

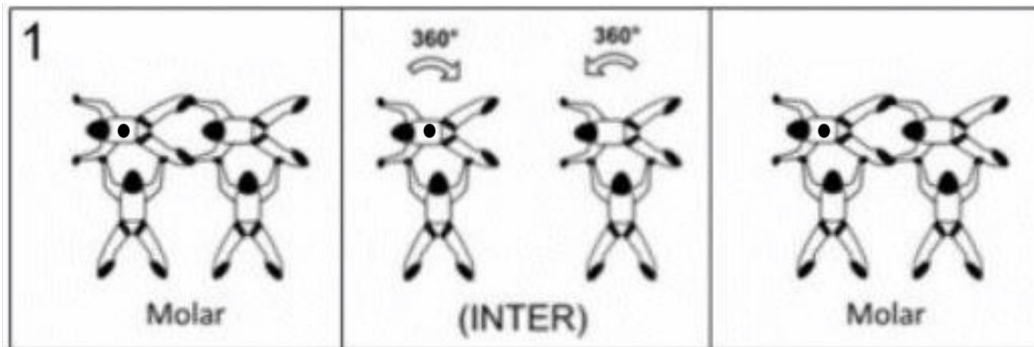
# Competition Rules

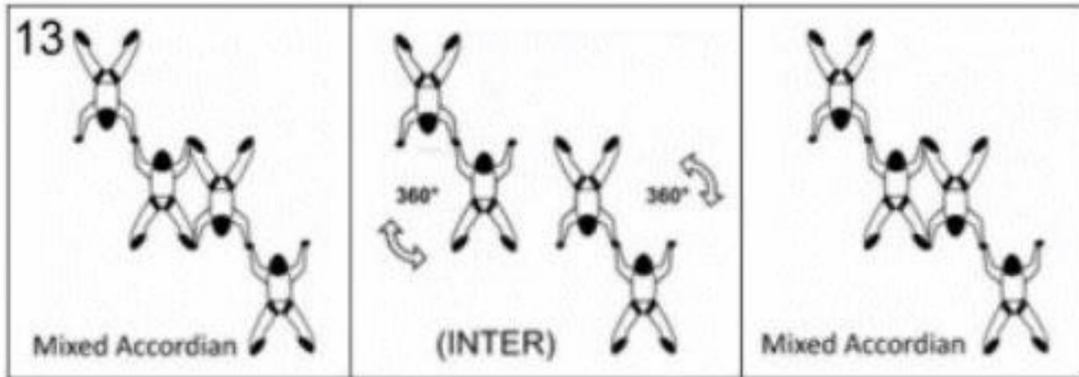
## General Rules

1. All participants accept these rules as binding by registering for the SkyVenture New Hampshire Tunnel Meet. No departure from these rules is permitted.
2. Where an unforeseen change is felt necessary to ensure the smooth running of the competition, a meeting will be held between Chief Judge, Meet Director and competitors.
3. A team shall consist of 4 competitors.
4. Each competitor may be a member of at most one team, except where permission has been given by the Meet Director.
5. All team members must be present and registered prior to their respective class's final briefing. The draw and final briefing will be presented to teams immediately after their class's warm-up flying period ends.
6. Working time is 35 seconds for all classes. It is the team's responsibility to start their performance early enough within the time allotted in order to get the full working time in.
7. Competitors shall enter and exit the column using the doors specified by the tunnel staff.

## Dive Pool

The class-specific pools will be subsets of the pending 2019 FAI/IPC Divepool -- not yet published, which includes the new block 1 (Molar-Molar) and block 13 (Mixed Accordion - Mixed Accordion). All other blocks & randoms are unchanged from the 2018 IPC Dive pool.





## Class-Specific Rules

### Rookie

1. 10 rounds. The draw will consist of 3 points per round. The pool will consist of all the random formations from the Dive Pool minus Random **G** (catcord). No drawn dive shall start with Random **M** (Star).
2. At the start of each round, each team will form a Star formation (Random M). This formation will *not* be a scoring formation. Working time starts when the star is first broken by any team member. Total separation is then *required* prior to building the first formation after the Star.

### Intermediate

1. 10 Rounds. The draw will consist of 3 or 4 points per round. The pool will consist of all the random formations, and blocks 7, 9, and 14 from the Dive Pool. No drawn dive shall start with Random **M** (star).
2. At the start of each round, each team will form a Star formation (Random M). This formation will *not* be a scoring formation. Working time starts when the star is first broken by any team member. Total separation is then *required* prior to building the first formation after the Star.

### Advanced

1. 10 Rounds. The draw will consist of 4 or 5 points per round. The pool will consist of all the random formations, and blocks 1, 6, 7, 9, 14, 15, and 21 from the Dive Pool. No drawn dive shall start with Random **M** (star).

2. At the start of each round, each team will form a Star formation (Random M). This formation will *not* be a scoring formation. Working time starts when the star is first broken by any team member. Total separation is then *required* prior to building the first formation after the Star.

## Open

1. 10 Rounds. The draw will consist of 5 or 6 points per round. The pool will consist of all the random formations plus all the blocks *other than* 2, 4, 8, 12, and 19 from the Dive Pool.
2. At the start of each round, team members shall enter the column walking. Every team member **must** walk in on the net. Working time starts when any member completely breaks contact with the net.

## Meet Rounds

Three teams will enter the tunnel chamber at the same time and will each complete two meet rounds before departing. Teams will be given at least 50 seconds per round to enter the column, initiate and complete 35 seconds of working time, then safely depart the column.

All competitors must:

- obey all instructions by any tunnel staff member
- conduct themselves in a safe manner
- not attempt any maneuvers in the column they are not already competent to perform, including, but not limited to, standing, walking, back-flying, knee-flying, head-down, and flips
- demonstrate good sportsmanship both in and out of the flight chamber

Failure to comply with any of these requirements is grounds for penalties up to and including meet disqualification by the Meet Director.

## Objective

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 the round.

2. The accumulated total of all rounds completed is used to determine the final placing of teams.

## **Performance Requirements**

1. Each round consists of a sequence of formations described in the dive pools. Teams may continue scoring by continually repeating the sequence.
2. It is the responsibility of the team to clearly present the start of working time, correct scoring formations, inters and total separations to the camera and judges. It is the responsibility of the team present a good angle to the camera.
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. Total separation is required between block sequences, between random formations, and between block sequences and random formations.
5. Where degrees are shown, (180°, 270°, 360°, 540°), this indicates the approximate degrees and direction of turn required to complete the inter as intended. The degrees shown are approximately that amount of the circumference of the subgroup's centerpoint to be presented to the centerpoint(s) of the other subgroup(s).
6. Contact or grips are allowed between subgroups during the inter, provided that the required separation between the subgroups has been shown at some moment during the inter.
7. Where subgroups are shown, they must remain intact as a subgroup with only the depicted grips on other fliers in that subgroup.
8. Assisting handholds on other bodies in a scoring formation are not permitted.

## **Scoring**

1. A team will score one point for each judgeable scoring formation performed in the sequence within the allotted working time of each round. Teams may continue scoring by continually repeating the sequence.
2. Three points will be deducted for each omission; if both the inter and the second

formation in a block sequence are omitted, this will be considered as only one omission.

3. If an infringement in the scoring formation of a block sequence is carried into the inter, this will be considered as one infringement only, provided that the intent of the inter requirements for the next formation is clearly presented and no other infringement occurs in inter.
4. The minimum score for any round is zero points.

## **Re-Flights**

If, in the opinion of the Meet Director and Chief Judge a team's performance is *interfered* with, (ie. by flash photography or other physical or visual distraction), a re-flight may be awarded. The Chief Judge will review the performance as is and may either grant an unrestricted reflight, or they may estimate a best-possible score the team was demonstrating their ability to achieve had the interference not occurred and offer a *restricted re-flight*.

In any of these situations, the team has the option to decline a re-flight offer and take whatever score was judged on the flight in question. The decision to accept or decline a re-flight must be made immediately upon receipt of the offer.

If the team accepts a restricted-reflight, the score on the re-flight will be the minimum of the estimated best-possible score and the judged score of the re-flight. If an unrestricted re-flight is awarded and accepted the judged score on the re-flight is the awarded score for the round.

## **Definitions**

### **Formation**

consists of fliers linked by grips

### **Grip**

consists of stationary contact by a hand on an arm or leg. (See SCM 2015 Chapter 9, Append B diagram for where arm and leg are defined).

### **Body**

consists of the entire competitor and his/her clothing and equipment.

**Subgroup**

is the individual flier, or linked fliers, required to complete a designated maneuver during the inter of a block sequence.

**Omission**

is one of the following:

- A formation or inter is missing from the drawn sequence.
- No clear intent to build the correct formation or inter is seen, but another formation or inter is presented, and there is a clear advantage to the team resulting from the substitution.