

SUBJECT:	Poland Proposal to amend the WS Flying Competition Rules	AGENDA #	18.1.2
AUTHOR:	Lidia Kosk, Delegate for Poland		
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Poland Proposal for Update FAI Wingsuit Flying Competition Rules
To: FAI ISC Wingsuit Performance
Date: 31 October 2024 (updated 09 November 2024)

References:

- FAI Competition Rules Wingsuit Flying 2024 Edition
- FAI Sporting Code 2024 Edition version 2.
- Performance Competitor experiences

Purpose: To bring rules for real humans skills competition achieving parallel the highest level of safety in this unusual discipline

General: Form of proposals are updates to present Rules like changes or additions.

Issues:

- definition add-ons
- multi-method of measurement (without clear example - movie)
- definitions for specific equipments (electronic devices - provide overwhelming advantage over other competitors, i.e. navigation, display of flight parameters, additional augmentation, wingsuit's parts like grippers) approved for compete in Wingsuit Flying Performance Discipline
- no declared officially released time by producer for wingsuit competition edition

Legend (according to IR 3.7.3):

Unchanged original text is written in black letters as in the current version of the text.

~~Text that is to be replaced or deleted is printed in red letters with a strikethrough.~~

New text replacing the old text is printed in blue letters.

Any required comments and explanations are printed in green letters.

Solutions:

FAI Sporting Code 2024 Edition version 2.

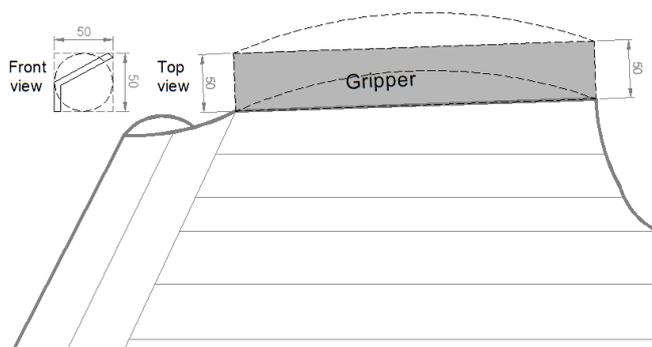
Section 5 - Skydiving

Class G - Parachuting and Indoor Skydiving

Wingsuit: A garment of flexible material forming wings between a parachutist's arms, legs and torso, creating an aerodynamic planform designed to generate forward movement

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through the air using only the force of gravity. The parachutist's limbs and extremities must serve as the primary frame for the wings. Secondary structural/aerodynamic components (e.g. non-flexible grippers, fins for directional stabilization) may be used. The span of any structural / aerodynamic components must not extend past the knuckle at the base of the index finger. Part of the Wingsuit like gripper - Non-flexible, rigid, semi-rigid, elastic or inflatable. A secondary structural element used to create tension in the wingsuit in the area below the jumper's arm, through the use of hand force, without any other element supporting the gripper by the jumper's arm, directly connected to the flexible wing. The external width in plan view and the height and width in front view enclosed by a square shall not exceed 2 inches/50 mm in both directions, measured horizontally and vertically. The length is limited by supported edge of the arm wing and should not extend beyond its edge. An element used as a handle for gripper support by hand is allowed.



The existing models (Worlds 2024) of the competition wingsuits can be allowed upon reduction of the integrated gripper's length to 10 cm

Or optionally adjusted by 1 mm:

Height: 1,70 m – 1,79 m : 10 cm up to 10,9 cm

1,80 m – 1,89 m : 11 cm – 11,9 cm

1,90 m – 2,00 m: 12 – 13 cm

FAI Competition Rules Wingsuit Flying 2024 Edition

2 DEFINITIONS OF WORDS AND PHRASES

2.1 GENERAL DEFINITIONS

Equipment: Equipment includes at least the following components. Wingsuit, Gloves, Helmet, Rig, and Footwear. [Electronic augmentation navigation \(keeping in line without penalties, entering/exiting the displayed gate, displayed parameters etc.\)](#)

2.2 PERFORMANCE EVENT

Designated Flight Path: The straight ground track between a point on the competitor's flight path reached 10 seconds after exit and a designated ground reference point, which is given prior to the jump to the competitor by the Meet Director using a detailed map or aerial

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photograph of the area **no more than 30 days old**. The map and/or photograph must be acceptable to the FAI Controller. (accordingly to description for **Ground Reference Point**)

3 EQUIPMENT

3.2 EQUIPMENT

3.2.1 All competitors must wear ~~a wingsuit~~ the same wingsuit without any modification after gear check for all competition jumps.

3.2.2 All equipment will be inspected by the panel of judges. No “**add-ons**” are allowed. This will be determined by the panel of judges. This decision is not grounds for protest. (Judges can determine something without definitions in rules?)

3.2.2.1 **ADD-ON:** A rigid or semi-rigid aerodynamic element, that is primarily a lifting surface, attached to an otherwise airworthy wingsuit, that can be removed and exchanged for another aerodynamic element of different size or shape, without influencing the wingsuits structural integrity. An "add-on" is identified according to the panel of judges' discretion.

3.2.2.2 **NOT ALLOWED ADD-ON:**

An element of the suit's equipment, either additional or produced by the suit's manufacturer, which increases the suit's performance by placing the jumper in an unfairly advantaged position over other competitors.

3.2.6 The PLD will be attached in its location by a Judge, and cannot be moved throughout the whole competition.

3.2.7 The PLD will be turned on and off by a Judge or by the competitor ~~if instructed to do so by any Judge~~ in accordance with the instructions given at the pre-event briefing, which is mandatory for all competitors.

3.2.11 In the event of loss of the competition PLD, the competitor will receive a score of zero for that jump. This is not grounds for protest. Except when the competitor has at least two independent PLDs from which the judges, if they have no comments, can collect the jump data and recognize the average value as the result.

3.2.12 A competitor is allowed to carry 2 personal PLD's, in addition to one competition PLD attached by the judges. No other electronic devices are allowed on a competitor during competition jumps, except: barometric altimeters, AADs. Mobile phones are allowed for safety reasons, however they may not be used as an additional PLD or display accessory.

3.2.13 Vertical fins / stabilizers on leg wing are allowed, but cannot be removed / exchanged during competition.

3.2.14 Armwing filling (“foams”) cannot be removed / exchanged during competition.

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3.2.15 Custom bootie fillings / adapters (used to change the fit of the suit) are allowed, but cannot be removed / exchanged during competition.

3.2.15 Rigid wing extensions are allowed with the exception of add-ons.

3.2.16 Vertical fins on arm wing extensions are allowed, but suit span is also measured between the fins' tips, at full stretch (separate measuring addendum).

3.2.16 Personal suit modifications are allowed, to the judge's discretion.

5 THE PERFORMANCE EVENT

5.1 OBJECTIVE

5.1.1 The objective is to fly ~~a single~~ the same wingsuit in three separate tasks to demonstrate a combination of best lift (time task), best glide (distance task) and least drag (speed task), which are the personal unique skills of each competitor.

5.1.3 Each task is performed on a separate flight, with minimum 60 minutes time between competitor landing and first call for next flight. In 4.2.1.2 is mentioned about 60 minutes brake only between Performance and Acrobatic Events.

5.4 JUMP RUN AND EXIT ORDER

After point 5.4.3

Recalculation of the exiting order should be done so as to ensure that all competitors have similar numbers of jumps on different lanes.

5.5 FLIGHT PATTERN

5.5.2 A competitor must not leave his Designated Lane (DL). Violation of this rule during the time period from 10.0 seconds after exit to the exit of the competition window, as determined by the panel of judges, shall affect the result, as determined in 5.2, as follows:

5.5.2.1 If less than 150m outside the DL, a 10% reduction;

5.5.2.2 if 150-300m outside the DL, a 20% reduction;

5.5.2.3 if, during the time period from 10.0 seconds after exit to the deployment of the parachute, a competitor is more than 300m outside the DL a 50% reduction for the first such infringement or a result of zero for any such infringement on a subsequent jump. The distance referred to will be measured at right angles to the DL boundary

According to 3.1.1 The PLD must record real-time three dimensional (3D) data with a resolution of at least 5Hz and a position accuracy (SEP) of less than 10 meters. Is it possible to include the SEP in the above-mentioned penalties by adding a margin for this error +10 m for each type of penalty only for the purposes of determining the result and a possible violation? This should allow avoiding penalties for competitors who fly personal PLDs in which the SEP error may be less accurate due to the variety of precision of devices used for such competition jumps as in the subject competitions. Sometimes situations happen where competitors get penalties by Judge's PLD scoring but on their private one there is no

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penalties purpose, due to differences like few meters. Comment is for above points 5.5.2; 5.5.2.1; 5.5.2.2; 5.5.2.3.

5.5.3 At no time from exit to deployment of the parachute shall a competitor(s) come within 250 m of any other competitor(s). Violation of this rule, as determined by the panel of judges, will lead to a result ~~of zero for that jump. This decision shall not be grounds for protest.~~ initially of 50% for a competitor who commits a penalty the first time, when it will happen to him second time disqualified for the competition. (according to Competition's debrief 11 oct 2024)

5.6.1 The deployment altitude for each competitor will be pre-determined by the Meet Director ~~and Chief Judge~~ (about that procedures should decide one person and it should be Meet Director) and must not exceed the lower boundary ~~of the competition window (1500m/4921 ft AGL).~~ for the deployment altitude limit in accordance with the applicable regulations of the country in which the competition is held. Last decision should be announce in the first Bulletin.

5.6.3 All jumps for each task of a round should be made from the same, or back-to-back loads, in order that competitors jump in similar ~~winds.~~ weather conditions.

7 JUDGING & SCORING

7.3 TRAINING JUMPS

correction to two separate points (7.3.1 and 7.3.2) regarding training jumps for wingsuit acrobatics and wingsuit performance.

We are not touching Wingsuit acrobatic but for Wingsuit performance should be - three (3) jumps. To give opportunity to do jump with judge's PLD in each task.

7.3.1 We could leave for definition about training jumps for Wingsuit Acrobatic

7.3.2 The time given in the competition bulletin for the pre-competition training period for each Performance competitor to have the opportunity to make up to three 3 training jumps in each task, ~~One day will be set aside prior to the start of the competition for each Acrobatic team and each Performance competitor to have the opportunity to make two (2) training jumps,~~ which will be scored by the judges. The aircraft and the judging and scoring systems to be used in the competition will be used for these training jumps. ~~If no training jumps are possible due to weather, teams may deliver up to two (2) previously recorded training jumps for scoring.~~ After these jumps, competitors are allowed to access data from the judge's PLD for their corrections to private PLD. Data transfer can be file sharing via a website, or sending directly to competitors.

7.3.2-3 If a team or competitor chooses to make less than the two training jumps permitted, or it is not possible to make the two official training jumps scheduled due to weather conditions or other circumstances, this shall not be grounds for a protest.

CONCLUSION:

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All this in order to create coherent rules ensuring sports competition based on the abilities and skills of the athletes and instincts in Wingsuit performance and to provide a valuable product to create a healthy and developing competition without the participation of technological competition to which equal access cannot be ensured for all athletes.

**SINCERE THANKS FROM POLAND NATIONAL TEAM WINGSUIT
PERFORMANCE.
FOR BETTER TOMORROW**