



# **International Bodyflight Association**

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**Competition Rules**

## **3-Way Formation Indoor Skydiving**

*2016-2017 Edition  
Effective 01 June 2016*

## International Bodyflight Association

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The IBA would like to thank Claire Scott and Chris Hollis for granting permission to adapt their 3-way competition rules.

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## 1 Introduction

### 1.1 The IBA Authority

The competition will be conducted under the authority granted by the IBA, according to the regulations of the IBA and these rules. All participants accept these rules and the IBA regulations as binding by registering in the competition.

### 1.2 Objective of the Event

The objective of the event is for each team to complete as many formations as possible within the scoring time, while correctly following the sequence for the round. The accumulated total of all rounds completed is used to determine the placing of the teams. The 3-way FS Competition is an exciting introduction to the world of Formation Skydiving designed for entry-level flyers.

## 2 Definitions of Words and Phrases Used in These Rules

### 2.1 Formation

A formation consists of flyers linked by grips.

### 2.2 Grip

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

### 2.3 Body

The body consists of the entire competitor and his or her equipment.

### 2.4 Dive Pool

The dive pool consists of the random formations and block sequences depicted in the addenda of these rules.

### 2.5 Total Separation

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.

## 2.6 Sequence

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

## 2.7 Scoring Formation

A 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 as appropriate.

## 2.8 Infringement

Infringement is one of the following:

1. An incorrect or incomplete formation which is followed within working time by total separation
2. A correctly completed formation preceded by incorrect total separation.
3. A formation or total separation not clearly presented.

## 2.9 Omission

An omission is one of the following:

1. A formation is missing from the drawn sequence.
2. No clear intent to build the correct formation is seen and another formation is presented and there is an advantage to the team resulting from the substitution.

## 2.10 Flight Time

Flight time is the period of time, as specified in 4.6.1, during which a team performs one round.

## 2.11 Working Time

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 4.7.

### 3 Safety

All competitors must be signed off as a Flyer Level 1 and have at least a minimum flying ability to participate safely in 3-way tunnel flying (previous experience of flying 3-way formations is advised prior to competition).

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 two other people.

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.

Questions regarding your suitability for this competition contact the event organizer or communicate with your wind tunnel coach.

### 4 General Rules

#### 4.1 Performance Requirements

- 4.1.1 Each round consists of a sequence of formations depicted in the dive pools of the appropriate addendum, as determined by the draw.
- 4.1.2 It is the responsibility of the team to clearly present the start of working time, correct scoring formations and total separations to the judges. Judges are asked to do their best to look for points but it is ultimately the competitors' responsibility to show the points to the judges.
- 4.1.3 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.
- 4.1.4 In sequences, total separation is required between block sequences, between random formations, and between block sequences and random formations.
- 4.1.5 Where degrees are shown (180°, 360°) this indicates the approximate degrees and direction of turn required to complete the block as intended.
- 4.1.6 Assisting handholds on other bodies in a scoring formation are not permitted.
- 4.1.7 Coaches and Instructors are to never touch the competitors inside the wind tunnel other than to spot a potentially dangerous situation.
- 4.1.8 Minimum time between rounds shall be no less than five minutes.

#### 4.2 Composition of Teams

- 4.2.1 Teams competing in a 3-way event can be determined either by the team members pre-registering together or via a Scrambles method.



- 4.2.2 Competitions can be composed of teams of both types.
- 4.2.3 For a Scrambles event, the event organizer will pair up participants on the day of the event during the competition briefing based on fall rate and skill level of flyers.
- 4.2.4 For a Pre-registration team-specific event, a pre-determined team consisting of 3 flyers will register and participate.
- 4.2.5 No judge bias or handicap will exist between teams of either category.

#### 4.3 **Flight Order**

- 4.3.1 The flight order for the competition will be determined by a draw prior to the start of the competition by a random draw during the competition brief.

#### 4.4 **The Draw**

- 4.4.1 The draw of the sequences will be done via the IBA Draw Generator on [tunnelflight.com](http://tunnelflight.com) and announced publicly to all participants.
- 4.4.2 Teams will be given no less than 60 minutes knowledge of the results of the draw before the start of competition round one (1).
- 4.4.3 Each round will consist of a selection of block(s) and/or random(s) that equal exactly three (3) possible points.

#### 4.5 **Use of Skydiving and Tunnel**

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

#### 4.6 **Rounds**

- 4.6.1 All competition rounds consist of a series of 3-way formations to be flown against the clock with flight time lasting no more than 1 minute and a working time of 45 seconds.
- 4.6.2 Each team will receive one official practice round prior to competition round one.
- 4.6.3 In the Practice round - 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.
  - 4.6.3.1 No grips of any kind are to be taken between team members during the practice round.
- 4.6.4 A minimum of 3 rounds constitutes a competition wherein a winner can be determined.
- 4.6.5 Total number of rounds is determined by event organizer and released no less than 60 days prior to the competition.

## 4.7 Working Time

- 4.7.1 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 1 minute on the clock and the instructor will allow the team to enter.
- 4.7.2 The team is to build a 3-way Star formation prior to beginning the planned sequence for that round.
- 4.7.3 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.
- 4.7.4 Working time will commence once the first grip is broken.
- 4.7.5 Working time duration is 45 seconds for each round. The chronometer will be operated by the person appointed by the chief judge and/or event organizer.
- 4.7.6 It is the responsibility of the team to clearly present the start of working time, correct scoring formations and total separations to the judges. Judges are asked to do their best to look for points but it is ultimately the competitors' responsibility to show the points to the judges.

## 4.8 Video Recording

- 4.8.1 Video evidence is required for each flight.
- 4.8.2 For the purpose of these rules, "video equipment" refers to the equipment installed or appointed by the hosting wind tunnel or by the event organizer specifically for the competition. No other video is allowed for judging.
- 4.8.3 Video is to come from either a top-down or net-mounted camera wherein the entirety of the flight chamber is in view.
- 4.8.4 Camera must record all video in high definition 1080 with 25 frames per second.
- 4.8.5 A video controller will be appointed by the chief judge prior to the start of the judges' conference. The video controller is responsible for the functionality of the video equipment to ensure it is usable for the competition.

# 5 Judging

## 5.1 Judge Requirements

- 5.1.1 A minimum of one (1) judge must evaluate each team's performance.
- 5.1.2 Judging shall be undertaken either live or through video recording. The event organizer will determine which method is to be used prior to the start of competition and all teams must be judged using the same method.
- 5.1.3 Live judging will be undertaken on the flight deck with full view of the flight chamber.
- 5.1.4 Judging from video recording must be undertaken using approved cameras from either a top-down or net-mount camera view as established in 4.8.3.



5.1.4.1 Judges will watch the video evidence of each flight once at normal speed to determine points in time.

5.1.5 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 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.

5.1.6 Judges shall have previous experience competing and coaching FS events, and who are acceptable to the meet director.

## 5.2 Scoring

5.2.1 Each completed formation executed correctly within the working time will score one point.

5.2.2 Formations not completed or incorrectly executed shall not be scored.

5.2.3 No points will be added or deducted for an infringement or an omission.

## 5.3 Re-flights

5.3.1 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 team, in which case no reflight will be granted and the team's score for that flight will be zero (0).

5.3.2 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.

5.3.3 Problems with a competitor's equipment shall not be grounds for the team to request a re-flight.

## 5.4 Ties

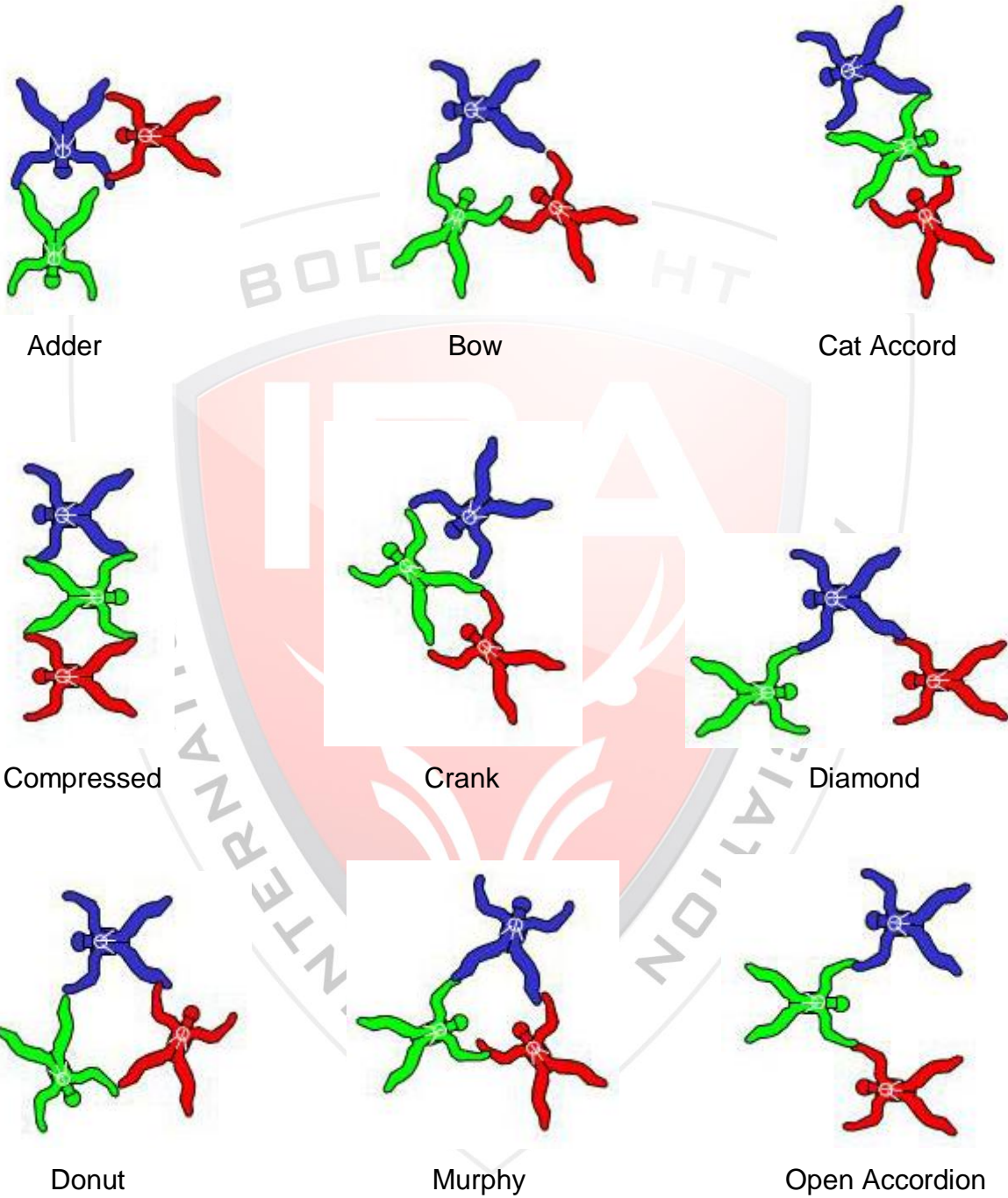
5.4.1 If two or more teams have equal total scores, the following order of procedures will be applied until the first three placings are determined:

5.4.1.1 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.

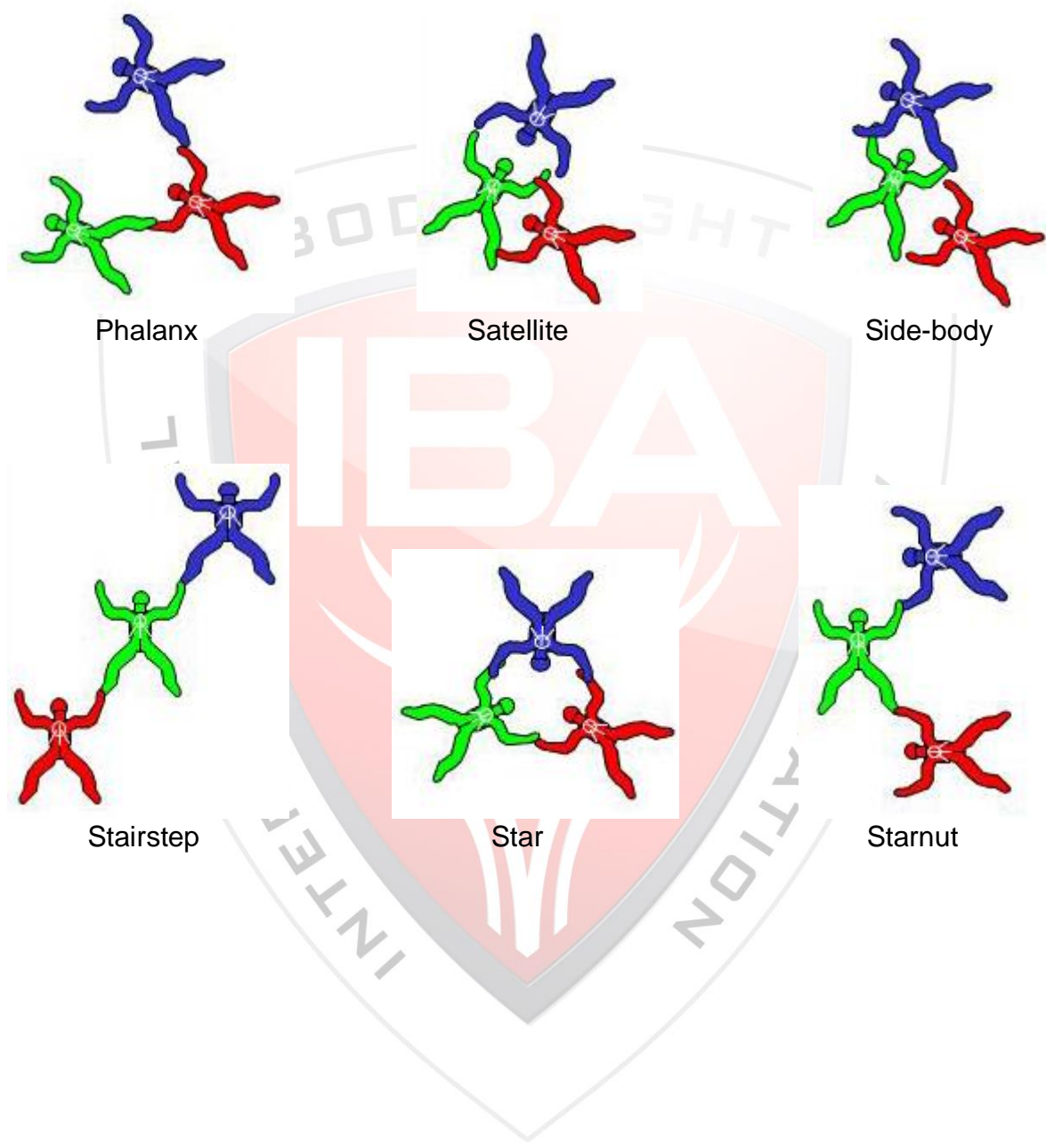
5.4.1.2 The highest score in any given completed round.

5.4.1.3 The fastest time (measured to hundredths of a second) to the last common scoring formation in the last completed round.

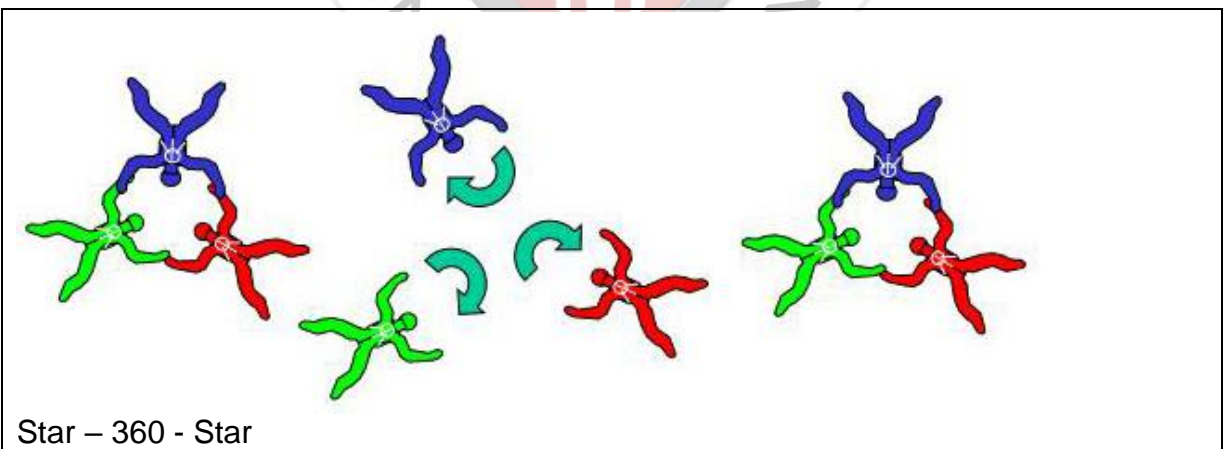
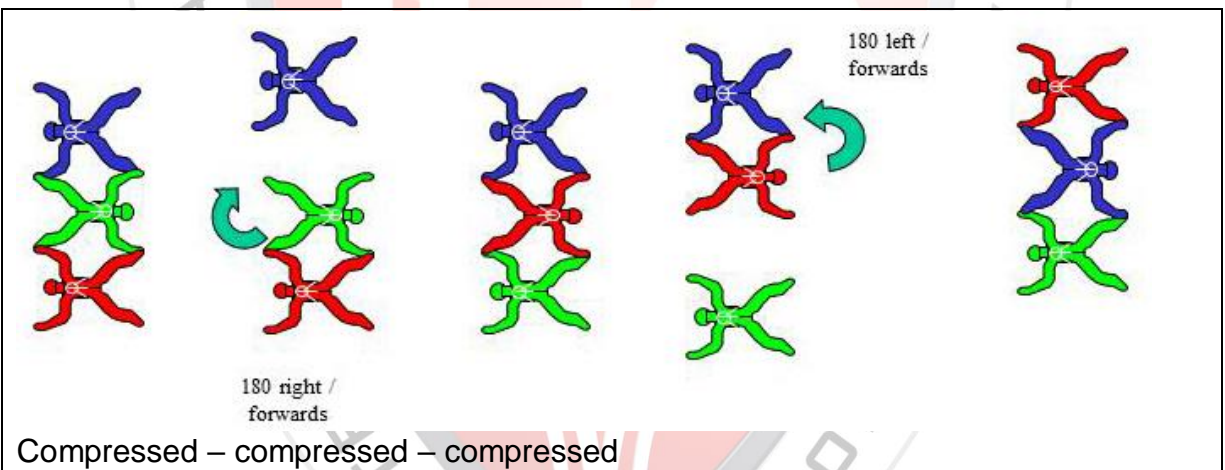
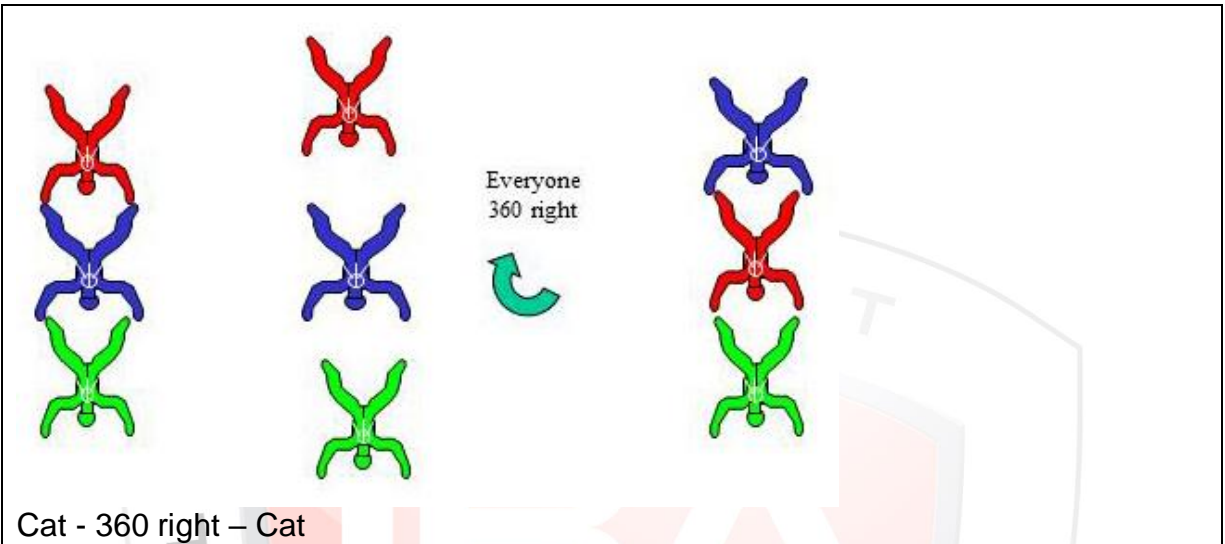
### ADDENDUM A - 3-Way FS Random Formations Dive Pool



### ADDENDUM A - 3-Way FS Random Formations Dive Pool



### ADDENDUM B - 3-Way FS Block Sequences Dive Pool





### ADDENDUM B - 3-Way FS Block Sequences Dive Pool

