



Grand Prix Competition Rules 2017





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1. Location **Indoor Skydive Roosendaal**
De Stok 24
4703SZ Roosendaal
NETHERLANDS
+31-165-520547
<http://www.indoorskydive.com>
info: gp@indoorskydive.com
<http://www.isrgp.nl>

2. Category **Formation Skydiving (FS) 4 way open.**

Professional	(AAA)	– 8 rounds
Intermediate	(AA)	– 8 rounds
Amateur	(A)	– 8 rounds
Rookie	(R)	– 8 rounds

All teams in all disciplines have 1x 1min warm up round in the morning of the competition in order to set the correct windspeed.

3. Date of competition Saturday 25 november 2017

4. Schedule 08:00 – 20:00

5. Prizes
 - 5.1 The ISR-GP organization will provide trophies and medals for top 3 ranked teams in all categories
 - 5.2 The Dutch Skydiving Committee (KNVVl) will provide extra medals for the top 3 ranked Dutch teams in all categories and hereby recognizing the official FAI/IPC Dutch Indoor Skydiving titles
 - 5.3 Additional prizes will be composed by our partners and sponsors, updates can be followed on www.isrgp.nl

6. Participants
 - 6.1 All members of teams should be experienced tunnel flyers.
 - 6.2 Participants who have not flown before at ISR must be checked out and be briefed regarding safety and house rules.
 - 6.3 Team members may be from any nationality.
 - 6.4 Team members may be of any gender.
 - 6.5 One alternate per team may be nominated before the competition starts (see registration).
 - 6.6 An individual may be a member of only one team.

7. Registration

In order to plan this event as tight as possible and also to be able to estimate the number of visitors in our building regarding safety, registration is obliged by application only, till the 10th of November.
Visit www.isrgp.nl/register for the registration form.





8. Registration fees

- 8.1 Entry fee for 2017 will be 325 Euro per team, after September 26th this will be 375 Euro.
- 8.2 Entry fees must be paid upon registration before oct 1 (325) or before nov 15 (375).
- 8.3 Entry fees are non refundable unless the competition is cancelled by ISR.

9. Training flights/practice times

- 9.1 Training is permitted only before the competition.
- 9.2 One practice run for all teams will be allocated on the morning of the competition, main purpose is to set the correct windspeed

10. Equipment

- 10.1 Each participant is responsible for supplying their own suitable clothing and footwear.
- 10.2 Flight suits, helmets, goggles, elbow and knee pads and ear plugs may be supplied upon request on arrival, subject to availability.
- 10.3 Weightbelts must be worn inside flight suits.

11. Competition officials and judges

- 11.1 During the morning briefing the competitors will be introduced to the competition officials and judges.

12. Catering

- 12.1 Our restaurant-bar will be available for all competitors, in the evening there will be a party.
- 12.2 Alcohol is not permitted to those who are flying until the end of the competition.

13. Video

- 13.1 All competition flights will be recorded on our system for which we will adjust the camera position in an ideal position for the judges
- 13.2 Copies of all flights sessions can be downloaded in the team room **after** the competition.
- 13.3 Foto and or video equipment is **not** allowed in the flight chamber / waiting area unless ISR has given written permission for this. The viewing gallery is open for everyone also with foto video equipment
- 13.4 All participants agree to be filmed upon registering, and all the resultant images shall be owned by ISR.

14 Reflights and protest

- 14.1 Re-flights will only take place at the chief judge's discretion





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- 14.2 In the event of a team disputing a judging decision, an appeal may be lodged through the meet director. A protest fee of 25euro will be payable for each appeal raised, regardless of the outcome.
- 14.3 Appeals must be received within 2 hours of the round scores being released. Appeals after this time will not be allowed.
- 15 Champion, awards and titles
- 15.1 The title ISR Grand Prix 2017 champion will be awarded to the teams with the highest scores in the completed different category rounds.
- 15.2 Awards will be presented to the top three scoring teams in each category
- 15.3 In addition, the top scoring Dutch teams in all categories, will hold the Dutch Indoor Skydiving Champion title





FORMATION SKYDIVING RULES ISR GRAND PRIX

16. FS General rules

- 16.1 All participants accept these rules as binding by registering for The ISR Grand Prix 2017. No departure from these rules is permitted.
- 16.2 Where an unforeseen change is felt necessary to ensure the smooth running of the competition, a meeting will be held between the chief judge, meet director and team captains in order to come up with the best solution for everybody.
- 16.3 FS4 will consist of 1 warm up round and 8 competition rounds
- 16.4 FS4 teams consist of 4 competitors including the team captain, one alternate per team may be nominated.
- 16.5 Competitors may only be members of one team per discipline, including alternates.
- 16.6 Work time for FS4 is 35 seconds,
 - 16.6.1.1 In AAA and AA, time starts when both feet of any flyer are released from the doorstep
 - 16.6.1.2 In single A and Rookie category time starts after releasing the mandatory start figure star.
- 16.7 If the draw in a specific round for rookie or A category shows a star as a first figure in the sequence, this figure should be skipped for the first rotation to avoid a confusing star-star start of the round, after the first rotation, this figure should be included in the following rotations.
- 16.8 Indoor Skydive Roosendaal reserves the right to amend or cancel the competition and/or prizes at their discretion. In the event of the competition being cancelled ISR cannot be held liable for competitors (travel) costs.
- 16.9 One door will be used for entry and exit sequence.
- 16.10 This information is subject to change and will be held up to date on the competition website www.isrgp.nl

17. Objective of FS4

- 17.1 The objective is for a team to complete as many scoring formations as possible within the working time, while correctly following the sequence for that round.
- 17.2 The accumulated total of all rounds completed is used to determine the final placing of the teams.

18. FS4 requirements

- 18.1 Each round consists of a sequence of formations described in the divepool for each category. Teams may continue scoring by continually repeating the sequence.
- 18.2 It is the responsibility of the team to clearly present the correct scoring formations and inters and total separation to the camera (and judges).
- 18.3 Scoring formations need not to be perfectly symmetrical but they must be performed in a controlled manner. Mirror images of random formations and block sequences are permitted.



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- 18.4 In sequences, total separation is required between block sequences, between random formations and between block sequences and random formations.
- 18.5 Where degrees of turn are shown (180°, 270°, 360°, 540°), this indicates the approximate degrees of turn required to complete the inter as intended. The sub-group(s) must continue turning in the direction of the arrow until it is possible for the sub group to link together to complete the next designated scoring formation. The degrees shown are approximately that amount of the circumference of the subgroup's centre point to be presented to the other sub group(s) centre point(s) .
- 18.6 Contact or grips are allowed between sub-groups during the inter.
- 18.7 Where sub-groups are shown, they must remain intact as a sub group with only the depicted grips.
- 18.8 Assisting handholds on other flyers or their equipment within a subgroup are not permitted.
19. Draw and divepool
- 19.1 Draw for the competition will be done by the chief-judge and the meet director.
- 19.2 For the professional category AAA, all random figures will participate and the following blocks;
2.3.5.6.7.9.10.11.12.14.15.16.17.18.21.22
NOT: 1.4.8.13.19.20.
- 19.3 For the amateur category AA, all random figures will participate and the following blocks;
2.6.7.9.11.14.15.18.21.22
NOT: 1.3.4.5.8.10.12.13.16.17.19.20.
- 19.4 A class; all random figures will participate and the following blocks;
2.6.7.9.21
NOT: 1.3.4.5.8.10-20.22
- 19.5 Rookie will fly random figures only.
- 19.6 All the blocks and random figures will be singularly placed in one container. Individual withdrawal from the container (without replacement) will determine the sequences to be jumped in each round. Each round will be drawn so as to consist of
- 19.6.1 AAA - five or six scoring formations, whichever number is reached first.
- 19.6.2 AA - four or five scoring formations
- 19.6.3 A - three or four scoring formations
- 19.6.4 R – three scoring formations
- 19.7 Use of divepool. Each block or formation will be drawn only once for the scheduled rounds of each competition. In the event that additional rounds are necessary, due to a tie-breaking fly off, the dive pool for these additional rounds consist of the blocks and formations not drawn for the scheduled rounds. In the event that all of the remaining blocks and formations are drawn without completing the required number of
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scoring formations for a round, the draw will continue from an entire original dive pool in that event, excluding any blocks or formations which have already been drawn for that round.





20. Entry procedures and times

- 20.1 The chronometer will start the moment both feet of any team member is released from the doorstep for AAA and AA category.
- 20.2 Rookie and A category will build a star and time starts when any member releases this starting figure. This formation will not be part of the sequence. If the sequence shows a star as a first figure, this should be skipped for the first rotation to avoid a confusing star-star start of the round.
- 20.3 Work time will be 35 seconds. The clock will turn from green to red only after 45 seconds to make sure all scoring has been taking place within the 35 seconds and you can immediately start your exit procedure.

21. Scoring

- 21.1 A team will score one point for each visually judgeable, correctly competed, scoring formation performed in the sequence within the allotted working time of each round. Teams may continue scoring by continually repeating the sequence.
- 21.2 The minimum score for any round is zero points.
- 21.3 In the event of a tie, a fly off will take place at the chief judges discretion. If a fly off is not possible, the team with the highest score in any round will take the higher placing. If all scores are tied, the team with the highest last round score will win working back towards round one. If a winner cannot be determined still, the fastest team to the last scoring formation in the last complete round will win.

22. FS Judging

- 22.1 A minimum of three judges must evaluate each team's performance.
- 22.2 The chief judge is responsible for all judging and scoring.
- 22.3 Each round may be evaluated maximum of three times, one time normal speed and 2 times 70%.
- 22.4 The Camtrix system will be used for the 2017 competition to score the rounds.
- 22.5 4 panels of judges will be present in 2017.

23. Definitions

- 23.1 Formations: consists of flyers linked by grips.
- 23.2 Grips: consists of a handhold on an arm or leg. As a minimum, a grip requires stationary contact of the hand on an arm or leg.
- 23.3 Body: consists of the entire competitor and their equipment
- 23.4 Dive pool: consists of the random formations and block sequences depicted in the annexes of these rules
- 23.5 Subgroup is the individual flyer, or linked flyers, required to complete a designated manoeuvre during the inter of a block sequence
- 23.6 A subgroup's centre point is one of the following:
- 23.6.1.1 - the defined grip or the geometric centre of the defined grips within a subgroup within linked flyers
- 23.6.1.2 - the geometric centre of an individual's torso





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- 23.7 Total separation: is when all competitors show at one point in time they have released all their grips and no part of their arms have contact with another body.
- 23.8 Inter is an intermediate requirement within a block sequence which must be performed as depicted in the divepool.
- 23.9 Sequence is a series of random formations and block sequences which are designated to be performed on a flight.
- 23.10 Scoring formation is a formation 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 or inter, as appropriate.
- 23.11 Working time is the period of time during which teams are scored on a flight which starts the first moment any competitor enters the flight chamber doorway as described in the start of the working time.





These rules can be changed at any time up to the meet directors discretion, Teams will be notified when this occurs. On the website WWW.ISRGP.NL all last changes will be reported.

Credits to the World Challenge Bedford, Dynamic-flying.com and the FAI/IPC docs which rules we used as guidelines for this competition in order to achieve general tunnel flying rules worldwide.

