

## **2-Way VFS and 4 –way VFS Rules and Technical Conditions**



1. **Venue:** Skyventure Colorado
2. **Event:** 2 way Freefly speed – 8 rounds, 4 way Freefly 8 rounds
3. **When:** January 31<sup>st</sup> and February 1<sup>st</sup> 2009
4. **Schedule:** TBD
5. **Registration and Pre-Registration:** Visit [www.SkyVentureColorado.com](http://www.SkyVentureColorado.com) or [www.team-future.net](http://www.team-future.net)
6. **Entertainment:** There will be a party Saturday January 31<sup>st</sup>. Awards will be given at the completion of each event.
7. **Video:**
  - 7.1 All flight sessions will be recorded onto DVD by the Skyventure Colorado Staff
  - 7.2 No camera or video equipment is allowed in the flight chamber or antichamber.
  - 7.3 By entering the competition each competitors agrees be filmed and they further agree to allow SkyVenture Colorado to use the footage as they wish.
8. **Eligibility for the FreeFly event:**
  - 8.1 All members of open teams must be experienced tunnel flyers and checked off to fly in a head down orientation and make Level III transitions in the tunnel.
  - 8.2 All members of intermediate teams must be experienced tunnel flyers and checked off to sitfly, and make level II transitions in the tunnel.
  - 8.3 All members of teams who are new to Skyventure Colorado must get full briefing on tunnel procedures and be checked off by IBA rated tunnel instructor.
  - 8.4 Team members may be of any nationality.
  - 8.5 Team members may be of any gender.
  - 8.6 One alternate per team may be nominated before the competition starts.
  - 8.7 An individual may be a member of only one team per discipline, even if this is as an alternate.
9. **Training/Practice Flights:**
  - 9.1 Training/Practice flights must take place before the compulsory draw. Any teams who fly after the draw but before the competition are automatically disqualified.
  - 9.2 Teams are responsible for their own training and tunnel time. Tunnel time may be booked upon availability.
10. **Equipment:**
  - 10.1 Each individual is responsible for supplying their own suitable clothing and footwear.
  - 10.2 Flight suits, helmets, goggles, elbow & knee pads and ear plugs may be supplied upon request on arrival, subject to availability.
11. **Competition Officials:** The competitors will be notified of the officials during the competitors briefing.
12. **General Competition Rules:**
  - 12.1 All participants accept these rules as binding by registering for the Skyventure Colorado Tunnel Competition. No departure from these rules is permitted.
  - 12.2 Where an unforeseen change is felt necessary to ensure the smooth running of the competition, a meeting will be held between Chief judge, Meet Organizers and competitors.
  - 12.3 The 2-way and 4 way -VFS events will consist of 8 Rounds of speed.
  - 12.4 The teams shall consist of two competitors for 2 way events and 4 competitors for 4 way events including the team captain. One alternate may be nominated. Alternates must be nominated prior to the start of the event.
  - 12.5 Each team shall be allocated 35 seconds working time per round.
  - 12.6 Skyventure and it's agents reserve the right to amend or cancel the competition and/or the prizes at their discretion.
13. **Objective:**
  - 13.1 The objective is for a team to complete as many scoring formations as possible within the working time, while correctly following the sequence for the round.
  - 13.2 The accumulated total points for all of the rounds completed is used to determine the final placing of teams.
14. **Performance Requirements:**

14.1 The speed routines consist of a number of randoms or blocks drawn from the pools as described in dive pool.

14.2 The round will consist of 4 or 5 points for the open class and 3 or 4 points for the Intermediate class.

14.3 The order in which teams must perform their randoms or blocks is drawn.

Once the 4 to 5 points have been completed, they should be repeated, in order, until the working time has ended.

14.4 It is the competitors' responsibility to show the points to the judges and not the judges responsibility to look for the points so stay in view of the judges.

14.5 2 Way VRW-- In Open round 1 will be drawn from the back / flat dive pool, round 2 will be drawn from the head up dive pool and rounds 3-8 will be drawn from the mixed head up and head down dive pool.

14.6 2 Way VRW-- In Intermediate rounds 1-2 will be drawn from the back / flat dive pool and rounds 3-8 will be drawn from the head up dive pool.

#### **15. The Draw:**

15.1 The draw will take place before the start of the competition and will be supervised by the Chief Judge.

15.2 The randoms and blocks, as shown in dive pool will be placed into one container. Each random and block will be drawn from the container, one at a time, without replacement.

#### **16. Tunnel Entry Procedure:**

16.1 The clock will start the moment a team member's feet leave the floor and enter into the wind.

16.2 After 15 seconds, the working time will begin if the competitors have not entered the tunnel.

16.3 There will be 15 seconds between the time the last team member exits the tunnel and when time will begin for the next group.

#### **17. Scoring:**

17.1 The performers perform all randoms and blocks in the order drawn, and as fast as the performers can accomplish them.

17.2 Performers continue to repeat all the randoms and blocks in the drawn order as many times as working time allows.

17.3 All points, proper body positions, and complete separations between moves must be clearly shown to the judges.

17.4 Each correctly performed random within the allotted working time will receive one (1) point. Each correctly performed block within the allotted time will receive two (2) points. If the top or bottom of the block is performed correctly you will receive one (1) point.

17.5 Any incorrectly performed or non judge-able random will lead to a score of zero (0) points. Any incorrectly performed block will result in zero (0) points. If the top or bottom of a block is performed incorrectly you will only receive a point for the portion that is performed correctly. If the inter is performed incorrectly you will not receive a point for the bottom of the block.

17.6 Total separation is required between blocks and random formations. Failure to meet the requirement of total separation will lead to a score of zero (0) points for that block or random.

17.7 An omitted random or block will lead to a deduction of two (2) points. An omission is one of the following:  
A random or block is missing from the drawn sequence.

No clear intent to build the correct random or block is seen and another formation is presented.

17.8 The minimum number of point for this Compulsory Round is zero (0) points.

17.9 A majority of the judges must agree on the evaluation of correct, incorrect or non-judgeable randoms, of the total separation requirement and of an omission.

#### **18. Judging:**

18.1 The flights will be judged from the viewing gallery and also videoed using the Skyventure cameras.

18.2 A minimum of two judges must evaluate each team's performance.

18.3 The Chief Judge is responsible for all judging and scoring.

18.4 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 has occurred, the Chief Judge will direct that only that part(s) of the flight in question be reviewed. If the review results in a unanimous decision by the Judges 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 flight.

**19. Re-flights:** Re-flights will only take place at the Chief Judge's discretion.

**20. Determination of the Champion Team:** The title of the Skyventure Colorado Tunnel Competition champion team will be awarded to the team with the highest scores in the completed rounds.

**21. These rules are subject to change if deemed necessary by meet director and/or judges.**