

Paraclete XP SkyVenture

2-Way VFS Open and Advanced Categories Information, Rules and Technical Conditions

1. **Venue:** Paraclete XP
2. **Event:** 2-way Freestyle VFS – 6 rounds
3. **When:** February 4-5, 2012
4. **Schedule:** TBD
5. **Registration and Pre-Registration:** TBA
6. **Entertainment:** There will be a dinner and Huck Jam after the competition on Saturday February 4th.
7. **Video:**
 - a. All flight sessions will be recorded onto hard drives by the Paraclete XP Staff.
 - b. No camera or video equipment is allowed in the flight chamber or antechamber.
 - c. By entering the competition each competitor agrees to be filmed and they further agree to allow Paraclete XP use of the footage as they wish.
8. **Eligibility:**
 - a. All members of Open teams must be experienced tunnel flyers, checked off to fly in a head-down orientation, and make level III transitions.
 - b. One member of Advanced teams must be checked off to fly head-down and make level III transitions. The other member must be checked off to sit-fly and make level II transitions.
 - c. All members of teams who are new to Paraclete XP must get full briefing on tunnel procedures and be checked off by an IBA rated tunnel instructor.
 - d. Team members may be of any nationality.
 - e. Team members may be of any gender.
 - f. One alternate per team may be nominated before the competition starts.
 - g. An individual may be a member of only one team per discipline, even if this is as an alternate.
9. **Training/Practice Flights:**
 - a. Training/practice flights must take place before the compulsory draw. Any teams who fly after the draw but before the competition are automatically disqualified.
 - b. Teams are responsible for their own training and tunnel time. Tunnel time may be booked upon availability.
 - c. Any team found to be using the remainder of a competition round after the working time is complete to train/practice for upcoming rounds is automatically disqualified.
10. **Equipment:**
 - a. Each individual is responsible for supplying their own suitable clothing and footwear.
 - b. 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:**

- a. All participants accept these rules as binding by registering for the Indoor Skydiving Championships. No departure from these rules is permitted.
- b. 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.
- c. The team shall consist of two competitors including the team captain. One alternate may be nominated. Alternates must be nominated prior to the start of the event.
- d. Paraclete XP and its agents reserve the right to amend or cancel the competition and/or the prizes at their discretion.

13. Objective:

- a. 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.
- b. Each team shall be allocated 35 seconds of working time per round.
- c. The Advanced and Open classes of 2-way VFS will consist of 6 rounds.
- d. The accumulated total points for all of the rounds completed are used to determine the final placing of teams.

14. The Draw:

- a. The draw will take place before the start of the competition and will be supervised by the Chief Judge.
- b. The order in which teams must perform their randoms or blocks is drawn.
- c. The round will consist of 5 or 6 points for the Open class and 4 or 5 points for the Advanced class.
- d. 2-way VFS Open: Rounds 1-2 will be drawn from the belly/back dive pool, rounds 3-6 from the entire vertical dive pool.
- e. 2-way VFS Advanced: Rounds 1-2 will be drawn from the belly/back dive pool, rounds 3-6 from entire vertical dive pool excluding points marked as PRO (blocks and randoms with both competitors head-down.)

15. Tunnel Entry Procedure:

- a. For the Open and Advanced categories, the clock will start the moment a team member's feet leave the floor and enter into the wind.
- b. After 15 seconds, the working time will begin if the competitors have not entered the tunnel.
- c. There will be 15 seconds between the time the last team member exits the tunnel and when time will begin for the next group.

16. Scoring:

- a. The performers execute all randoms and blocks in the drawn order as fast as they can accomplish them in a controlled manner.
- b. Performers continue to repeat all the randoms and blocks in the drawn order as many times as working time allows.
- c. All points, proper body positions, and complete separation between moves must be clearly shown to the judges in a controlled manner. It is the competitors' responsibility to show the points to the judges and it is the judges' responsibility to look for the points.

- d. Each random correctly performed within the allotted working time will receive one (1) point. Each block correctly performed within the allotted working time will receive two (2) points.
- e. Any incorrectly performed or non-judgeable random will result in zero (0) points. Any random performed while either competitor is touching the net will result in zero (0) points.
- f. Any incorrectly performed or non-judgeable block will result in zero (0) points. If the top or bottom of a block is performed incorrectly, but the rest is performed correctly you will receive one (1) point for the portion performed correctly. If the inter is performed incorrectly you will not receive a point for the bottom of the block. Touching the net during any portion of the block will result in a zero (0) for that portion of the block.
- g. Scoring formations need not be presented perfectly symmetrical, but they must be presented in a controlled manner. A hand slap is not a controlled grip and will result in a non scorable formation.
- h. Mirror images of random formations and whole block sequences are permitted.
- i. Total separation is required between blocks and random formations. Failure to meet the requirement of total separation will result in an incorrectly performed formation. If the formation is a random, you will get a zero (0) for the formation. If the formation is a block, you will not get a point for the top of the block.
- j. An omitted random or block will result in a deduction of three (3) points off the final score for the round. An omission is one of the following: 1) A random or block is missing from the drawn sequence; 2) No clear intent to build the correct random or block is seen and another formation is presented.
- k. The minimum number of points for a round is zero (0).
- l. A majority of the judges must agree on the evaluation of correct, incorrect or non-judgeable randoms and blocks, of the total separation requirement, and of an omission.

17. Judging:

- a. The flights will be judged from the viewing gallery and also videoed using the Paraclete XP cameras.
- b. The Chief Judge is responsible for all judging and scoring.
- c. 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.

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

19. Determination of the Champion Team: The title of the Indoor Skydiving

Championships champion team will be awarded to the team with the highest scores in the completed rounds.

2-WAY VFS DIVE POOL

DOCK LOCATIONS & FLIGHT ORIENTATIONS

LOCATIONS

Head	Above the neck.
Shoulder	Between the neck and arms.
Arm	Shoulder to finger tips.
Hand	The wrist to the finger tips.
Leg	Upper leg to toes.
Upper Leg	Between the hip and the knee.
Foot	Between the ankle and the toes (ankle is excluded.)
Sole	The bottom of the foot.

ORIENTATIONS

Belly	Belly to Earth position with horizontal torso.
Back	Back to Earth position with horizontal torso.
Head-Up	Feet / knees to Earth position with vertical torso.
Head-Down	Head to Earth position with vertical torso.

BELLY / BACK

Randoms

BB-01 Belly Star

Both performers are on their bellies. The performers have a grip on both of the other's opposite arm (right-to-left and left-to-right).

BB-02 Back Star

Both performers are on their backs. The performers have a grip on both of the other's opposite arm (right-to-left and left-to-right).

BB-03 Belly Closed Accordion

Both performers are on their bellies. Each performer has a single-handed grip on the other's same leg (right-to-right or left-to-left).

BB-04 Mixed Closed Accordion

One performer is on their belly, the other on their back. Each performer has a single-handed grip on the other's opposite leg (right-to-left or left-to-right).

BB-05 Back Open Accordion

Both performers are on their backs. A grip is taken on the other's same arm (right-to-right or left-to-left).

BB-06 Mixed Open Accordion

One performer is on their belly, the other on their back. A grip is taken on the other's opposite arm (right-to-left or left-to-right).

BB-07 Back Side Body

Both performers are on their backs. One performer has a double-handed grip on the other's arm and leg (arm and leg must be on the same side of the body).

BB-08 Mixed Side Body

One performer is on their belly, the other on their back. One performer has a double-handed grip on the other's arm and leg (arm and leg must be on the same side of the body).

BB-09 Back Cat

Both performers are on their backs. One performer has a double-handed grip on the other's same leg (right-to-right and left-to-left).

BB-10 Mixed Cat

One performer is on their belly, the other on their back. One performer has a double-handed grip on the other's opposite leg (right-to-left and left-to-right).

BB-11 Back Stair Step

Both performers are on their backs. One performer has a single-handed grip on the other's opposite leg (right-to-left or left-to-right).

Blocks**BB-12 Back Grip 360 Grip**

A Back Open Accordion is performed (BB-05) Each performer then performs a 360 degree turn relative to the other performer followed by a repeat of the original Back Open Accordion.

BB-13 Back Grip Over/Under Grip

A Back Open Accordion is performed (BB-05). Performer A's body goes over performer B's body, then performer B's body goes over performer A's body followed by a repeat of the original Back Open Accordion.

HEAD-UP**Randoms****HU-01 Hand-to-Hand**

A grip is taken on the other's opposite arm (right-to-left or left-to-right)

HU-02 In-Facing Double Grip

Performers have a grip on each of the other's opposite arms (right-to-left and left-to-right).

HU-03 Out-Facing Double Grip

Performers have a grip on each of the other's opposite arm (right-to-left and left-to-right).

HU-04 Hand-to-Foot

One performer has a single-handed grip on the other's opposite foot (right-to-left or left-to-right).

HU-05 Hands-to-Feet

One performer has a double-handed grip on each of the other's opposite feet (right-to-left and left-to-right).

HU-06 Feet-to-Knees

One performer has a double-footed dock on each of the other's opposite upper legs (right-to-left and left-to-right).

HU-07 Totem

Both performers face the same direction. One performer has a double-footed dock on each of the other's same shoulders (right-to-right and left-to-left).

HU-08 Double Spock

Each performer has a single-handed grip on the top of the other's head.

Blocks**HU-9 Grip 360 Grip**

A grip is taken on the other's same arm (right-to-right or left-to-left). Each performer then performs a 360 degree turn relative to the other performer followed by a repeat of the original grip.

HU-10 Grip Carve Grip

A grip is taken on the other's same arm (right-to-right or left-to-left). Performer A maintains heading (within 10 degrees relative to the tunnel), while Performer B does a 360 degree carve around the Performer A, followed by a repeat of the original grip.

HU-11 Grip Flip Grip

A grip is taken on the other's same arm (right-to-right or left-to-left). Each performer does a front flip or back flip, followed by a repeat of the original grip.

HU-12 Grip Over/Under Grip

A grip is taken on the other's same arm (right-to-right or left-to-left). Performer A's body goes over Performer B's body, then Performer B's body goes over Performer A's body while both performers maintain the same heading (within 30 degrees relative to the tunnel), followed by a repeat of the original grip.

HEAD-UP / HEAD-DOWN

Randoms

HD-01 Joker (ADV / PRO)

One performer is head-up, the other head-down. A grip is taken on the other's opposite arm (right-to-left or left-to-right).

HD-02 In-Facing Double Grip (PRO)

Both performers are head-down. While facing each other, a grip is taken on each of the other's opposite arm (right-to-left and left-to-right).

HD-03 Mixed In-Facing Double Grip (ADV / PRO)

One performer is head-up, the other head-down. While facing each other, a grip is taken on each of the other's same arm (right-to-right and left-to-left).

HD-04 Out-Facing Double Grip (PRO)

Both performers are head-down. While facing away from each other, a grip is taken on each of the other's opposite arm (right-to-left and left-to-right).

HD-05 Mind Warp (ADV / PRO)

One performer is head-up, the other head-down. The head-up performer has a double-handed grip on the head-down performer's head.

HD-06 Double Spock (ADV / PRO)

One performer is head-up, the other is head-down. Each performer has a single-handed grip on the other's head.

HD-07 Sole-to-Sole (ADV / PRO)

One performer is head-up, the other head-down. Each performer has a single-footed dock with a sole on the other's same sole (right-to-right or left-to-left).

HD-08 Stair Step (PRO)

Both performers are head-down. One performer performs a single-handed grip on the other's opposite leg (right-to-left or left-to-right).

HD-09 Vertical Closed Accordion (ADV / PRO)

One performer is head-up, the other head-down. Each performer has a single-handed grip on the other's same leg (right-to-right or left-to-left).

HD-10 Sixty-Nine (ADV / PRO)

One performer is head-up, the other head-down. The head-down performer has a double-handed grip on each of the other's same feet (right-to-right and left-to-left).

Blocks

HD-11 Double Sixty-Nine (PRO)

A Sixty-Nine is performed (HD-01). The head-up performer transitions to head-down and the head-down performer transitions to head-up. Another Sixty-Nine is performed with both performers in the new orientation.

HD-12 Grip 360 Grip (PRO)

Both performers are head-down. A grip is taken on the other's same arm (right-to-right or left-to-left). Each performer then performs a 360 degree turn relative to the other performer followed by a repeat of the original grip.

HD-13 Grip Carve Grip (PRO)

Both performers are head-down. A grip is taken on the other's same arm (right-to-right or left-to-left). One Performer A maintains heading (within 10 degrees relative to the tunnel), while Performer B does a 360 degree carve around the Performer A, followed by a repeat of the original grip.

HD-14 Grip Flip Grip (ADV / PRO)

One performer is head-up, the other head-down. A grip is taken on the other's same arm (right-to-right or left-to-left). Each performer does a front flip or back flip, followed by a repeat of the original grip.

HD-15 Grip Half-Eagle Grip (PRO)

One performer is head-up, the other head-down. A grip is taken on the other's same arm (right-to-right or left-to-left). The head-down performer goes under the head-up performer and does a half front-loop transition to head-up while the head-up performer goes over the head-down performer and does a half front-loop transition to head-down. The original grip is retaken with both performers in their new orientations.

HD-16 Grip Half-Cradle Grip (PRO)

One performer is head-up, the other head-down. A grip is taken on the other's same arm (right-to-right or left-to-left). The head-up performer goes under the head-down performer and does a half back-loop transition to head-down while the head-down performer goes over the head-up performer and does a half back-loop transition to head-up. The original grip is retaken with both performers in their new orientations.