specified in this section, the lower boundary of the Altitude Window will be 7500 vertical feet below the upper boundary.

4.3.4 For meteorological and/or Air Traffic Control reasons only, and with the consent of the Chief Judge, the Meet Director may lower the exit altitude to no lower than 3048m/10,000ft and continue the competition. However, if the exit altitude is lowered it must apply for a complete round for all teams.

4.3.5 If the exit altitude is lowered to 3505m/11,500ft AGL or less, the lower boundary of the Altitude Window will be 5000 vertical feet below the upper boundary.

4.4 GENERAL RULES

4.4.1 The deployment altitude for each team will be pre-determined by the Meet Director in order to maximize team separation and may not exceed 5000ft AGL.

4.4.2 Competitors may change their role in the team from jump to jump; however, they may only perform one role (Performer A, Performer B, Videographer) during a jump.

4.4.3 The Performer (defined as Performer A, Performer B) who executes the first manoeuvre in each compulsory routine is defined as Performer A; this establishes the performer's role in the sequences (described in ADDENDUM A – ACROBATIC WINGSUIT FLYING COMPULSORY SEQUENCES) for the remainder of the routine. 4.4.4 The starting order of the first round of jumping shall be in reverse order of the standings at the most recent FCE. Teams that did not participate in the most recent FCE will jump at the beginning of the round with the order determined by random draw made by the Meet Director or Chief Judge.

4.4.5. Each participant may be a member of only one team.

4.5 EQUIPMENT

4.5.1 The Designated Team Member (DTM) shall wear one PLD. The device will be attached on the DTM's equipment with the antenna having a clear view of the sky, located and positioned to the satisfaction of the Judge. This decision shall not be grounds for a protest.

4.6 COMPULSORY ROUTINE

4.6.1 The Compulsory Routines for Advanced competition consist of three (3) Compulsory Sequences as described in ADDENDUM A – ACROBATIC WINGSUIT FLYING COMPULSORY SEQUENCES.

4.6.2 The Compulsory Routine for Intermediate competition consist of two (2) Compulsory Sequences as described in ADDENDUM A – ACROBATIC WINGSUIT FLYING COMPULSORY SEQUENCES.

4.6.3 The Compulsory sequences may be repeated until the end of working time.

4.6.4 The Compulsory Sequences to be used on each jump are determined via a random draw

4.6.5 The draw of all compulsory round sequences will be done publicly and supervised by the Chief Judge. Teams will be given not less than two hours' knowledge of the results of the draw before the competition starts.

4.6.6 Sequences shown in ADDENDUM A – ACROBATIC WINGSUIT FLYING COMPULSORY SEQUENCES will be individually placed in one container. Individual withdrawal from the container, (without replacement), will determine the sequences to be jumped in each round. A sequence, once drawn, will be put aside and may not be used again. However, if all available sequences have been used and the draw is not complete, the process will be re-started until the draw is complete.

4.6.7 The order of the compulsory sequences is determined by the order in which they are drawn.

4.6.8 After completion of the draw as determined in 4.6.5, the Chief Judge will determine whether a tie break jump will be a Free Round or Compulsory Round using the following procedure:

4.6.9.1 One Free Round and one Compulsory Round marker will be placed in one container. One marker will be drawn from the container in order to determine the type of tie break round.

4.6.9.2 If the tie break round determined in 4.6.7.1 is a Compulsory Round, the Sequences will be drawn in accordance with 4.6.4 and 4.6.5.

4.7 FREE ROUTINES

4.7.1 The content of the Free Routine(s) is chosen entirely by the Team and may or may not include grips.

4.7.2 The Team may perform the same Free Routine in each Free Round.

4.8 AIR-TO-AIR VIDEO RECORDING

4.8.1 For the purpose of these rules, "air-to-air video equipment" shall consist of the complete video system used to record the evidence of the team's performance, including camera(s), recording media, cables and battery. The air-to-air video equipment must be able to deliver a High Definition (HD 1080i / 1080p) digital signal through a compatible video connection approved by the Chief Judge.

4.8.2 The videographer is responsible for assuring the compatibility of the air-to-air video equipment with the scoring system.

4.8.3 The camera must be fixed by a static mount to the helmet. No roll, pitch or yaw movements of the camera, mechanical and/or digital zoom adjustment, or any digital effects (excluding "steady shot" or other image stabilization feature) may be used during competition jumps. Failure to meet any of these requirements will result in a score of zero (0) points.

4.8.4 The Chief Judge or another Judge as appointed by the Chief Judge may inspect a team's air-to-air video equipment to verify that it meets the performance requirements. Inspections may be made at any time during the competition which does
not interfere with a team's performance, as determined by the Chief Judge. If any air-to-air video equipment does not meet the performance requirements as determined by the Chief Judge, this equipment will be deemed to be unusable for the competition.

4.8.5 Video Review Panel (VRP). A VRP will be established prior to the start of the competition. The VRP may enlist the help of the Meet Director. Decisions rendered by the VRP shall be final and shall not be subject to protest.

4.8.6 The Organizer shall provide the teams with a way of identification showing the team and round number, to be recorded by the videographer just before exit.

4.8.7 The team's video recording must continue from team/round identification through the exit and the jump without interruption. Failure to meet this requirement will result in a score of zero (0) points.

4.8.8 The videographer shall provide the video evidence required to judge each jump and to show the team's performance to relevant third parties. It is the responsibility of the videographer to show the exit of the Performers so that the start of working time may be clearly determined. If, in the opinion of the Panel of judges, the start of working time may not be clearly determined on the video, a penalty of 10% shall be deducted from the team's total score for that jump as determined in 5.2.8.2. or 5.2.8.3.
4.8.9 As soon as possible after each jump, the videographer must deliver the air-to-air video equipment for dubbing at the designated station. The video evidence must remain available for viewing or dubbing until all scores are posted as final.

4.9 RE-JUMPS

4.9.1 In a situation where the video evidence is considered insufficient for judging (NV – see 5.2.6.7) by a majority of the judging panel, the air-to-air video equipment will be handed directly to the VRP for assessment and a determination as follows:

4.9.2 If the VRP determines that there has been an intentional abuse of the rules by the team, no re-jump will be granted and the team's score for that jump will be zero (0).

4.9.3 In the case the VRP determines the insufficiency of the video evidence is due to a factor that could be controlled by the team, no re-jump will be granted, and the team will receive a score based on the video evidence available.

4.9.4 If the VRP determines the insufficiency of the video evidence is due to weather conditions or a cause beyond the control of the team, a re-jump will be given.

4.9.5 Contact or other means of inference between performer(s) and/or the videographer in a team shall not be grounds for a re-jump.

4.9.6 Problems with a competitor's equipment (excluding air-to-air video equipment) shall not be grounds for a re-jump.

4.9.7 Adverse weather conditions during a jump are not grounds for a protest. However, in circumstances not covered by 4.9.1, a re-jump may be granted due to adverse weather conditions, at the discretion of the Chief Judge.

4.10 DETERMINATION OF WINNERS

4.10.1 The winners (1st, 2nd and 3rd) are the teams with the three highest total scores for all completed rounds.

4.10.2 In the event of a tie in the first three places, a tie-break jump, as determined in 5.6.7 will be made.

4.10.3 If the tie cannot be broken by the tie-break jump, the following procedure will be applied until a clear placing is determined:

4.10.3.1 The best score, then the second-best score, of any completed free rounds.

4.10.3.2 The best score, then the second-best score, of any completed compulsory rounds.

4.10.4 Any other ties in the standings shall have equal placement.

5 JUDGING & SCORING

5.1PERFORMANCE EVENT

5.1.1 Scoring will be supervised by at least one suitably qualified wingsuit judge.

5.1.2 Scores (as defined in 3.8.2), and any associated performance data, shall not be published until the task which includes those scores is complete.

5.2 ACROBATIC EVENT

5.2.1 Once any team member has left the aircraft, the jump shall be evaluated and scored.

5.2.2 The evaluation of each sequence will take place during the full working time but may cease before the end of working time if the team abandons the performance requirements for the required routine. Teams may continue scoring by continually repeating the sequences in the required order.

5.2.3 Judging procedures:

5.2.3.1 The jumps shall be judged using the video evidence as provided by the videographer.

5.2.3.2 A panel consisting of three (3) judges must evaluate each team's routine, if possible but at the discretion of the chief judge a panel may consist of two judges and 1 trainee judge. Where possible, a complete round shall be judged by the same panel.

5.2.3.3 Judges may view the jump a maximum of three (3) times. A fourth viewing may be allowed at the discretion of the Chief Judge.

5.2.4 All viewings must be at normal speed.

5.2.5 The judges may use a electronic scoring system to record the evaluation of the performance. At the end of working time, freeze frame will be applied on each viewing, based on the timing taken from the first viewing only. The judges may correct their evaluation record after the jump has been judged. Corrections to the evaluation record may only be made before the Chief Judge signs the score sheet.

5.2.6 Scoring Compulsory Rounds:

5.2.6.1 The Round is evaluated using two (2) criteria: style and number of grips.

5.2.6.2 Judges will give each of the above two criteria a score based on the guidelines in ADDENDUM B – ACROBATIC WINGSUIT FLYING JUDGING CRITERIA.

5.2.6.3 For each manoeuvre omitted from the required order, as determined by a majority of the judges, 1.5 points will be deducted from the style point score otherwise given by each judge.

5.2.6.4 Where a manoeuvre is omitted, the grip associated with that manoeuvre will also be considered as being omitted and scored in accordance with 5.2.6.6.

5.2.6.5 One point will be assigned for each grip correctly performed in the routine within the working time of each round, as determined by a majority of the judges. The score given for grips shall be in whole integers only.

5.2.6.6 For each grip omission one (1) point will be deducted from the total determined in 5.2.6.5.

5.2.6.7 A majority of Judges must agree in order to determine an NV situation.

5.2.6.8 If, after the viewings are completed, and within fifteen seconds of the knowledge of the result, the Chief Judge or any Judge on the panel considers that an absolutely incorrect assessment of a grip has occurred, the Chief Judge will direct that only that part(s) of the jump in question be reviewed. If the review results in a two to one decision by the Judges on the part(s) of the performance in question, the assessment of that grip will be adjusted accordingly. Only one review is permitted for each jump.

5.2.6.9 The minimum score for any of the criteria is zero points

5.2.7 Scoring Free Routines

5.2.7.1 The Routine is evaluated using three (3) criteria: style, dive plan and camerawork.

5.2.7.2 Judges will give each of the above three criteria a score based on the guidelines in Addendum B – Acrobatic Wingsuit Flying Judging Criteria.

5.2.8 Score Calculation:

5.2.8.1 The team's score for a round for each of the criteria in 5.2.6 and 5.2.7, other than grips rounded to one decimal place.

5.2.8.2 For free rounds, the team's score for style, dive plan and camera as calculated in 5.2.8.1 will be weighted 0% to 100% for each criterion for all teams for that round, the highest score being weighted 100% (100), and a zero score being weighted 0% (0). The team's total score for a round is then calculated by adding the three weighted percentage scores for that round.

5.2.8.3 For compulsory rounds, the team's score for style, as calculated in 5.2.8.1, and for grips, as calculated in 5.2.6.5 and 5.2.6.6, will be weighted 0% to 150% for each criterion for all teams for that round, the highest score being weighted 150% (150), and a zero score being weighted 0% (0). The team's total score for a round is then calculated by adding the two weighted percentage scores for that round.

5.2.8.4 The team's final score for the event is the sum of the total scores from all completed rounds as calculated in 5.2.8.2 and 5.2.8.3.

5.2.9 All scores for each judge will be made public.

5.3 OTHER JUDGING RESPONSIBILITIES – PERFORMANCE AND ACROBATIC

5.3.1 One or more individuals, supervised by the Chief Judge may support the judges in equipment, device and data management.

5.3.2 One or more qualified individuals, supervised by the Meet Director, must observe the competitors during their descent and on opening. The observer must check for any conditions or incidents that might constitute grounds for a re-jump and/or disqualification for safety reasons. A written record must be made of any unusual observations or incidents.

5.3.3 The Chief Judge and/or Meet Director may interrupt the event if they determine the meteorological conditions are not safe for the conduct of the event. This decision is not grounds for a protest.

6 RULES SPECIFIC TO THE COMPETITION

6.1 AIMS OF THE COMPETITION

6.1.1 To determine the British Skydiving Champions (1st, 2nd, 3rd) of Wingsuit Performance Flying. In Advanced, Intermate and Novice Categories.

6.1.2. To determine the UK Open Champions (1st, 2nd, 3rd) of Wingsuit Performance Flying.

6.1.3. To determine the British Skydiving Champions (1st, 2nd, 3rd) of Wingsuit Acrobatic Flying. In Advanced, Intermate and Novice Categories.

6.1.4 To determine the UK Open Champions (1st, 2nd, 3rd) of Wingsuit Acrobatic Flying

6.1.5 To promote and develop Wingsuit Flying training and competition.

6.1.6 To establish new British Skydiving, UK and Continental Wingsuit Flying competition records.

6.1.7 To present a visually attractive image of the competition jumps and timely standings (scores) for competitors, spectators and media.

6.1.8 To exchange ideas and strengthen friendly relations between wingsuit flyers, judges and support personnel of all nations.

6.1.9 To allow participants to share and exchange experience, knowledge and information.

6.1.10 To improve judging methods and practices.

6.2 Prizes and Awards

6.2.1 Performance Event

Medals will be awarded to the 1st, 2nd, and 3rd place in the British Skydiving Nationals. (Advanced, Intermate and Novice)
Presentation of BPA Performance trophy to the winner of British Skydiving Nationals Champion in the Advanced Category
Medals will be awarded to the 1st, 2nd, and 3rd place in the UK Open Nationals.

6.2.2 Acrobatic Event

Medals will be awarded to the 1st, 2nd, and 3rd place in the British Skydiving Nationals. (Advanced and Intermate)
Presentation of BPA Acrobatics trophy to the winner of British Skydiving Nationals Champion in the Advanced Category
Medals will be awarded to the 1st, 2nd, and 3rd place in the UK Open Nationals.

ADDENDUM A – ACROBATIC WINGSUIT FLYING COMPULSORY SEQUENCES

- Compulsory sequences may be broken down into separate elements during execution but will result in lower scoring on style.
- The last position of each Compulsory sequence leads into the

beginning position of the next Compulsory sequence and is counted as one grip.

- Performers are defined as Performer A and B.
- Other than for the first grip of the jump, a valid grip must be preceded by clear total separation, which is when the performers show at one point in time that they have released the grip and no part of their arms have contact with the other performer;

Sequence A: Up and Over

- Performers are in normal flight with a hand grip.
- Performers show total separation and then Performer A transitions over Performer B to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and then Performer B transitions over Performer A to the other side.
- Performers take a hand grip in normal flight.

Sequence B: Rock and Roll

- Performers are in normal flight with a hand grip.
- Performers show total separation and then Performer A performs a barrel roll.
- Performers take a hand grip in normal flight.
- Performers show total separation and then Performer B performs a barrel roll.
- Performers take a hand grip in normal flight.

Sequence C: Revolutions

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A transitions over Performer B to the other side and then transitions back under Performer B to the original starting position.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B transitions over Performer A to the other side and then transitions back under Performer A to the original starting position.
- Performers take a hand grip in normal flight.

Sequence D: Roll Over

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A performs a barrel roll over Performer B to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B performs a barrel roll over Performer A to the other side.
- Performers take a hand grip in normal flight.

Sequence E: Duck and Roll

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A performs a barrel roll under Performer B to the other side
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B performs a barrel roll under Performer A to the other side.
- Performers take a hand grip in normal flight.

Sequence F: Déjà vu

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A transitions over Performer B to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer A transitions over Performer B back to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B transitions over Performer A to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B transitions over Performer A back to the other side.
- Performers take a hand grip in normal flight.

Sequence G: Yin Yang

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A transitions to inverted flight.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and Performer A transitions to normal flight.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B transitions to inverted flight.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and Performer B transitions to normal flight.
- Performers take a hand grip in normal flight.

Sequence H: Back to Back

- Performers are in normal flight with a hand grip.
- Performers show total separation and both transition to inverted flight.
- Performers take a hand grip in inverted flight.
- Performers show total separation and both transition to

normal flight.

- Performers take a hand grip in normal flight.

Sequence I: Pancakes

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A transitions to inverted flight over Performer B to the other side.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and Performer A transitions back to normal flight over Performer B to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B transitions to inverted flight over Performer A to the other side.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and Performer B transitions to normal flight over Performer A to the other side.
- Performers take a hand grip in normal flight

Sequence J: Reversed Pancakes

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A transitions to inverted flight under Performer B to the other side.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and Performer A transitions to normal flight under Performer B to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B transitions to inverted flight under Performer A to the other side.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and Performer B transitions to normal flight under Performer A to the other side.
- Performers take a hand grip in normal flight.

Sequence K: Hand to Foot

- Performers are in normal flight with a hand grip.
- Performers show total separation.
- Performer A takes a foot grip in normal flight on the same side on Performer B.
- Performers show total separation.
- Performers take a hand grip in normal flight on the same side.
- Performers show total separation.
- Performer B takes a foot grip in normal flight on the same side on Performer A.
- Performers show total separation.
- Performers take a hand grip in normal flight on the same side.

Sequence L: Reversed Hand to Foot

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A transitions to inverted flight.
- Performer A takes a foot grip in inverted flight on the same side on Performer B.
- Performers show total separation and Performer A transitions to normal flight.
- Performers take a hand grip in normal flight on the same side.
- Performers show total separation and Performer B transitions to inverted flight.
- Performer B takes a foot grip in inverted flight on the same side on Performer A.
- Performers show total separation and Performer B transitions to normal flight.
- Performers take a hand grip in normal flight on the same side.

ADDENDUM B – ACROBATIC WINGSUIT FLYING JUDGING CRITERIA

B-1 Scoring Grips

Grip scoring is only required for the Compulsory Rounds

- Each completed grip at the start of, during, and between each Compulsory sequence manoeuvre will be added up to create a total number of grips.
- If multiple grips are taken during and between each Compulsory sequence manoeuvre, only one grip will be counted.
- A grip that cannot be seen or is considered not to meet the definition in Section 2 by a majority of the Judges, will not be included in the total number of grips. Compulsory Rounds have to be made in the correct sequence. A Compulsory manoeuvre omitted in the sequence will result in one point being subtracted from the total number of grips for that round. This result may not be less than zero.

B-2 Scoring Style

Judges give a score (between 0 and 10 from 0.0 to 10.0, up to one decimal point) for each of the four (4) Compulsory Rounds and three (3) Free Rounds, using the following guidelines:

9-10 points - Routine is performed flawlessly with no noticeable mistakes.
6-9 points - Routine is performed with small mistake(s).
3-7 points - Routine is performed with medium mistake(s)
1-4 points - Routine is performed with large mistake(s).
0-1 points - Routine is not performed or not identifiable.

Examples of style:

- Flying skills: Ability to manoeuvre smoothly or fly in any orientation (vertically, horizontally, back flying, etc.).
- Precision, control: Ability of the Team to demonstrate body control and smoothness of transitions. All movements made by the Team are precise and deliberate, without a lot of "nervous" movement in the arms, legs, and body or heading.
- Teamwork: The ability to for the team to perform movements together to create a unified performance.
- Body position: the performers' posture should present clean and defined arm and leg position ideal for flight.
- Grips: each grip is made smoothly and fully in control.
- Levelling: the performer is adjusting fall rate and level accordingly during each manoeuvre.
- Proximity: the performers stay close together, never moving more than one body distance apart.
- Transitions: more complex manoeuvres are made according to the intended figures, rather than broken down into two or more simpler elements.

Small Mistake Examples:

- Manoeuvre: finish slightly off heading, slight wobble, etc. Manoeuvre: arms bent down or forward, knees bent
- Manoeuvre: grips made resulting in tension and movement Medium mistake examples:
- Manoeuvre: significantly off heading, wobble, not enough rotation, etc.
- Manoeuvre: grips made with considerable force, not fully in control Major mistake examples:
- Manoeuvre: completely missing required elements or performed so poorly that the manoeuvre is barely recognizable.
- Not generating forward movement (using aerodynamic properties of the Wingsuit).
- Manoeuvre: grips made with considerable force, resulting in out of control flying by one or both Performers.

B-3 Scoring Camera

Judges will give two (2) scores for camera work: one for Quality (between 0.0 and 7.0, up to one decimal point); and one for Progressive Work (between 0.0 and 3.0, up to one decimal point) for each of the three (3) Free Rounds, using the following guidelines, based on the worst mistake(s) judged in the camerawork:

Quality

6-7 points - Camerawork is performed flawlessly with no noticeable mistakes.
4-6 points - Camerawork is performed with small mistake(s).

2-5 points - Camerawork is performed with medium mistake(s).
1-3 points - Camerawork is performed with large mistake(s).
0-1 points - Camerawork shows no Performer manoeuvres.

Progressive Work

3 points - Routine is performed with a significant amount of successful progressive work.

2 points - Routine is performed with some successful progressive work.

1 point - Routine is performed with minimal progressive work. 0 points - Routine is performed with no progressive work.

Examples for good camerawork video quality:

- Video is smooth and does not bounce around.
- Performers occupy most of the video and remain centred
- Cameraman remains within a consistent distance of the Performers.

Examples for Progressive Work:

- Back flying
- Carving
- Multi-axis views
- Utilizes advanced flying techniques (i.e. Carving around the performers, back flying) resulting in creative angles without loss of framing or proximity.

Small mistake examples:

- Momentary loss of framing or focus, occasional minor distance errors, etc.

Medium mistake examples:

- Momentary loss of image, framing, focus, or distance errors for about 20 % or more of the sequence, etc.

Major mistake examples:

- Contact with one or both performers
- Loss of control, resulting in in lost framing of the performers or no video
- 50% or more of routine cannot be judged.

B-4 Scoring Dive Plan

Dive Plan scoring is only required for the free routine rounds. Judges give the following judging criteria a score, from 0.0 up to 10.0, to one decimal point, taking into account the following guidelines:

Technical

- Variety of moves: Performs several types of moves (using different orientations) within the Dive Plan
- Difficulty: The degree of difficulty of all moves and transitions in the routine
- Teamwork: The amount and type of teamwork within the dive plan – constant interaction, showing combined skills of all Team Members, synchronization with the cameraman
- Working time management: Ability to utilize working time and work the dive plan into the time allotted.
- Grip complexity, if present

Examples for Technical:

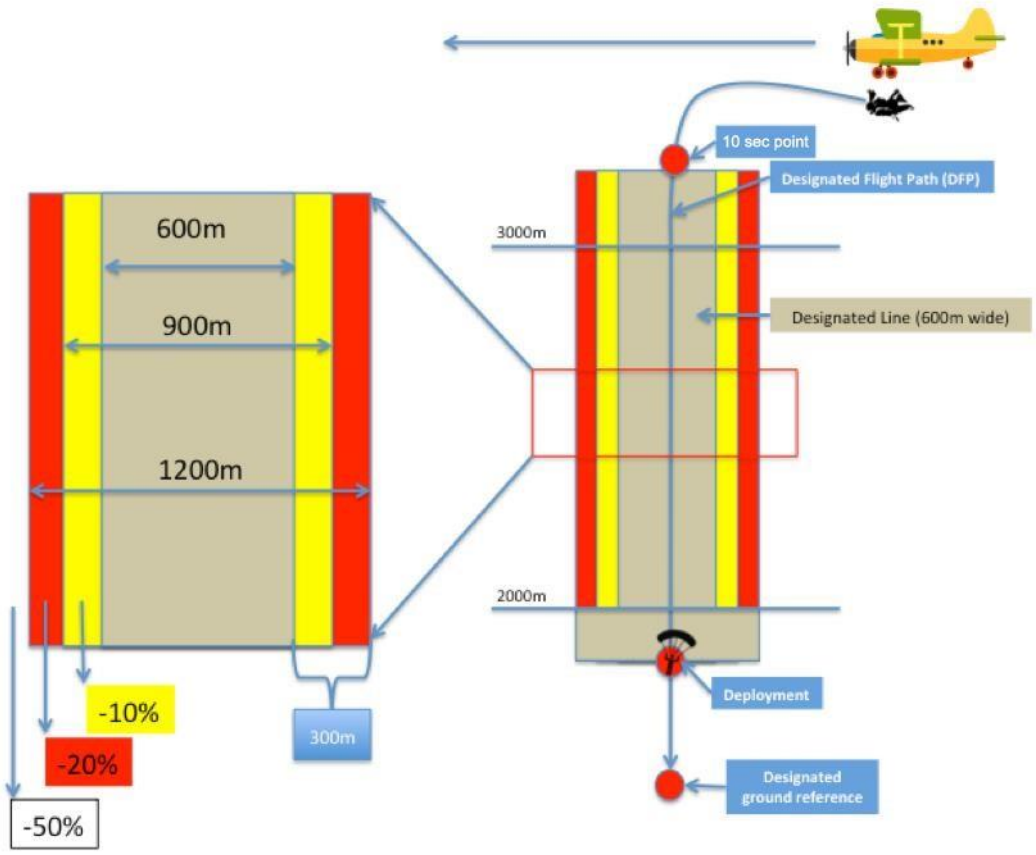
- The two (2) Performers maintain proper proximity throughout each sequence. All flying surfaces and/or flight angles are used (i.e. belly to earth and back flying steeper angles)
- A constant interaction and teamwork is displayed.
- The routine shows a wide variety of set sequences that vary by complexity. Team separation after each set sequence.
- Grip complexity, if present.

Presentation

- Visual excitement – Routine should hold the viewer's attention throughout, Dynamic variety - Entertaining without being unnecessary.
- Originality – Creative choreography, interesting beginning and ending

Examples for Presentation:

- The routine has a defining beginning and end.
- Working time is utilized to the fullest extent possible.
- The routine has a high level of creativity that contains new manoeuvres and flows from one set sequence to the next.
- The routine is enjoyable and aesthetically pleasing to watch.



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