

# **WORLD TUNNEL LEAGUE (WTL) 2025**

## **(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 the indoor 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) is aiming at scheduling and organizing 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.

## **(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.

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

### **(4.2.1) General**

Identical with FAI/IPC

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

#### **(4.2.2.1) AAA/AA**

First move from entry door into the flying chamber.

**(4.2.2.2) A/RRR**

Entry of last flier into the chamber for A and RRR categories.

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## Dive Pools

12-Foot	Category	Sequence	Randoms	Blocks
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

14-Foot	Category	Sequence	Randoms	Blocks
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

## (5) Participation

### (5.1) World Tunnel League – Event Host

#### (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 – Single Team

#### (5.2.1) Costs

- WTL registration fee of \$30 per event

#### (5.2.2) Benefits

Team page with decoration – [Example](#)