

Subject:	Wingsuit Flying Rule Change Proposals for 2025
Author:	Mike Pennock, Wingsuit Flying Committee Chair
Date:	01 February 2025

SC5 1.1.2(15) DEFINITION

1.1.2(15) 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 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. [Secondary lift-producing components \(aside from wingtips, winglets, and foot fairings\) are not allowed.](#) The span of any structural/aerodynamic components must not extend past the longest finger on both arms, measured at full arm extension.

This change is to be more specific about what should and should not be permitted to use when performing an FAI-related wingsuit activity (competition or records). Recently, there was footage of a BASE-jumper utilizing a "foil" during a jump and getting a significant increase to his flight performance, which we do not want to see extend to the competition or records side of things. Seeing as there has never been an example of this occurring; it should not affect any existing competition or performance records.

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EXIT DEFINITIONS

2.2 PERFORMANCE EVENT

Validation Window: The validation window is the part of the jump which is used to determine the accuracy of the PLD data. The validation window begins ~~10~~ 9 seconds after ~~the exit~~ the competitor's vertical speed first reaches 10m/s and ends 66ft (20m) below the competition window.

2.2 PERFORMANCE EVENT

Ground Reference Point: The ground reference points will be determined by the Chief Judge, with the consent of the Meet Director. The coordinates (latitude and longitude) for each ground reference point will be published in bulletin 2. Prior to the official arrival day, the reference points will be displayed using a detailed map or aerial photograph of the area no more than 30 days old. The map and/or photograph must be acceptable to the FAI Controller.

Designated Flight Path: The straight ground track between a point on the competitor's flight path ~~reached 10 seconds after exit at the start of the Validation Window~~ 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 photograph of the area. The map and/or photograph must be acceptable to the FAI Controller.~~

2.3 ACROBATIC EVENT

Altitude Window: The upper boundary of the Altitude Window is the altitude at which the vertical velocity of the Designated Team Member reaches ~~8m/s~~ 10m/s after exit, as determined by the judges using the PLD, and the lower boundary of the Altitude Window is as designated in 6.3.3 or, if applicable, 6.3.5.

The 10 m/s vertical speed threshold provides competitors, judges, and scoring system developers with a more precise and standardized way to determine the exit of a competitor. Some of the language from the current Designated Flight Path definition has been moved to a new rule proposal (see 5.4.6 proposal).

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2.1 GENERAL DEFINITIONS

Wingtip: The outermost structural point or component of a wingsuit's arm wing, usually rigid, that serves as a terminal boundary of the wing. It may include a handle or reinforced section designed for the pilot to hold or grip during flight to control the shape and tension of the wing.

Winglet: An additional vertical element mounted on the wingtip, oriented upward or downward.

These definitions are in support of the expansion of the wingsuit inspection process.

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3.2 EQUIPMENT REQUIREMENTS

3.2.1 All competitors must wear a wingsuit for all competition jumps.

3.2.1.1 All wingsuits must comply with all requirements found in Addendum D.

3.2.2 Modifications relative to the wingsuit manufacturer's design are not permitted, except those explicitly permitted in the competition rules.

3.2.2.1 Modifications to improve fit to the competitor's body are permitted.

3.2.2.2 Modifications to integrate the main lift web into the suit's front body panel are permitted, provided that emergency handles remain attached to the main lift web, are exposed, and are accessible.

3.2.2.3 Modifications that alter the aerodynamic properties of the wingsuit are not permitted.

3.2.3 All equipment will be inspected by the panel of judges to ensure that it complies with 3.2.1 and 3.2.2. ~~No "add-ons" are allowed. This will be determined by the panel of judges. This decision is not grounds for protest~~

3.2.3.1 If a suit has been determined not be in compliance with 3.2.1 and 3.2.2, the competitor will not be permitted to use that suit in competition.

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4.2 TIME BETWEEN EVENTS

4.2.1 The Performance and Acrobatic events shall not be run concurrently.

4.2.1.1 Competitors must be released from one event before they can be put on standby for the other event. [This rule does not apply to reumps.](#)

4.2.1.2 The minimum time between the release from one event and first call for the other event shall be 60 minutes. [This rule does not apply to reumps.](#)

[Clarification after the competition in Beaufort. This will permit reumps to be performed during the time between the end of one event and the start of the other.](#)

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5.1 EVENT DESCRIPTION

5. THE PERFORMANCE EVENT

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5.1.1 Within the Wingsuit Flying Performance Event, separate classifications will be made for:

- Wingsuit Flying Performance Female

5.1.2 The placements in the separate classifications are determined during the Wingsuit Flying Performance Event tasks using the Wingsuit Flying Performance Event scores, not through separate jumps.

5.1.3 The final scores in the Wingsuit Flying Performance Event are carried across to the female classification as soon as all competitors in that classification have completed a task during the Wingsuit Flying Performance Event.

The goal is to recognize female competitors' accomplishments in competition. This text matches the text that establishes the same classification in Speed Skydiving.

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5.4.5 EXIT SPACING

5.4.5 The number of competitors to exit on a single pass of the aircraft and the spacing of those exits will be determined by the Meet Director. The horizontal spacing must be no less than 600m. This will be expressed to the competitors [by the Meet Director before each jump](#) as a time, in seconds, between exits. Immediately after exit, each competitor will turn directly towards his designated flight path.

[Clarification of the Meet Director's responsibility regarding the time between each exit.](#)

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5.4.6 GRP ASSIGNMENT AND ROTATION

5.4.6 When the exit order is determined or modified, the Meet Director shall assign each competitor to a Ground Reference Point. The Meet Director will provide each competitor with his Ground Reference Point prior to each competition jump.

5.4.7 Between tasks, the Meet Director shall rotate the exit order of passes and rotate the exit order of the jumpers within each pass. Jumpers within a pass shall be rotated through the complete set of Ground Reference Points used for the task.

5.4.7.1 For example, after the completion of the first task, the first pass to exit may be rotated to exit second, with the last pass being rotated to exit first. Similarly, within each pass, the first jumper to exit may be rotated to exit second, with the last jumper to exit being rotated to exit first.

5.4.8 In the case of rejump, the Meet Director shall assign each competitor to the same Ground Reference Point as used in the original jump.

5.4.8.1 If more than one competitor performing a rejump on the same pass has the same original Ground Reference Point, one of those competitors will be randomly selected to retain the original Ground Reference Point. The Ground Reference Point of the remaining competitors will be determined by random draw without replacement.

While working on this year's competition rules, it was discovered that there was no rule governing the assignment of Ground Reference Points. Seeing as this is done along with determining exit order, this should be a Meet Director responsibility.

Historically, passes and jumpers within each pass have been rotated after each task. This establishes fairness with regards to the amount of time any given competitor is in the aircraft prior to exit as well as making sure that all jumpers equally fly using all available Ground Reference Points. There was no rule that permitted this – this rule change would allow the Meet Director to do so moving forward.

It was also unclear in the current competition rules what Ground Reference Points should be used in the case of a rejump.

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5.5.2 VALIDATION WINDOW

5.5.2 A competitor must not leave his Designated Lane (DL). Violation of this rule during the time period from ~~40.0 seconds after exit~~ the start of the Validation Window 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:

5.5.2.3 If, during the time period from ~~40.0 seconds after exit to the deployment of the parachute~~ the start of the Validation Window to the exit of the competition window, 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

Here, in addition to removing the reference to exit, we have moved the lower boundary for this penalty up to the bottom of the competition window, the same as other penalties. The rationale here is that the 150 m proximity rule (5.5.3) will already deal with competitors who turn toward other competitors or the dropzone immediately after the competition window. Such a turn is only an issue if it causes a proximity issue.

5.5.3 PROXIMITY

5.5.3 At no time from ~~exit~~ the start of the Validation Window to deployment of the parachute shall a competitor~~(s)~~ come within ~~250m~~ 150m 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.~~

The original proximity rule was written, because competitors started to do intentional “flyby’s” with other competitors that were already under their canopy’s. Such behavior can be addressed directly by the Safety Panel. At the competitors meet in Beaufort, this adjustment was suggested by the competitors themselves.

5.6.1 The deployment altitude for each competitor will be pre-determined by the Meet Director ~~and Chief Judge~~ and must not exceed the lower boundary of the competition window (1500m/4921ft AGL).

The responsibility for these kind of decisions, should be in the hands of 1 person. It makes more sense to leave this decision in the hands of the local organizer and therefore the Meet Director.

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

This is a subtle change, but it is more accurate in today’s era of WS Performance – when this rule was originally drafted and implemented

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7.1.4 SCORES

7.1.4 Scores (as defined in 5.8.2) and any associated performance data, [with the exception of the calculated results \(as defined in 5.8.1\)](#), shall not be published until the task which includes those scores is complete.

7.1.4.1 Immediately after the data has been downloaded and is determined to be sufficient to evaluate, [the calculated results \(as defined in 5.8.1\)](#) shall be published.

Article 7.1.4 was in direct contravention of Section 5 5.2.10 (3) (a) and (b). For that reason, we changed this part of the competition rules

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8.3 COMPOSITION OF DELEGATIONS

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~~8.3.1.4 A maximum of eight (8) performance competitors for a World Championships.~~

8.3.1.4 A maximum of ten (10) competitors for a World Parachuting Championship – seven (7) places open to male or female competitors and three (3) places exclusively for competitors from whichever is the gender minority.

~~8.3.1.5 A maximum of twelve (12) performance competitors for a World Cup or Continental Regional Championships~~

8.3.1.5 A maximum of twelve (12) competitors for a World Cup or a Continental Championship – nine (9) places open to male or female competitors and three (3) places exclusively for competitors from whichever is the gender minority.

The goal here is to facilitate the addition of the female classification, which we hope and expect will increase competitor participation. We have aligned the composition of delegations, including the female classification with Speed and used the same text.

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8.5 PRIZES AND AWARDS

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8.5.1 Performance Event Medals will be awarded to:

8.5.1.1 Time Event: Champion, 2nd, and 3rd place.

8.5.1.2 Distance Event: Champion, 2nd, and 3rd place.

8.5.1.3 Speed Event: Champion, 2nd, and 3rd place.

8.5.1.4 Overall: Champion, 2nd, and 3rd place.

8.5.1.5 [Female Overall: Champion, 2nd, and 3rd place.](#)

8.5.1.6 [5](#) National WS Performance Flying Team: Champion, 2nd, and 3rd place.

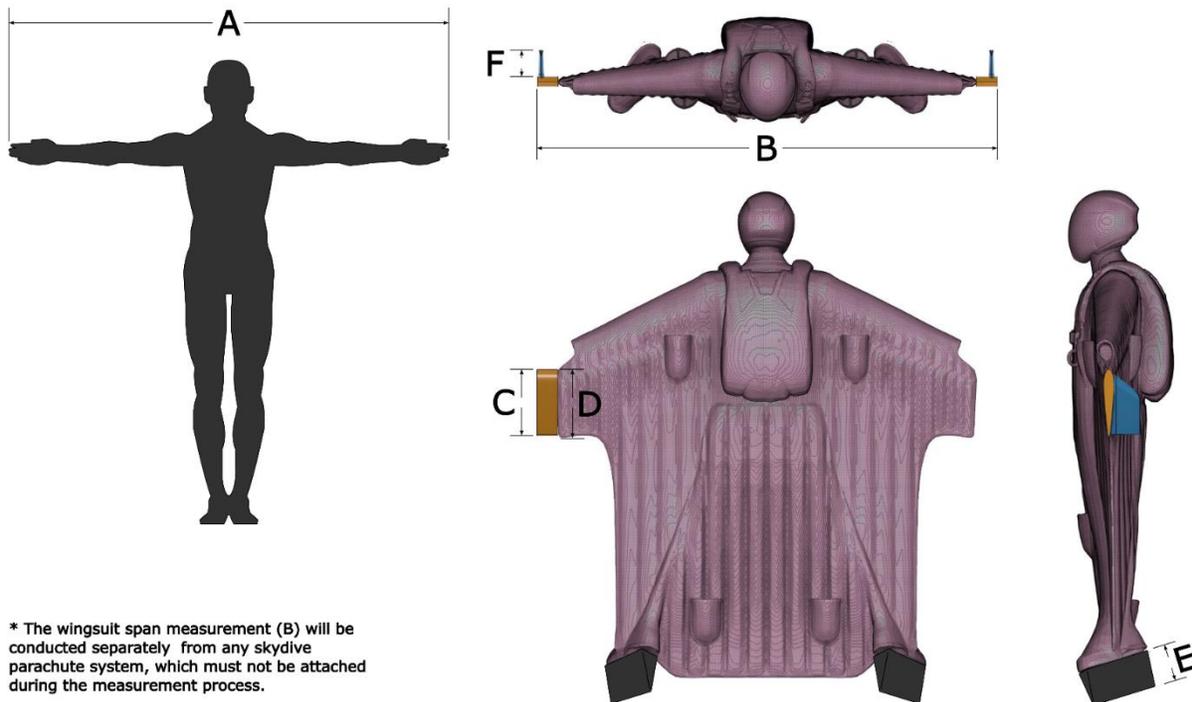
[Overall medals are being added to support the addition of the new Female classification.](#)

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ADDENDUM D

ADDENDUM D – GUIDELINES FOR MEASURING A WINGSUIT

1. Arm span (A) is defined as the maximum distance between the tips of the longest fingers on each hand with arms fully extended. Each competitor's arm span will be measured with the competitor standing upright with their back against a wall, and thumbs facing upward.
2. The wingsuit will be measured while laid flat on the floor, with all zippers fully closed, placed on top of a tape measure, and stretched both lengthwise and spanwise. Enough tension will be applied to remove slack from the wingsuit, but not so much that the fabric is stretched.
3. The wingsuit span measurement (B) will be conducted separately from any skydive parachute system, which must not be attached during the measurement process.
4. The length (C) of any wingtip must not exceed the length (D) of the last rib of the arm wing fabric.
5. Foot fairings, or any extension to the bottom of the sole of the bootie, may extend perpendicular to the foot no more than 30 cm from the location that the foot makes contact with the inside of the bootie (E).
6. If winglets are present, the height (F) of a single winglet above the upper surface or below the lower surface of the wingtip, whichever is greater, will be doubled and added to the suit's span measurement (B).
7. These measurements may be randomly checked throughout the competition, at the discretion of the Chief Judge.



* The wingsuit span measurement (B) will be conducted separately from any skydive parachute system, which must not be attached during the measurement process.

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ANNEX A – ACROBATIC WINGSUIT FLYING COMPULSORY SEQUENCES

Sequence M: Hand to Opposed Foot

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A transitions over Performer B to the other side.
- Performer A takes a foot grip in normal flight on Performer B.
- Performers show total separation and Performer B transitions over Performer A to the other side.
- Performer B takes a foot grip in normal flight on Performer A.
- Performers show total separation and Performer B flies to the to the original starting position.
- Performers take a hand grip in normal flight.

Sequence N: Corkscrew

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A performs a 540°-barrel roll over Performer B to the other side, ending in inverted flight.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and Performer B performs a 540°-barrel roll over Performer A to the other side, ending in inverted flight.
- Performers take a hand grip in inverted flight.
- Performers show total separation and both transition to normal flight.
- Performers take a hand grip in normal flight.

Sequence O: Scary Roll

- Performers are in normal flight with a hand grip.
- Both performers transition to inverted flight while maintaining the grip, with Performer A transitioning over Performer B.
 - If the grip is maintained throughout this transition, one point will be added to the number of grips.
 - If the grip is not maintained, no point will be added to the number of grips and performers may omit the following manoeuvre.
- Performers show total separation and transition to normal flight.
- Performers take a hand grip in normal flight.
- Both performers transition to inverted flight while maintaining the grip, with Performer B transitioning over Performer A.
 - If the grip is maintained throughout this transition, one point will be added to the number of grips.
 - If the grip is not maintained, no point will be added to the number of grips and performers may omit the following manoeuvre.
- Performers show total separation and transition to normal flight.
- Performers take a hand grip in normal flight.

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Sequence A: Up and Over

- Performers show total separation and ~~then~~ Performer A transitions over Performer B to the other side.
- Performers show total separation and ~~then~~ Performer B transitions over Performer A to the other side.

Sequence B: Rock and Roll

- Performers show total separation and ~~then~~ Performer A performs a barrel roll.
- Performers show total separation and ~~then~~ Performer B performs a barrel roll.

Sequence K: Hand to Foot

- Performer A takes a foot grip in normal flight on ~~the same side on~~ Performer B.
- Performers take a hand grip in normal flight ~~on the same side.~~
- Performer B takes a foot grip in normal flight on ~~the same side on~~ Performer A.
- Performers take a hand grip in normal flight ~~on the same side.~~

Sequence L: Reversed Hand to Foot

- Performer A takes a foot grip in inverted flight on ~~the same side on~~ Performer B.
- Performers take a hand grip in normal flight ~~on the same side.~~
- Performer B takes a foot grip in inverted flight on ~~the same side on~~ Performer A.
- Performers take a hand grip in normal flight ~~on the same side.~~

Some sequences say “Performers show total separation **and then** Performer A transitions...” but other say “Performers show total separation **and** Performer A transitions we change all of these to “and” without “then” to be consistent in the wording

Currently, some sequences use language similar to “Performer A takes a foot grip in normal flight **on the other side of performer B**” We changed this to “Performer A takes a foot grip in normal flight **on performer B**” for clarity.

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WS Acro Infringements

Reorder Acrobatic Event Definitions:

Team: An Acrobatic Wingsuit Flying Team is composed of two (2) Performers and a Videographer, all three of whom are Team Members.

Designated Team Member: The Designated Team Member (DTM) is that Team Member wearing the PLD. The DTM must be either Performer A or Performer B.

~~Routine: Compulsory sequences or manoeuvres performed during the working time.~~
Redundant rule – OK to delete

Normal Flight: The performer is in a belly-to-earth stable position

Basic Rotational Actions

1) **Barrel Roll** A barrel roll is a 360-degree rotation about the body head-toe axis, when that axis is aligned with the direction of flight. The rotation of a barrel roll may be performed in either direction (clockwise or anti-clockwise.)

2) **Back Loops** A back loop is a loop where the rotation is initiated about the body left-right axis with the torso rotating backwards.

3) **Front Loop** A front loop is a loop where the rotation is initiated about the body left-right axis with the torso rotating forwards.

Grips

1) A **hand grip** consists of a controlled stationary contact with the front or back of the hand. The contact must be on or below the wrist.

2) A **foot grip** consists of a controlled stationary contact with the front or back of the hand on the foot, below the ankle bone.

3) A grip on the surface of any wingsuit without also achieving a controlled stationary contact with the front or back of the hand on a specified part of the body as defined in 1) and 2) above is specifically excluded from the definition of a grip.

Manoeuvre: a change in body position or a rotation around one or more of the three (3) body axes or a static pose.

Compulsory Sequence: A compulsory sequence is comprised of 2 or 4 manoeuvres, as described in ADDENDUM A – ACROBATIC WINGSUIT FLYING COMPULSORY SEQUENCES.

Compulsory Routine: A routine composed of compulsory sequences chosen at random from ADDENDUM A – ACROBATIC WINGSUIT FLYING COMPULSORY SEQUENCES by the Chief Judge.

Free Routine: A routine composed of manoeuvres chosen entirely by the Team.

Altitude Window: The upper boundary of the Altitude Window is the altitude at which the vertical velocity of the Designated Team Member reaches 8m/s after exit, as determined by the judges using the PLD, and the lower boundary of the Altitude Window is as designated in 6.3.3 or, if applicable, 6.3.5.

Working time: the period of time during which Teams may be evaluated and scored in accordance with 7.2 and which is defined in 6.3.3 and 6.3.5. Working time starts the instant any team member separates from the aircraft, as determined by a majority of the judges.

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Reorder Acrobatic Event Definitions (continued)

Scoring Grip - A grip which is correctly completed and clearly presented and which, apart from the first grip after exit, must be preceded by a correctly completed and clearly presented Manoeuvre.

Infringement

- 1) A Manoeuvre not clearly presented, or
- 2) An incorrect Manoeuvre performed within working time, or
- 3) A Sequence performed in a different order than drawn

Omission

- 1) A manoeuvre is missing from the drawn sequence, or
- 2) There is no clear intent to perform the chosen manoeuvre, or
- 3) An attempt at a grip is seen and another manoeuvre or grip is presented and there is an advantage to the team resulting from the substitution.

NV: No Video – no video image is available for judging purposes.

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Remove the following from ADDENDUM A – ACROBATIC WINGSUIT FLYING COMPULSORY SEQUENCES:

~~Other than for the first grip of the jump, a valid grip must be preceded by clear total separation, which is when the performers show at one point in time that they have released the grip and no part of their arms have contact with the other performer;~~

This was moved to Acrobatic Event Definition of a Scoring Grip

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Re-order and add the following to 7.2.6 - Scoring Compulsory Rounds:

7.2.6 - Scoring Compulsory Rounds:

7.2.6.1 - The Round is evaluated using two (2) criteria: style and number of grips.

7.2.6.2 - Judges will give each of the above two criteria a score based on the guidelines in

ADDENDUM B – ACROBATIC WINGSUIT FLYING JUDGING CRITERIA.

7.2.6.3 - One point will be assigned for each **Scoring Grip** ~~grip correctly performed in the routine~~ within the working time of each round, as determined by a majority of the judges. The score given for grips shall be in whole integers only.

7.2.6.4 - For a Manoeuvre infringement, zero (0) points will be assigned for the grip following the infringement.

7.2.6.5 - For a Sequence infringement, zero (0) points will be assigned for all grips included in the Sequence.

7.2.6.6 - For each grip omission one (1) point will be deducted from the total determined in 7.2.6.3

7.2.6.7 - For each manoeuvre omitted from the required order, as determined by a majority of the judges, 1.5 points will be deducted from the style point score otherwise given by each judge.

7.2.6.8 - Where a manoeuvre is omitted, the grip associated with that manoeuvre will also be considered as being omitted and scored in accordance with 7.2.6.6.

7.2.6.9 - A majority of Judges must agree in order to determine an NV situation.

7.2.6.10 - If, after the viewings are completed, and within fifteen seconds of the knowledge of the result, the Chief Judge, Event Judge or any Judge on the panel considers that an absolutely incorrect assessment of a grip has occurred, the Chief Judge or Event Judge will direct that only that part(s) of the jump in question be reviewed. If the review results in a four to one decision by the Judges on the part(s) of the performance in question, the assessment of that grip will be adjusted accordingly. Only one review is permitted for each jump.

7.2.6.11 - The minimum score for any of the criteria is zero points

This change allows the judge panel to address the situations where acrobatic teams perform the incorrect manoeuvre or sequence by giving a score of 0 for all grips associated with the mistake. This has been a recurring issue that judge panels have struggled with, so some standardization was needed.

The Acrobatic Event Definitions and Section 7.2.6 had several definitions and rules re-ordered, but no wording changes were made, so they are not noted in blue. It now reads more logically with regards to how performances are judged.