

# The Wind Games 2020

## Relay Races

### Information, Rules and Technical Conditions

Video examples of routines:

<https://vimeo.com/windoor>

(control + click on the hyperlink)

#### **1. Venue:**

Windoor Realfly, Sector Aeroclub s/n, Empuriabrava, Spain 17487.

#### **2. Category:**

4 Way Relay Races

A maximum of 6 Speed rounds.

One Category : All entrants will compete in one open category

#### **3. Competition Dates:**

31 January and 1<sup>st</sup> February 2019.

#### **4. Schedule:**

The competition will run concurrently with the FS Female, VFS, Dynamic 2 and 4-way and Freestyle competitions, over two days with the awards ceremony and party taking place on the Saturday evening. Registration options include the addition of 10 minutes of guaranteed official training time for an additional payment, that time can be used on 29<sup>th</sup> January to 2020.

#### **5. Competition Prizes:**

Winner team gets 4 Skyhelmets

#### **6. Eligibility**

6.1 All competitors should be experienced tunnel flyers.

6.2 All competitors who are new to Windoor Realfly must have been fully briefed, signed a waiver and have flown in the Windoor Realfly tunnel before the start of the competition.

6.3 Competitors may be of any nationality.

6.4 Competitors may be of any gender.

## **7. How to Apply**

7.1 Due to health and safety requirements (in terms of maximum building capacity), numbers of teams are limited. Attendance at the competition is therefore by application and invitation only.

7.2 The maximum number of teams is 100. (Divided amongst all categories and disciplines including FS, Dynamic, VFS and Freestyle).

7.3 Application forms should be completed by the team captain and sent to Windoor Realfly as part of the payment inscription process.

## **8. Fees**

8.1 Entry fees must be paid at the time of application via the online payment form. Payment can be taken on a Credit or debit card. An application form that does not include the payment is not a recognized registration.

8.2 The early bird discounted entry fee is €299 (or 399€ with 10 mins official training time) per team until the 30<sup>th</sup> November 2019. The 10 mins training time must be used on 29 January 2020. Lunch on the 31<sup>st</sup> Jan, and 1<sup>st</sup> of February is included as well as the end of competition prize giving and party. Breakfast and dinner is not included, but can be purchased separately.

8.3 From the 1st December 2019, the early bird discount will no longer apply and the price per team entry will be 399€ (or 499€ including 10 mins official training time) per team entry.

8.4 For individuals participating in more than one event, the first entry will be paid in full, and subsequent registrations in other categories will be subject to a discount of 20%. This discount will only be applied to individuals and will not be applied to the team as a whole, unless all team members are participating in more than one event.

8.6 The entry fee is not refundable unless the competition is cancelled by Windoor Realfly.

8.7 In the event of the competition being cancelled by Windoor Realfly the entry fee is the only refund that will be available. No compensation will be awarded to cover travel and/or accommodation expenses incurred by teams.

## **9. Training Flights/Practice Time**

9.1 Training flights may only take place prior to the start of the competition.

9.2 Official training sessions can take place on 29th January 2020.

9.3 Additional Training time is available prior to the competition weekend at the discounted training rate of 595E ph on a first come first served basis for all teams already registered in the competition. Extended opening hours will be in operation to allow teams the maximum opportunity to train. Special training rates will apply from the date of registration per individual or team to 29<sup>th</sup> January 2020.

## **10. Equipment**

10.1 Each individual is responsible for supplying their own clothing and footwear.

10.2 Flight suits, helmets, goggles, elbow & knee pads and ear plugs may be supplied upon request on arrival, subject to availability.

10.3 Various items of kit may be available to buy from the Windoor Realfly shop.

10.4 Elbow and knee pads are not essential although advisable.

10.5 If your Weight Belts is deemed to be unsuitable you may be asked to wear it inside your flight suit.

## **11. Competition Officials**

11.1 The competitors will be notified of the attending officials during the Competitors' Briefing.

## **12. Catering**

12.1 Lunch will be provided on site at Windoor or Windoor Wave Club for all registered participants from 31 January to 1 February 2020 and is included in the registration fee. Breakfast and dinner are available on site for an additional cost. Lunch on additional days is also available at an additional cost.

12.2 Competitors are welcome to bring their own food, but only food purchased in the restaurant may be consumed on the top floor of the tunnel.

12.3 Alcohol is not permitted to those who are flying until the end of each flying day.

12.4 Competitors are not permitted to bring their own alcohol into the tunnel facility.

## **13. Entertainment**

13.1 After the awards ceremony on Saturday February 1st there will be a party from 21.00.

## **14. Video**

14.1 All flight sessions will be recorded using the scoring system. This will be backed up by a DVD recording

- 14.2 Rounds are recorded and judged from the overhead propeller camera.
- 14.3 Copies of flight sessions may be available at an extra cost after the competition has ended.
- 14.4 No camera or video equipment is allowed in the flight chamber or flight chamber waiting area unless Windoor Realfly has given written consent.
- 14.5 All entrants will, by entering the competition, be deemed to have agreed to be filmed and the resultant images shall be owned exclusively by Windoor Realfly; its agents or assigns.

## **15. General Rules**

- 15.1 All participants accept these rules as binding by registering for the Windoor Realfly Wind Games 2020. No departure from these rules is permitted.
- 15.2 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.
- 15.3 The team shall consist of 4 competitors.
- 15.4 Competitors may only be members of one team per discipline including alternates.
- 15.5 Windoor Realfly reserves the right to amend or cancel the competition, rules and/or the prizes at their discretion. In the event of the competition being cancelled Windoor Realfly will not be liable for competitors travel costs.
- 15.6 There is only one doorway leading into the flight chamber. This is used for both entries and exits.
- 15.7 This information was correct at the time of going to print but may be subject to change.

## **17. Speed round rules**

- 17.1 Each team round consists of 4 flights.
- 17.2 Each team member can fly only one routine from the drawn sequence.
- 17.3 The team must fly the routines in the correct sequence of the draw.
- 17.4 The team time is the combination of the 4 flight times added together and taking into account any busts or skips.
- 17.5 The sequence consists of a random draw of 1 line – 1 layout – 2 moves. (All lines, layouts and moves can be found in the descriptions and video below).

## **18. Busts and skips for speed rounds**

- 18.1. When the whole body does not pass the intended lines.
- 18.2. When any part of the body passes through the circle on all layouts.

- 18.3. When any chase, layout or move is not performed correctly.
- 18.4. Competitors can only bust once for each line, layout or move on each sequence.
- 18.5. All flying busts will incur a 3 second penalty.
- 18.6. All entry busts will incur a 5 second penalty.
- 18.6. If there is no clear attempt to perform a line, layout or move, a 20 second skip penalty will be incurred.

## **19. Busts and skips for tunnel entry and exits**

- 19.1 If there is a deliberate exit of the tunnel before completion of the sequences, the competitor will incur a skip of 20 seconds for every missed move.
- 19.2 A bust will be incurred if a flier breaks the entry laser before their team mate pushes the button to signal the start of their flight.
- 19.3 Other than the entry, if any competitor on a team who is not the flier pushes or interferes with the button at any time before, during or after a round, the team will incur a bust, skip or other penalty as determined by the chief judge.

## **20. Tunnel Entry and Exit Procedures**

- 20.1 The tunnel will be set at the correct speed for the round (speed decided by the competitors in the practice time). The tunnel speed will remain the same for all fliers in the team and cannot be changed from one competitor to the next.
- 20.2 When the tunnel is at the correct speed, the team will be shown the green lights by the judges to signal that they may begin their round.
- 20.3 The time will start when any team member, pushes the button at the rear of the chamber. Flier 1 may enter the tunnel as soon as the button is pushed.
- 20.3 Time finishes when the last flier exits the chamber and pushes the button at the rear of the chamber to stop the clock.
- 20.4 The relay between individual flights is controlled by the button at the rear of the chamber. Each flier must exit the chamber and push the button to signal that the next flier may enter the chamber.
- 20.5 Apart from the first entry, each flier must push the button at the rear of the chamber in the correct sequence for each team. No other person on the team may push or interfere with the button.
- 20.6 Only one flier may be in the tunnel at any one time. If one or more fliers enter the tunnel before the previous flier leaves the tunnel, the clock will continue to run until all fliers leave the tunnel, the correct flier pushes the button at the rear of the tunnel and the next flier re-enters the tunnel in the correct sequence. The team will also incur entry and exit busts.

## **21. Performance Requirements**

21.1. The routines consist of a number of Compulsory sequences or Randoms drawn from the pools as described in Addendum A. It must be flown 4 times, with only 1 competitor repeating the sequence.

21.2. It is the competitors' responsibility to stay in view of the judges, situated in the viewing gallery.

## **22. The Draw**

22.1 The draw of the Randoms on the morning of the start of the competition will be supervised by the Meet Director and Chief Judge.

22.2 The Randoms, will be placed into two containers. One container for Snake moves, one container for Circle/Shuffle moves and so on. One Random will be drawn from each container, one at a time, without replacement.

22.3 The sequence for the compulsory draw will be 1 x Snake 1 x Layout + 2 moves (the same - they will be performed the first in zone 1 and the second in zone 2).

22.4 A separate draw will be made at the discretion of the meet director and chief judge.

## **23. Video Recording**

23.1 The competition will be recorded using the Windoor Realfly tunnel cameras.

## **24. Judging**

24.1 The flights will be judged from the viewing gallery. A backup DVD will be recorded and used in the event of a technical problem.

24.2 A minimum of two judges must evaluate each team's performance.

24.3 The Chief Judge is responsible for all judging and scoring.

24.4 If a video review is necessary, the judges will watch each flight up to a maximum of two times and at normal speed. The second viewing may be waived if all judges agree it is not necessary.

24.5 The start and finish of the working time will be indicated in the tunnel and will be clearly visible from the video.

## **25. Re-flights**

25.1 Re-flights will only take place at the Meet Directors discretion, after presentation from the chief judge.

## **26. Protests**

26.1 Challenges or protests may be permitted at the discretion of the Meet Director

26.2 In the event of a competitor disputing a judging decision, an appeal may be lodged through the Meet Director. A protest fee of 35€ will be payable for each protest raised, regardless of the outcome.

26.3 Appeals must be received within two hours of the round scores being released. Appeals received after this time will not be allowed.

26.4 If the appeal does not result in the reinstatement of the bust, a team will not be permitted to appeal again. If the team is successful, then they are permitted to repeat the process at a later time.

## **27. Determination of the Champion Team**

27.1 The title of The Wind Games 2020 Relay Race Champions will be awarded to the competitors who have emerged as victor from the final round.

Video examples of routines:

[www.vimeo.com/windoor](http://www.vimeo.com/windoor) (control + click on the hyperlink)

## **Lines**

All Lines can be viewed

1. Head Down switching snake
2. Head Up inface snake
3. Head Up switching snake
4. Head UP mixed snake
5. Head Down Mixed Snake
6. Head Down inface 360
7. Head Up inface 360
8. Head Down Inface Snake

- Relay Races consist of one page: 1 snake, 1 layout and 2 moves (the moves will be the same), the first is like No. 1 and the second in the zone No 2 (from 2WD rules).

As you finish the snake:

Video examples of routines:

[www.vimeo.com/windoor](http://www.vimeo.com/windoor) (control + click on the hyperlink)

## **Layouts**

All layouts can be viewed

1. Back Layout
  2. Bottom loop
  3. Classic
  4. Butterfly
  5. Bottom loop 360
  6. Half-barrel roll, 180
  7. Layout 360
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- To start the layout you must cross the centre line and be in the place of the number 1 in 2WD rules
  
  - When finishing the layout, the first move must start in number 1 position.

Video examples of routines:

[www.vimeo.com/windoor](http://www.vimeo.com/windoor) (control + click on the hyperlink)

## **Moves**

All moves can be viewed

1. Head Down Inface circles
2. Head Up inface circles
3. Head Down Shuffle
4. Head UP shuffler
5. Mix shuffler
6. Mix circles
7. Reversed mix circles



- For the second move , it will depend on the type of move where the move will start (if finishing in head up the connecting move will be a normal layout and make sure you are in head down before crossing the centre line) you must start in position 1 and finish in position 2.)
- If you finish in head down, the connecting move will be a bottom loop (finish the bottom loop before crossing the centre line) and then you may need to do a second bottom loop if the next move starts in a head down position.
- Therefore, If you finish head up and you start head down you need to connect with a bottom loop (you need to be head down before crossing the centre line)
- From the second mixer to the exit you must be head down before touching or crossing the centre line.
- For the tunnel exit, If you finish a move in a head up you must exit the tunnel with a layout passing directly over the ring.
- For exiting the tunnel, if you finish head down you must exit the tunnel with a bottom loop passing directly over the ring

Video examples of routines:

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## **Information and Contacts**

For any questions relating to the rules or technical information about the competition please contact:

### **General info**

[info@thewindgames.com](mailto:info@thewindgames.com)

### **Athletes**

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### **Hospitality**

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