

# **WORLD TUNNEL LEAGUE (WTL) 2019**

## **(1) Introduction**

Competition is the salt in the soup in all sports. Competition events create excitement, and the participants inspire others to join. People naturally want to compete and compare themselves with others. Competition events also create public and media interest in all sports. At the same time, meets are a social event with a social network where people connect and share their passion. Competition events create a solid and loyal customer base for a wind tunnel, as the competitors will train for the events and constantly make efforts to improve their performance.

### **(1.1) History**

The development of the World Tunnel League follows the example of outdoor skydiving competition, where the desire for meets has increased for the same reasons as explained. There were only a few random meets before the National Skydiving League created a structured network that connected teams and competitors worldwide.

### **(1.2) Experiences**

The NSL and the WTL staff have seen the evolution of Formation Skydiving competition from the beginning (1985) and started first the National Skydiving League (NSL), followed by the Indoor Cloud League (ICL). The World Tunnel League (WTL) is the logical next step.

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## (2) Structure

The outline of the WTL structure is already in place, as it will be mostly a copy of the successful NSL/ICL model.

### (2.1) WTL/ICL Combination

Combining both indoor leagues is mutually beneficial, as they feed into each other. The ICL is a recruiting and training field, mostly for the beginners in the sport, while the WTL offers more serious indoor competition on a regular basis. Participants of the ICL events will grow into the WTL group of teams and competitors.

### (2.2) World Tunnel League (WTL)

The WTL is a copy of the [National Skydiving League](#), which has networked 4-way Formation Skydiving competition for over a decade. Meet hosts (wind tunnels) are running the events at different locations and apply synchronized rules and competition draws. [Combined overall leaderboards](#) are showing the scores of all meets after completion.

### (2.3) Indoor Cloud League League (ICL)

The ICL is a recruiting and training field for 4-way competition, which has been in place for several years. [Rules and regulations](#), [leaderboards and editorial coverage](#) can be found on the ICL pages of SKYLEAGUE.COM.

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## **(3) Format**

### **(3.1) World Tunnel League (WTL)**

#### **(3.1.1) Time Period**

January - December: One meet per month

#### **(3.1.2) Schedule**

Each participating host (wind tunnel) schedules and organizes one 10-round competition per month independently on any given date, following the logistical WTL guidelines and applying the four WTL categories (AAA – AA – A – Rookie). The competition draw will be provided timely by the WTL.

### **(3.2) Indoor Cloud League League (ICL)**

#### **(3.2.1) Time Period**

January – December: One draw-set for each month

#### **(3.2.2) Schedule**

Each participating host (wind tunnel operator, individual organizer, coach or team) submits the videos of the highest-scoring performances in all six ICL categories (AAA – AA – A – RRR – RR – R) to the ICL each month via on-line services. The two additional Rookie Class categories (RR – R) are supposed to allow beginner fliers to join indoor 4-way competition earlier, due to easier performance requirements.

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## **(4) Administration**

### **(4.1) WTL Meet Management**

A 10-round competition draw for all four WTL categories will be posted every 1<sup>st</sup> of the month. The meet with this draw can be used for one month on any day and has to be executed live on the previously scheduled meet day(s).

#### **(4.1.1) Weekday Meet**

Evening time can be used for any weekday meet, as it takes only 10 minutes per team to complete a 10-round meet.

#### **(4.1.2) Weekend Meet**

The host has the option to run a meet on the weekend, or on whole days, if a bigger event magnitude is desired. The host may use a longer time period to run any meet, as long as it is completed consecutively on the previously scheduled meet day(s).

#### **(4.1.3) Judging**

One or two judges evaluate the videos during and/or after the completion of the meet. The fast rotation may not allow posting of the scores quickly; therefore all scores will be posted delayed online. Scores may be posted locally during the event.

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## **(4.1.4) Management of Flying Time and Rotation**

Each team needs 10 minutes of flying time, one minute per round. A total of six teams need only one hour of tunnel time. There is no need for any breaks between the rounds, unless it is a meet of larger magnitude and spread out over a whole day or a weekend. Hosting wind tunnels and event managers have the freedom to run the meet in any way that fits best to their own system.

## **(4.1.5) Electronics/Video**

All meet videos have to be captured with the same local recording system. The local judges may use large video files of the complete footage for evaluation. However, the competition videos have to be broken down into single video files for each team's flying session for online usage.

## **(4.1.6) Competition Draw**

The draw for all different chamber sizes (12+/14+) will be posted every 1<sup>st</sup> of the month and sent timely to WTL hosts, event managers or chief judges.

## **(4.1.7) Results and Aftermath**

Results will be posted on [Skyleague.com](http://Skyleague.com) after judging, or at any time a meet has been completed. WTL will follow up with journalistic coverage and promotional efforts.

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## **(4.2) Rules and Regulations**

### **(4.2.1) General**

Identical with FAI/IPC

### **(4.2.2) Working Time**

#### **(4.2.2.1) World Tunnel League**

First move from entry door into the flying chamber for AAA and AA categories. Entry of last flier into the chamber for A and RRR categories.

#### **(4.2.2.2) Indoor Cloud League**

Teams may enter the tunnel and pick up all grips for the first formation of the respective sequence. Timing begins with the break of the first formation, and scoring includes the first formation. Scoring and point deductions follow the standard competition procedures and end at 35 seconds.

### **(4.2.3) Dive Pool**

<b>12-Foot</b>	<b>Category</b>	<b>Sequence</b>	<b>Randoms</b>	<b>Blocks</b>
ICL/WTL	AAA	5-6	A-Q	1,3,5,6,7,9,11,13,14,15,16,17,18,21
	AA	4-5	A-Q	1,6,7,9,11,13,14,15,18,21
	A	3-4	A-Q	6,7,9,21
	RRR	3	A-Q	None
	RR	3 (M)	A-Q	None
	R	2 (M)	A-Q	None

<b>14-Foot</b>	<b>Category</b>	<b>Sequence</b>	<b>Randoms</b>	<b>Blocks</b>
ICL/WTL	AAA	5-6	A-Q	All blocks
	AA	4-5	A-Q	All blocks, except 3,5,10,12,16,17
	A	3-4	A-Q	2,4,6,7,8,9,19,21
	RRR	3	A-Q	None
	RR	3 (M)	A-Q	None
	R	2 (M)	A-Q	None

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## (5) Participation

### (5.1) World Tunnel League - Event

#### (5.1.1) Costs

- WTL hosting fee of \$100 per event
- Activity fee of \$1 per score on leaderboard

#### (5.1.2) Benefits

- Logo and link at the event page - [Example](#)
- Logo and link at the venue page - [Example](#)
- Additional logos or IDs can be submitted on meet videos - [Example](#)
- Editorial SKYLEAGUE.COM news coverage - [Example](#)

### (5.2) World Tunnel League – Team

#### (5.2.1) Costs

- WTL registration fee of \$30 per event

#### (5.2.2) Benefits

Team page with decoration – [Example](#)

### (5.3) Indoor Cloud League – Event

#### (5.3.1) Costs

- ICL Membership fee of \$50 per month
- ICL Submission fee of \$25 per video

#### (5.3.2) Benefits

Same as 5.1.2

### (5.4) Indoor Cloud League – Team

#### (5.4.1) Costs

- ICL Submission fee of \$10 per category

#### (5.4.2) Benefits

Team page with decoration - [Example](#)