



Rules

Objective: To rank wingsuit pilots in order of skill in each selected event, while prioritizing safety, and fostering a positive view of wingsuit BASE jumping in the eyes of the general public.

Minimum Qualifications:

- 200 BASE jumps
- 100 wingsuit BASE jumps
- Current in the wingsuit being used
- 1:0.9 max wing loading

Meeting minimum requirements does not guarantee participation. In addition to the flying minimums, a professional, sportsmanlike attitude and conduct is a strict requirement at all times. Participation will be at the discretion of the event staff/judging panel/meet director.

Event Description

- Pilots will exit from Sass Pordoi (cross exit) and fly through a pre-determined finish line. Pilots will be competing against one another competitor via time trial system.

Determination of the winners

-Competitors are measured by Microgate, using a high speed camera - and scored by the chief judge. Fastest time wins.

-In the event of a tie the competitor with the highest peak horizontal speed will be the winner.

-In the event of an incomplete competition, ranking will be assigned using the last complete round. If one full round has not been completed, the competition will be declared DNF and no winners will be assigned.

General Rules

- Competition wingsuits must be manufactured to current industry standards.
- Multiple wingsuits can be used for qualifying rounds, but only one may be used for each competition event.
- In the event that a competitors primary wingsuit is damaged beyond repair, an alternative wingsuit may be used to complete the event.
- All competitors must wear a hard shell helmet, closed toed shoes, and eye protection.
- A minimum of 40 seconds of canopy time is required for each jump.
 - For canopy times under 40 seconds, the difference between 40 seconds and the actual canopy time will be added to the competitors score for that round, as well as receiving a yellow card
- Be a good ambassador to the sport.

Weather Conditions

-A maximum wind limit on exit and landing will be set to 5 m/s.

-Winds will be monitored frequently throughout the competition and must remain below the limit for 10 minutes before jumping may resume.
-A wind indicator must be present in the landing area to indicate preferred landing direction. Competitors have the option of landing any direction on solo events, but must follow the pattern on jumps with multiple parachutes in the air concurrently.

Rules Enforcement

-A yellow card will be issued by a judge for a first infraction as a warning to that competitor for actions including but not limited to: Unsafe exits, erratic landings, canopy times below 40 seconds, hazardous attitudes, poor sportsmanship.

-A red card will serve as an ejection from the competition, for a second offense after a yellow card has been served previously. The offense can be the same as for the yellow card, or a separate offense. Additionally a judge can hand out a red card without a previous yellow card for wanton disregard for health and safety, extremely poor sportsmanship, fighting, or blowing a breathalyzer above 0.00.

-An electronic scoring system will be employed to determine each competitor's speed, as well as an option to additionally utilize an air sports GPS data logger (Flysight), and a computerized judging software, measured to the hundredths of a second.

-Video review - in the event of a false start or if there is a question on the safety of a competitor's exit, a video review will be provided to ensure adequate certainty of a judge's decision. Slow motion may be used. A review cycle may last no more than 10 minutes to ensure "rate of play" within the competition. If there is inadequate evidence to render a yellow card/false start, the verdict will favor the competitor.

Malfunctions

-A competitor experiencing a control problem caused by an equipment malfunction resulting in utilizing an alternate landing area or a canopy time under 40 seconds will be evaluated. Judging staff can choose not to penalize the competitor if the fault of insufficient canopy time is caused by factors outside of the competitor's control. Only one malfunction may be granted per competitor per competition.

Glossary of Terms

- Wingsuit - a suit with inflatable fabric between the arms and legs creating an airfoil shape that a competitor uses to fly through the air.
- BASE jump - a parachute jump from a fixed object.
- Wingsuit BASE jump - Jumping a wingsuit with a parachute from a fixed object
- Wing Loading - the suspended weight of a competitor and their gear divided by the size of their parachute
- DNF - Did Not Finish
- Exit - the moment a competitor is no longer in contact with the surface from which they are jumping.
- Canopy time - The amount of time between when a competitor's Pilot Chute is no longer in contact with their hand, to when their feet touch the ground