

What does VFS mean?

VFS = is an acronym in English that refers to the discipline "Vertical Formation Skydiving". You can see how in all the figures performed that body is in a vertical position (head up or head down)

This discipline is composed of teams of 4 flyers performing flight movements in a vertical position.

COMPETITION DETAILS

The competition will consist of 8 rounds of 35 seconds each and which are counted from the moment when the team starts to fly.

In each round, the teams must perform the same sequence of formations or figures.

The figures of each round are designated by a draw prior to the competition. The results are published and competitors can only train outside the tunnel, as flying is forbidden once the draw has been made, or they will be disqualified.

The goal of each team is to complete the sequence as many times as possible within the 35 seconds of the round. Teams continue to score points by continuously repeating the sequence for the duration of the round, against more sequences correctly scoring

Each team is assigned 60 seconds of flight time. The first 35 seconds are judged and scored, the light will flash after 45 seconds, giving the team 15 seconds to leave the flight chamber.

The total points accumulated in the rounds completed by the participating teams will be used to determine their final positions.

Scores:

Scoring sequential rounds

A team will obtain one point for each score formation that is performed correctly and that is completed in the sequence and within the time assigned to each round. Teams may continue to score points by continuously repeating the sequence

In the case of omitted move three points will be deducted for each omission. The point that would have resulted from the round performed will not be awarded either, resulting in a penalty of 4 points.

There are exceptions, such as: a formation error in a sequence may occur in the Inter (intermediate sequence), this will be considered as a single infraction, provided that the intention to fulfil the requirements of the intermediate sequence was demonstrated. Necessary for the next formation and no other infraction occurs in the inter or intermediate sequence.

The minimum score for any round is zero points.

HOW A COMPETITION IS JUDGED

The judges evaluate the rounds in a designated room, this enables them to:

- Concentrate as required
- Use a system that allows them to repeat, zoom and check all moves and note the scores and penalties.

This is why scoring usually take a few minutes. The subsequent round may start without the results of the previous round being disclosed.

There must be a minimum of three judges.

The chief Judge is responsible for both judging and evaluating the score.

The judges must agree on the evaluation to:

- Prove that the score has been carried out.
- Notify if a penalty for infringement or omission has been committed.
- That an NV situation is determined (not visible by the cameras)

Tie: in the event of a draw within the first four positions, the rankings will be decided by comparison of the score in the rounds executed by the teams. The team with the highest score in any of the individual rounds will be placed in the highest position. If it still can not be defined, or a draw occurs again, the highest score will be counted from the last round completed and continuing in reverse order, round by round until the tiebreak

THE COMPETITION FORMAT:

Each competition may have different formats. Click on the link to see the format for THE WIND GAMES 2018

DEFINITION OF THE SYMBOLS.

19. Coding in the appendices of the draw.

19.1.1 Indicates the direction of rotation of the entire subgroup.



19.1.2 Indicates the rotation of the subgroup in any direction.



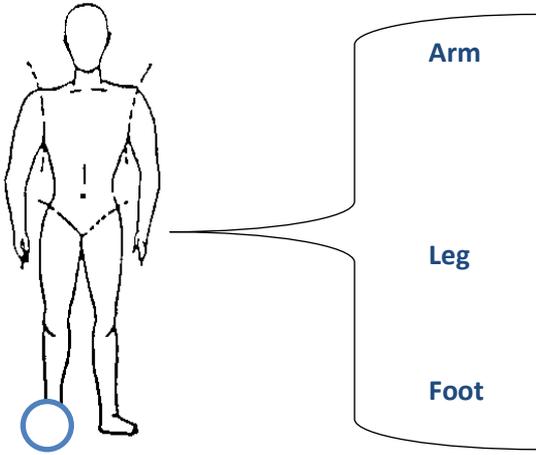
19.1.3 Indicates change of all subgroups.



2.1.4 Indicates the clarification of the intention that performs only one performer in a block or sequence.

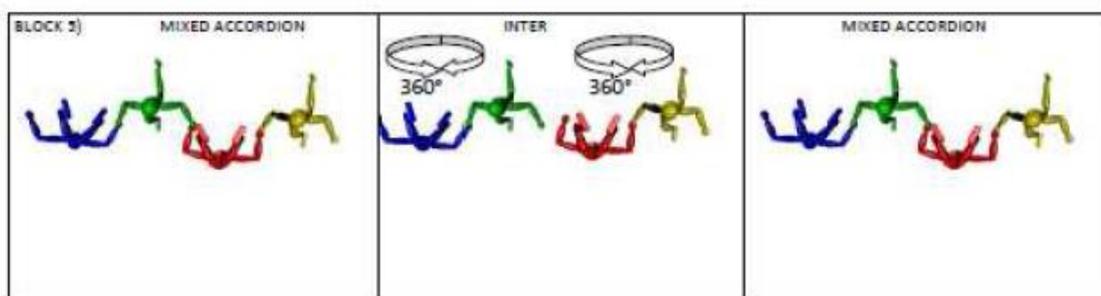
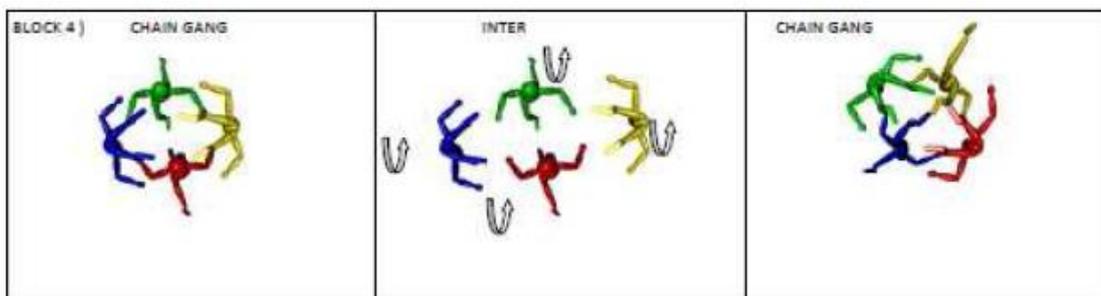
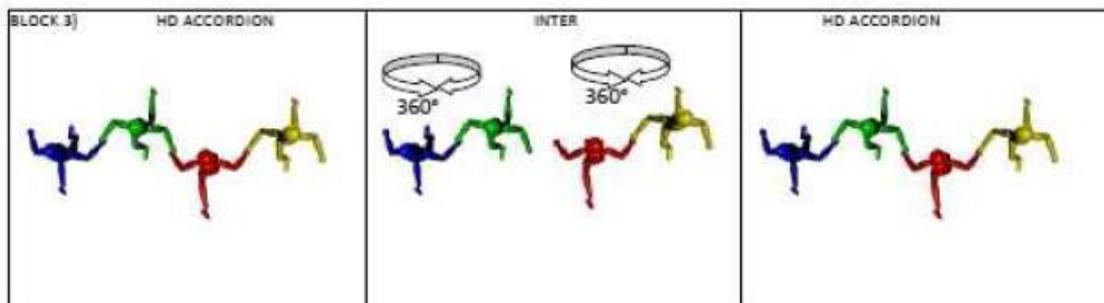
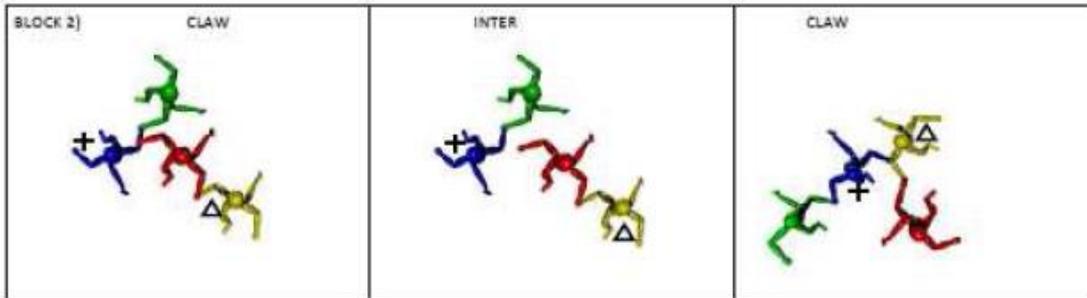
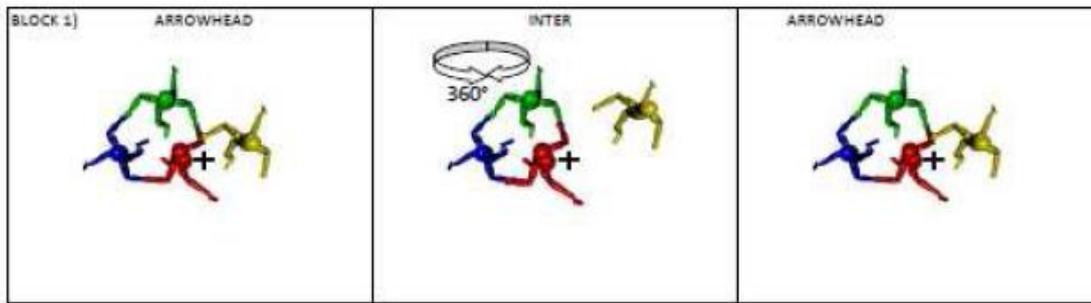


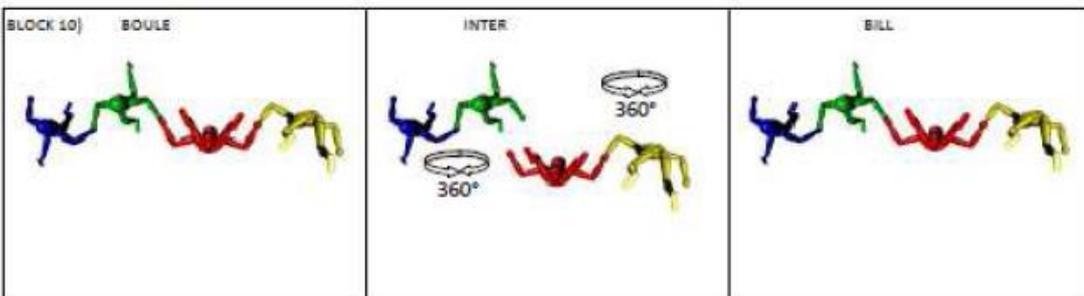
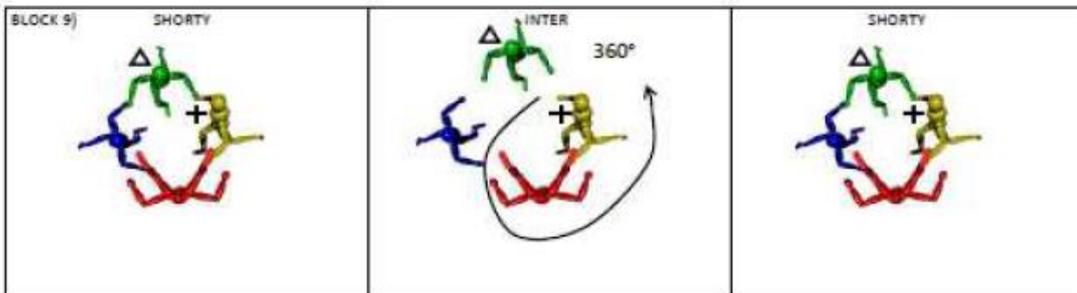
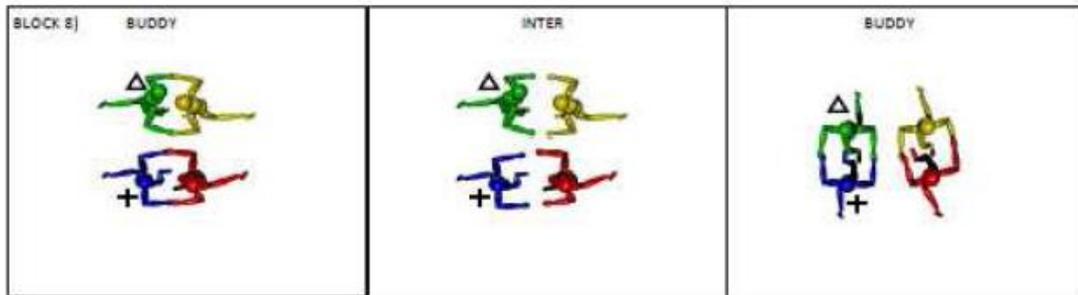
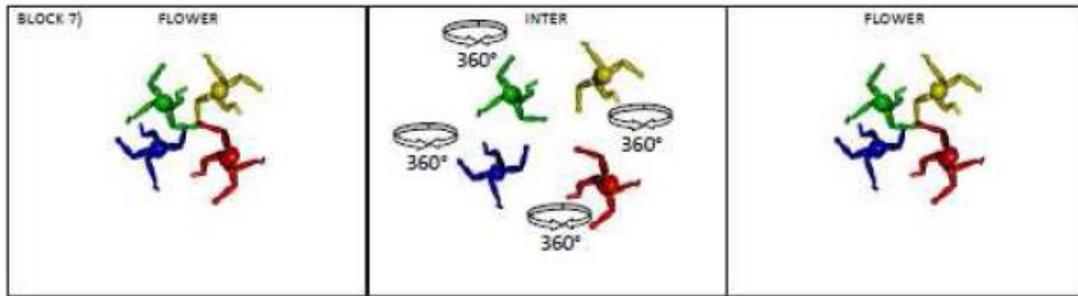
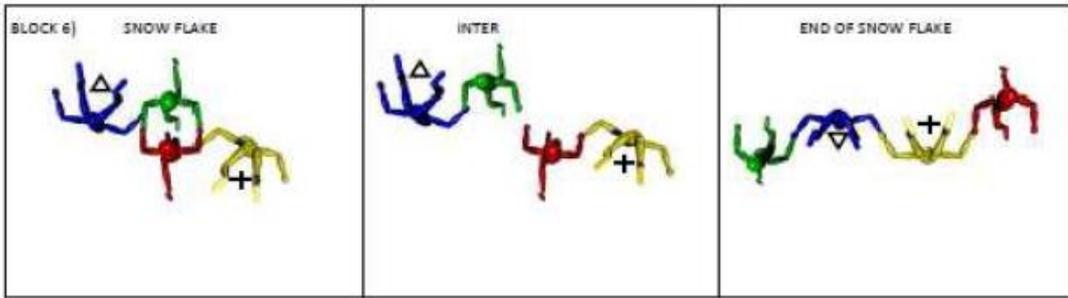
3.1 Viewing the Positions of the Grip

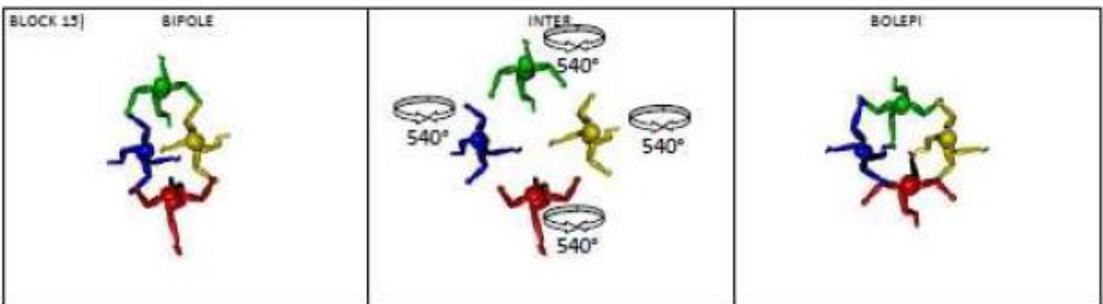
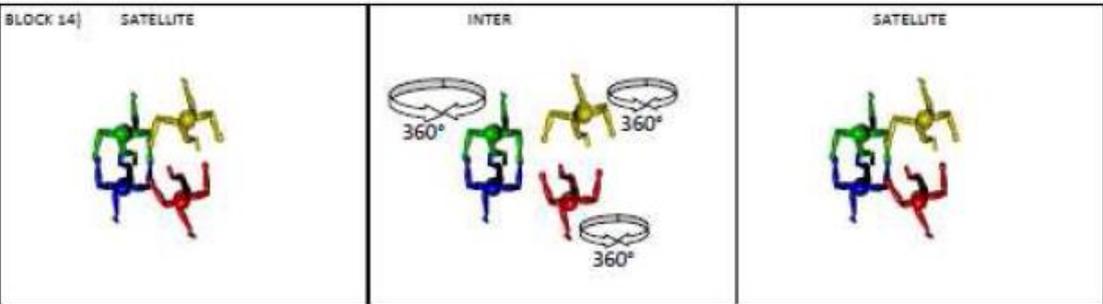
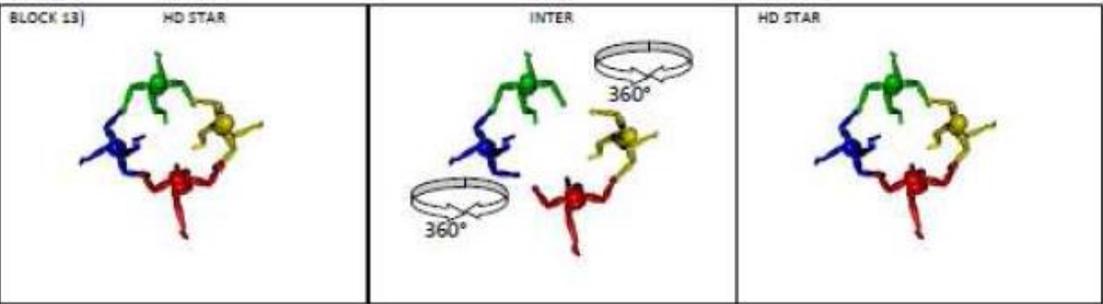
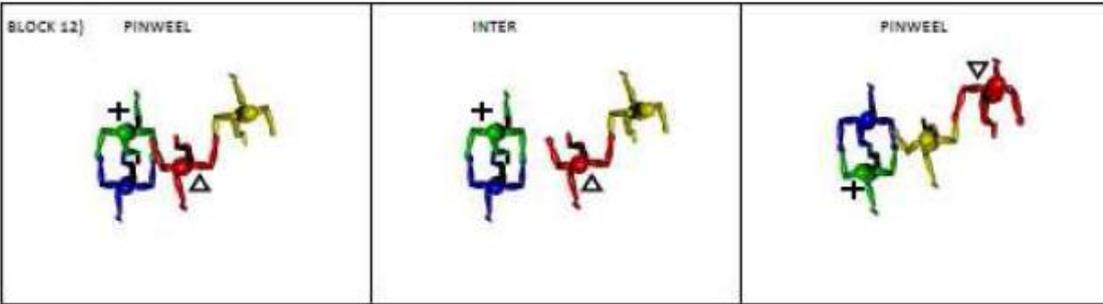
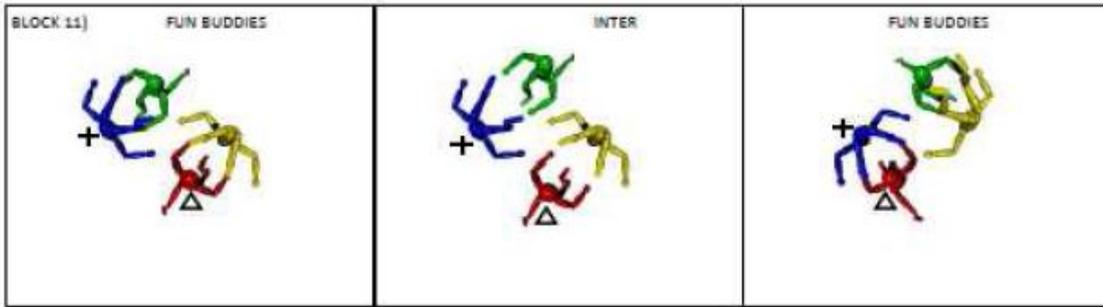


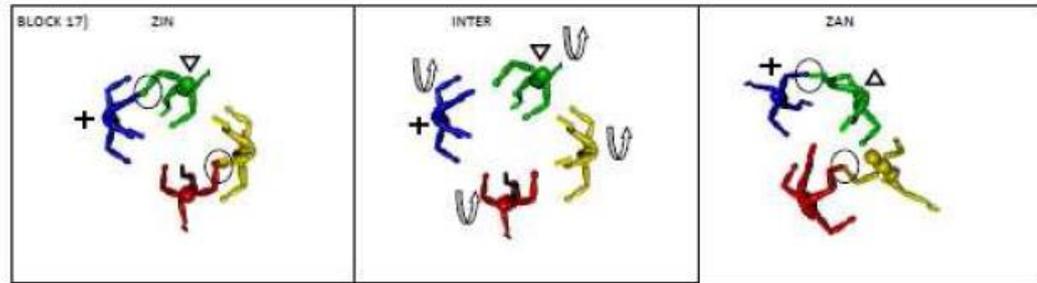
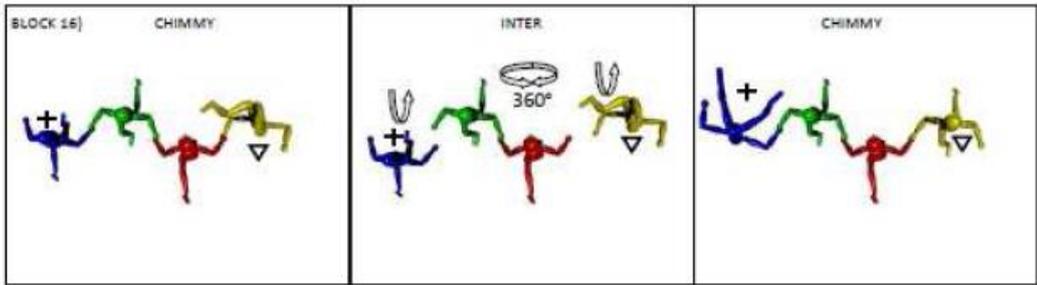
ADDENDUM – A

Vertical Formation Skydiving 4-Way Block Pool 2012









Note: A circle denotes a foot grip (ref. VFS Competition rules 2.2)