

# Annex 3

## 3. Austrian Nationals in Indoor Skydiving and 3. WINDOBONA Open Championship

**08.-10.03.2019**

Vertical Formation 2-way is not regulated in the FAI, but by the Austrian Competition Rules for Indoor Skydiving.

The rules of the FAI 4way –VFS are analogous.

The Divepool published on the webpage of the Austrian Aeroclub is valid. [www.aeroclub.at](http://www.aeroclub.at)

(Be aware that this dive is being revised and will be re-newed soon)



## Annex 4

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## 2-way Formation and 2-way Formation Junior

Every Round consists of a sequence of 4 formations.

4 formations means a draw of 2 blocks. Each block consists of 2 formations with the corresponding inter or separation.

Between each block a total separation needs to be shown. The aim of the competition is to present as much formations in the specified working time.

The workingtime per round lasts 35 sec.

All definition of the FAI Reglement and the Austrian Competition Rules for 4way Formation are valid, except the amount of teammembers.

It is the responsibility of the team to show clearly the start of the workingtime, the correct formations, the Inters and the separations between formations.

It is not necessary to show a perfectly symmetrical formation to score. The formation needs to be correct in grips and needs to be shown in controlled body position. Mirroring of the 2 way divepool is not allowed.

The turning direction of the formation must be respected. As long the formations are shown correctly, it is however possible to adjust the degrees of turns or the degrees of angles in the formation during the sequence.



# Annex 5

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## Dynamic 2way / 4way Indoor Skydiving

In general the rules of the FAI Regulations are valid.

The following exceptions are specified:

There will be only 3 judges. The position is specified as follows: Sideline/Centerline/Computer (Time management). The judging will be live.

There will be only speedrounds and the competition is limited to the intermediate divepool for 4 way and the open divepool for 2 way:

- Lines: Headdown Inface Snake, Headup Inface Snake, Headdown Mix Inface Snake
- Verticals: Back Layout, Headup 360°, Classic
- Mixers: Head Down Inface Circles, Head up Inface Circles, Head Up Shuffler

If there are 4 or more competing teams the tournament regulation will take place. If there are less than 4 teams (open and Austrian competition the winner will be determined by a points system):

The 6 speedrounds will be announced by a draw. The team with the best time gets the highest points after each round (if there are 3 teams the highest point would be 3). If there are 3 teams, the fastest team will get 3 points, the second fastest gets 2 points and the last team gets 1 point. The winner is the team with the highest score after 6 rounds. Another „Jump-off“ round will take place if there are equal scores.

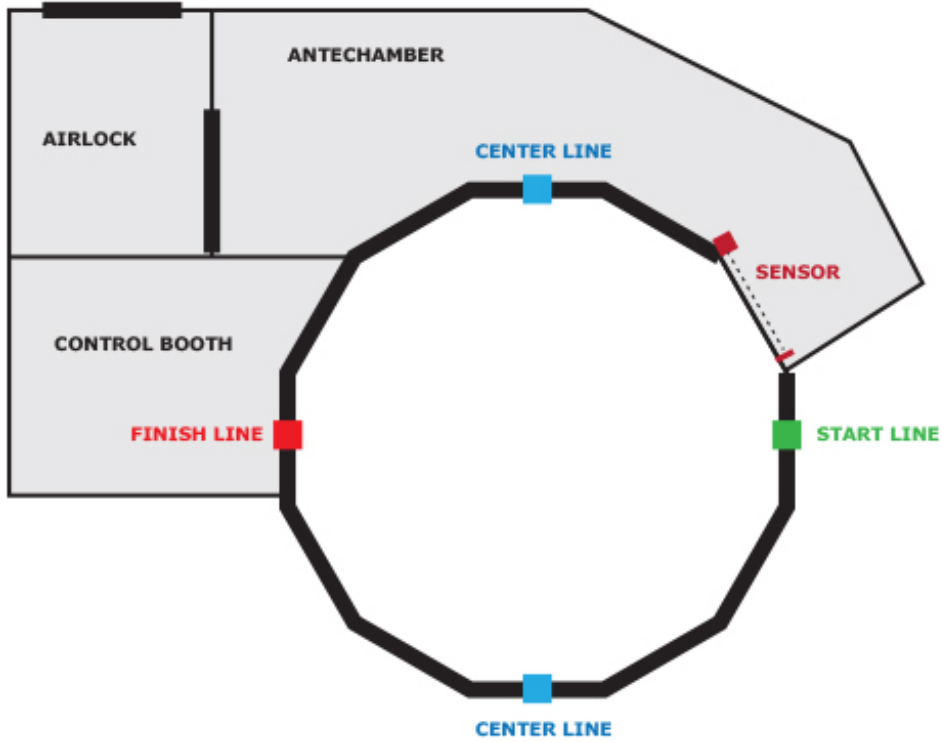
There will be a voluntary free round in addition to the speed rounds, that is not part of the competition.

The working time will be 60sec. Hereby all dynamic teams get the chance to perform their freeround. The judgement will be done by the competing teams (but not the performing teams) and will be judged with the following criteria:

- windspeed
- technicality
- synchronity
- timing

It will be judged with a 1-10 points system, 10 is the highest scoring and the average of the judging teams will be the final score. Every participant has one vote. The judgement will take place in the viewing gallery.

The lines are placed like the following draw:





# Annex 6

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Dynamic Solo

Dynamic Solo is not covered by the FAI. The rules of dynamic 2way/4way will be used as guideline and therefore the open divepool is valid. For further definition the videos from dynamic-flying.com will be used and are available on the website.

## Divepool:

### Lines

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

### Verticals

Back  
layout  
Botto  
m loop  
Classi  
c  
Butterf  
ly  
Bottom loop 360 (Head down  
360) Half barrel roll 180  
Layout 360 (Head up 360)

### Mixers

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

The lines are placed like the following draw:



