Competition Rules

Indoor Formation Skydiving
and
Indoor Vertical Formation Skydiving

2025 Edition

Effective 1 May 2025

Ver 1.0 2025-05-01

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Link for FAI Statutes and By Laws

Revisions

VERSION	AMENDMENTS
Ver. 1.0 2025-05-01	Revisions table added. 2.2, 4.4.1, 5.4, 5.6, 6.2.1, 6.3.4, 7.1, 7.2, 4-way FS block 20, VFS block 12

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1 FAI AUTHORITY

The competition will be conducted under the authority granted by the FAI, according to the regulations of the Sporting Code of the FAI, General Section, and Section 5 as approved by the ISC and validated by the FAI, and these rules. All participants accept these rules and the FAI regulations as binding by registering in the competition.

2 DEFINITIONS OF WORDS AND PHRASES USED IN THESE RULES

2.1 FORMATION

Consists of competitors linked by grips. For VFS with each competitor in the correct orientation.

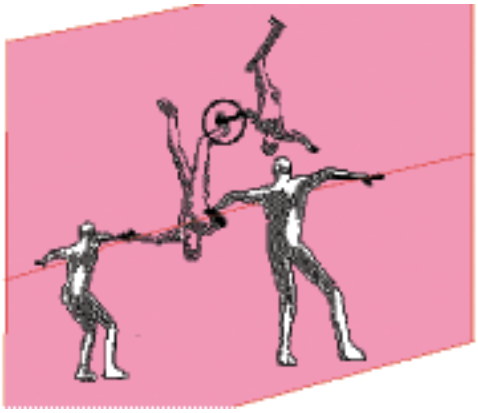
2.2 GRIP

Consists of stationary contact between any part of the palm side of the hand and/or fingers of one competitor, and an arm, leg or foot of another competitor as shown in 7.2. For VFS a foot grip extends to (and includes) the ankle.

2.3 GRIP LINE

This is the line linking the torsos of two competitors via their arms or legs and feet and the grip that joins them.

2.3.1 For VFS Clarification regarding random O) – There is an imaginary vertical plane passing through the handgrips, with outside competitors having hand grips on one side of the vertical plane and the competitor taking the leg grip on the other side of the vertical plane. No grip line may cross the vertical plane within the formation.



2.4 BODY

Consists of the entire competitor and his or her equipment.

2.5 DIVE POOL

Consists of the Random Formations and Block Sequences depicted in the addenda to these rules.

2.6 SUBGROUP

Is an individual competitor or competitors linked by grips required to complete a designated manoeuvre during the inter of a block sequence.

2.7 A SUBGROUP'S CENTERPOINT

Is one of the following:

1. The defined grip or the geometric centre of the defined grips within a subgroup of competitors linked by grips.
2. The geometric centre of an individual competitor`s torso.

2.8 TOTAL SEPARATION

Is when all competitors show at one point in time that they have released all their grips and no part of their arms have contact with another competitor`s body.

2.9 INTER

Is an intermediate requirement within a block sequence, which must be performed as depicted in the dive pools.

2.10 SEQUENCE

Is a series of random formations and block sequences which are designated to be performed.

2.11 SCORING FORMATION

Is a formation which is not an infringement and is correctly completed and clearly presented either as a random formation or within a block sequence as depicted in the dive pool, and which, apart from the first formation after entry, must be preceded by a correctly completed and clearly presented total separation or inter, as appropriate.

2.12 INFRINGEMENT

Is one of the following:

1. An incorrect or incomplete formation which is followed within working time by either
   - a total separation or,
   - an inter, whether correct or not.
2. A correctly completed formation preceded by an incorrect inter or incorrect total separation.
3. A formation, inter, or total separation not clearly presented.

2.13 OMISSION

Is one of the following:

1. A formation or inter missing from the drawn sequence.
2. No clear intent to build the correct formation or inter is seen and another formation or inter is presented and there is an advantage to the team resulting from the substitution.
3. If both the inter and the second formation in a block sequence are omitted, this will be considered as only one omission.

2.14 ENTRANCE

Teams must enter the tunnel using the designated doorway.

2.14.1 For FS 4-way Entrance: The working time will start when both feet of any team member leave the antechamber floor and the team member enters the tunnel. Team members may lean into the air flow with one foot inside the tunnel without the working time starting as long as one foot remains on the floor of the antechamber and any foot inside the tunnel does not use the net for launch.

2.14.2 For VFS Entrance: Teams must enter the tunnel and stay standing up on the net in center of the airflow. The working time will start when both feet of any team member leave the net.

2.14.3 For FS 8-way Entrance: Teams must enter the tunnel and build a starting formation selected from those shown in Annex H. The working time will start when the first grip of the

starting formation is broken. If the starting formation is omitted or built incorrectly, then working time will start when both feet of any member leave the net and a one (1) point penalty will apply.

2.15 WORKING TIME

Is the period of time during which teams are scored on a performance which starts when both feet of any team member have left the antechamber floor (tunnel net for VFS) in order to enter the tunnel and terminates a number of seconds later as specified in 3.1.

2.16 ANTECHAMBER

The area used by teams as a waiting and staging area for entrance into the wind tunnel. This chamber is separated from the public viewing area and is for the exclusive use of the teams on call.

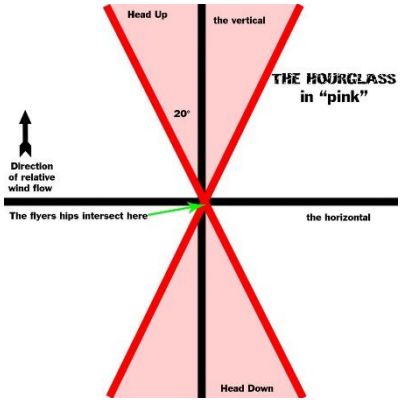
2.17 NV

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

2.18 JUDGEMENT CALL

An assessment by the judges of a formation, infringement or omission that is not unanimous.

2.19 VFS ORIENTATION:



2.19.1 "The Vertical": An imaginary line running parallel to the relative wind (see diagram)

2.19.2 "The Horizontal": An imaginary line running perpendicular to the relative wind (see diagram)

2.19.3 "The flyer's Line": An imaginary, straight line of infinite length, roughly following the flyers spine, from the center of the flyer's hips through the center of the flyers head and beyond.

2.19.4 "The Hourglass": The acceptable range of deviation from The Vertical that a flyer's Line may take when meeting an orientation requirement (head up or head down). A flyer's orientation shall be judged with The Vertical and The Horizontal intersecting at the flyer's hips.

2.19.5 "Head up": The flyer's Line must fall within, and remain within, the upper portion of the Hourglass

2.19.6 "Head down": The flyer's Line must fall within, and remain within, the lower portion of the Hourglass

2.19.7 "Bellyflying" or "Belly to Earth" orientation requires that the competitor's torso is in a horizontal (prone) position, with the front of the torso toward the earth.

("Bellyflying" is not currently used in VFS formations)

2.19.8 "Backflying" orientation requires that the competitor's torso is in a horizontal (prone) position, with the back of the torso toward the earth.
("Backflying" is not currently used in VFS formations).

3 THE EVENTS

3.1 EVENT DESCRIPTIONS

The discipline will be comprised of the following events:

3.1.1 4-Way FS Events: Working Time is 35 seconds.

3.1.2 4-Way VFS Event: Working Time is 35 seconds.

3.1.3 8-Way Event: Working Time is 50 seconds.

3.2 OBJECTIVE OF THE EVENTS

3.2.1 The objective of the event is for the team to complete as many scoring formations as possible within the working time, while correctly following the sequence for the round.

3.2.2 The accumulated total of all rounds completed is used to determine the placing of teams. Only one completed round is required to declare champions.

3.2.2.1 If two or more teams have equal scores the following order of procedures will be applied to determine the final placings:

i. one tie break round, if possible (for the first three placings only). The tie break round will be the next drawn round of the competition,
ii. the highest score in any completed round,
iii. the highest score starting with the last completed round and continuing in reverse order, round by round until the tie is broken,
iv. the fastest time (measured to hundredths of a second) to the last formation scored without infringement by both teams in the last completed round. Starting time must be that used for original evaluation of the performance.

3.3 PERFORMANCE REQUIREMENTS

3.3.1 Each round consists of a sequence of formations, depicted in the dive pools of the appropriate Annexe, as determined by the draw.

3.3.2 It is the responsibility of the team to clearly present the start of working time, correct scoring formations, inters and total separations to the judges.

3.3.3 Scoring formations need not be perfectly symmetrical, but they must be performed in a controlled manner. Mirror images of random formations, whole block sequences and starting formations are permitted. For VFS, mirror images are only permitted when set in a vertical plane.

3.3.4 In sequences, total separation is required between block sequences, between random formations, and between block sequences and random formations.

3.3.5 Where degrees are shown, (180°, 270°, 360°, 540°), this indicates the approximate degrees and direction of turn required to complete the inter as intended. The degrees shown are approximately that amount of the circumference of the subgroup's centerpoint

to be presented to the centerpoint(s) of the other subgroup(s). For judging purposes, the approximate degrees and direction of turn of subgroups centerpoints will be assessed using only the two dimensional video evidence as presented. Degrees of turn performed must be in a single direction.

3.3.6 Contact is allowed between different subgroups during the inter of a block sequence. If an inter requires an orientation change by a subgroup, no grip may be taken between that subgroup and any other subgroup during the orientation change.

3.3.7 Where subgroups are shown, they must remain intact as a subgroup with only the depicted grips on other competitors in that subgroup. For VFS, where a subgroup is not required to change its orientation, the orientation must be maintained throughout the inter.

3.3.8 Assisting handholds on other bodies in a scoring formation are not permitted.

3.3.9 Handholds by the competitor on their own body within a subgroup or a scoring formation are permitted.

3.3.10 For VFS no grip line (ref. 2.3) may cross another grip line within a formation.

4 GENERAL RULES

4.1 COMPOSITION OF TEAMS

Teams may consist of competitors of either or both sexes, except in the female event where all competitors must be female.

4.2 THE DRAW

4.2.1 The draw of the sequences will be done publicly and supervised by the Chief Judge. Teams will be given not less than two hours knowledge of the results of the draw before the competition starts.

4.2.2 Event Draws: All the «Block Sequences» (numerically numbered) and the «Random Formations» (alphabetically marked) shown in the appropriate addenda will be singularly placed in one container. Individual withdrawal from the container, (without replacement) will determine the sequences to be flown in each round. Each round will be drawn so as to consist of five or six scoring formations, whichever number is reached first. A computer-generated draw is also acceptable

4.2.3 Use of Dive Pool: Each block or formation will be drawn for the scheduled rounds of each competition. In the event that additional rounds are necessary, due to the tie-breaking “fly-off,” the dive pool for this round will consist of the blocks and formations which were not drawn for the scheduled rounds. In the event that all of the remaining blocks and formations do not complete the tie-breaking round, the draw will continue from an entire original dive pool in that event, excluding any blocks or formations which have already been drawn for that round.

4.3 PRACTICE JUMPS OR WIND TUNNEL TIME

Competitors are not allowed to make a parachute jump of any kind nor use a wind tunnel for practice after the draw has been made.

4.4 PERFORMANCE ORDER

4.4.1 The performance order for the first competition round of each event will be in the reverse order of the first ten placings in that event at the most recent ISC sanctioned World Indoor Parachuting Championships of the relevant Event. All teams not covered by this procedure

will perform at the beginning of the round, with their performance order determined by a draw.

4.4.2 An updated order of performance in reverse order of placing shall be implemented after every break in the competition which occurs after a completed round where practical.

4.5 VIDEO RECORDING

4.5.1 Video evidence is required to judge each performance and to show the team`s performance to third parties.

4.5.2 A Video Controller will be appointed by the Chief Judge prior to the start of the judges' conference. The Video Controller is responsible for the functionality of the video equipment to ensure it is usable for the competition.

4.5.3 For the purpose of these rules, « video equipment » refers to the equipment installed in the wind tunnel by the organizer specifically for the competition. No other video equipment will be used for judging.

4.5.4 The video equipment will be placed in the wind tunnel in such a location as to ensure that all members of the team are visible. The location and field of vision must be approved by the Chief Judge and the FAI Controller. If there are any limitations to the field of view, competitors are to be made aware of such limitations prior to the start of competition or during the competition if any changes are made to the video location or field of view.

4.5.5 The recording (camera), playback, and all auxiliary equipment must be full High-Definition input and full High Definition output with a minimum frame rate of 50 frames per second and must provide viewing for the judges.

4.5.6 The Organizer must provide teams with a way of identification linking the team number with the video of the performance.

4.6 SCORING

4.6.1 A team will score one point for each scoring formation performed in the sequence within the allowed Working Time of each round. Teams may continue scoring by continually repeating the sequence.

4.6.2 For each omission three points will be deducted from the aggregate points scored in accordance with 4.6.1.

4.6.3 If an infringement in the scoring formation of a block sequence is carried into the inter (ref. 2.8.), this will be considered as one infringement only, provided that the intent of the inter requirements for the next formation is clearly presented and no other infringement occurs in the inter.

4.6.4 The minimum score for any round is zero (0) points.

4.7 RE-PERFORMANCES

4.7.1 Where the video evidence is considered insufficient for judging purposes, a re-performance will be given unless the Video Review Panel determines that there has been an intentional abuse of the rules by the team, in which case no re-performance will be granted, and the team will receive the minimum score for that performance.

4.7.2 Contact or other means of interference between team members and between team members and the floor screen or the tunnel walls shall not be grounds for the team to request a re-performance.

4.7.3 Problems with a competitor's equipment shall not be grounds for the team to request a re-performance.

4.7.4 A team that flies out of the range of the camera (too high) will not be granted a re-performance.

4.8 TRAINING PERFORMANCES

4.8.1 Each team in each event will be given the option of one official training performance before the draw is made to determine appropriate speed settings.

4.8.2 The wind tunnel configuration used for the competition will also be used for the official training performance.

4.8.3 Each team, whose official registration reaches the Organiser before its deadline, will be given the option of 15min of training time between 8:00 and 24:00 within 48 hours of the official training start. The team must book this time with the Organiser before the official registration deadline. After the deadline the Organiser may offer the remaining time to anyone.

5 JUDGING

5.1 JUDGING PROCEDURE

The performances will be judged using video evidence.

5.2 NUMBER OF JUDGES

A minimum of three (3) judges must evaluate each team's performance.

5.3 VIEWINGS/REVIEW OF THE VIDEO EVIDENCE

The Judges will watch the video evidence of each performance (1) one time at normal speed to determine points in time. The moment of freeze frame at the end of working time will be determined at the first viewing. If a judgement call occurs, a second viewing of the performance or part(s) of the performance will be conducted at normal or reduced speed between 50-90 percent of normal speed. At the request of the Event Judge a (3rd) third view of part(s) of the performance can be conducted at normal or reduced speed. The speed of the second- and third viewings (normal or reduced) will be determined by the Event Judge. The Chief Judge will decide prior to the start of each round the percentage of reduced speed to be used for the round. The freeze frame from the first viewing will be applied on each viewing.

5.3.1 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 has occurred, the Chief Judge or Event Judge will direct that only that part(s) of the performance in question be reviewed at reduced speed in accordance with 5.3. If the review results in a unanimous decision in the case of a 3-person panel, or minimum four to one decision in the case of a 5-person panel on the part(s) of the performance in question, the score for the performance will be adjusted accordingly. Only one review is permitted for each performance.

5.4 EVALUATION

The Judges will use an electronic scoring system to record their evaluation of the performance. At the end of working time, freeze-frame will be applied on each viewing, based on the timing taken from the

first viewing only. The Judges may correct their evaluation record after the performance has been judged. Corrections to the evaluation record can only be made before the Chief Judge signs the score sheet. All individual judge`s evaluations will be published.

5.5 A MAJORITY OF JUDGES MUST AGREE IN THE EVALUATION IN ORDER TO.

- credit the scoring formation, or
- assign an infringement, or
- assign an omission, or
- determine an NV situation.

5.6 START OF WORKING TIME

The chronometer will be operated by the Judges or by a person(s) appointed by the Chief Judge and will be started as determined in 2.15. If Judges cannot determine the start of the working time, a penalty equal to 20% (rounded down) of the score for that performance will be deducted from the score for that performance.

6 RULES SPECIFIC TO THE COMPETITION

6.1 TITLE OF THE COMPETITION

"___th FAI World/Continental Indoor Skydiving Championships" or "___th World Cup of Indoor Skydiving".

6.2 AIMS OF WORLD/CONTINENTAL CHAMPIONSHIPS AND WORLD CUPS

6.2.1 To determine World/Continental Champions or World Cup Winners of Indoor Formation Skydiving and Indoor Vertical Formation Skydiving in the:

- 4-Way FS Open Event,
- 4-Way FS Female Event
- 4-Way VFS Event
- 8-Way Event

6.2.2 and

- To determine the world standings of the competing teams,
- To establish Indoor Formation Skydiving and Indoor Vertical Formation Skydiving world records,
- To promote and develop Indoor Formation Skydiving and Indoor Vertical Formation Skydiving,
- To present a visually attractive image of the competition performances and standings (scores) for competitors, spectators and media,
- To exchange ideas and strengthen friendly relations between the sport indoor fliers, judges, and support personnel of all nations,
- To allow participants to share and exchange experience, knowledge and information,
- To improve judging methods and practices.

6.3 COMPOSITION OF DELEGATIONS:

6.3.1 Each delegation may be comprised of:

- One (1) Head of Delegation,
- One (1) Team Manager,
- Team Coaches

6.3.2 At a World/Continental Championship:

- One 4-Way FS team consisting of up to:
  Five (5) 4-Way FS Competitors
- One female 4-Way FS team consisting of up to:
  Five (5) female 4-Way FS Competitors
- One 4-Way VFS team consisting of up to:
  Five (5) 4-Way VFS Competitors
- One 8-Way team consisting of up to:
  Ten (10) 8-Way Competitors

6.3.3 At a World Cup:

- Any number (to a maximum of 4) teams per event (composed as for a World Championship) to be decided by the Organiser and announced at the time of the bid.

6.3.4 No Competitor may compete in more than two Formation Skydiving events (including Vertical Formation Skydiving). In addition, no Competitor may compete in both the 4-Way FS Open event and the 4-way FS Female event.

6.3.5 Any Competitor that competes in two different events must be listed separately on the entry form for each event.

6.4 PROGRAM OF EVENTS:

6.4.1 The World/Continental Championships or World Cup is comprised of up to 10 rounds for Indoor Formation Skydiving and Indoor Vertical Formation Skydiving:

6.4.2 Time must be reserved before the end of competition to allow for the completion of the tie break round.

6.4.3 The competition will be organised during a maximum time frame of 3 competition days. Exceptions may be made where a bid is received for multiple FCE competitions at one time.

6.5 MEDALS ARE AWARDED AS FOLLOWS:

All team members in the events will be awarded medals if placed First, Second or Third.

7 DEFINITIONS OF SYMBOLS

7.1 CODING IN THE DIVE POOL ANNEXES is as follows:

7.1.1

Indicates direction of turn by the subgroup

7.1.2

Indicates turn by the subgroup in either direction

7.1.3

Indicates turns by all subgroups

7.1.4 a)

Indicates clarification of intent VFS

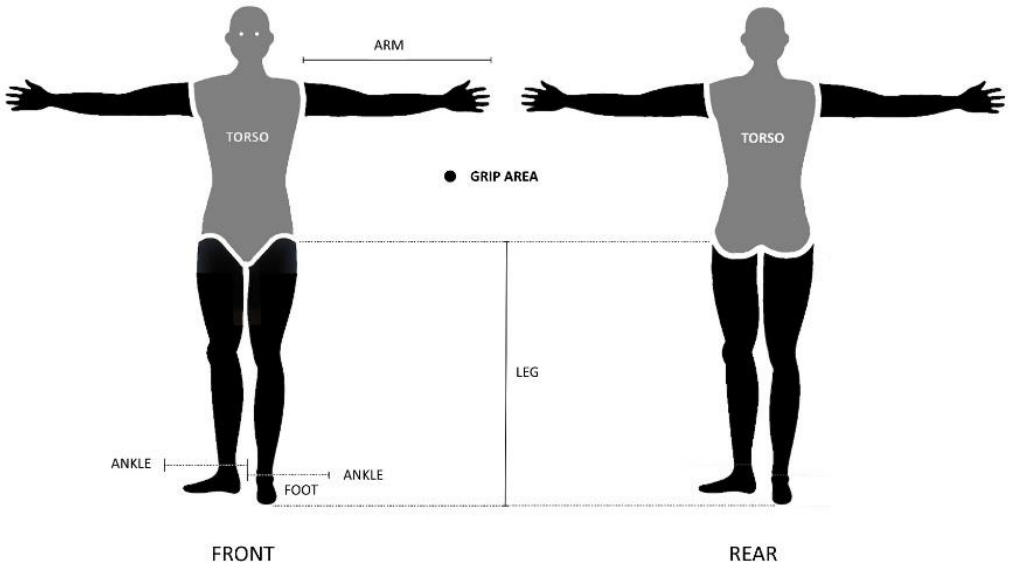
7.1.4 b)

Indicates clarification of intent FS

7.1.5

Indicates change of vertical orientation VFS

7.2 VISUALISATION FOR GRIP POSITIONS, ref 2.2



ANNEXES

Annex A: Current Formation Skydiving 4-Way Block Pool

Annex B: Current Formation Skydiving 4-Way Random Pool

Annex C: ISC FS Dive Pool Adjusted for Tunnel Sizes

Annex D: Current Indoor Vertical Formation Skydiving 4-Way Block Pool

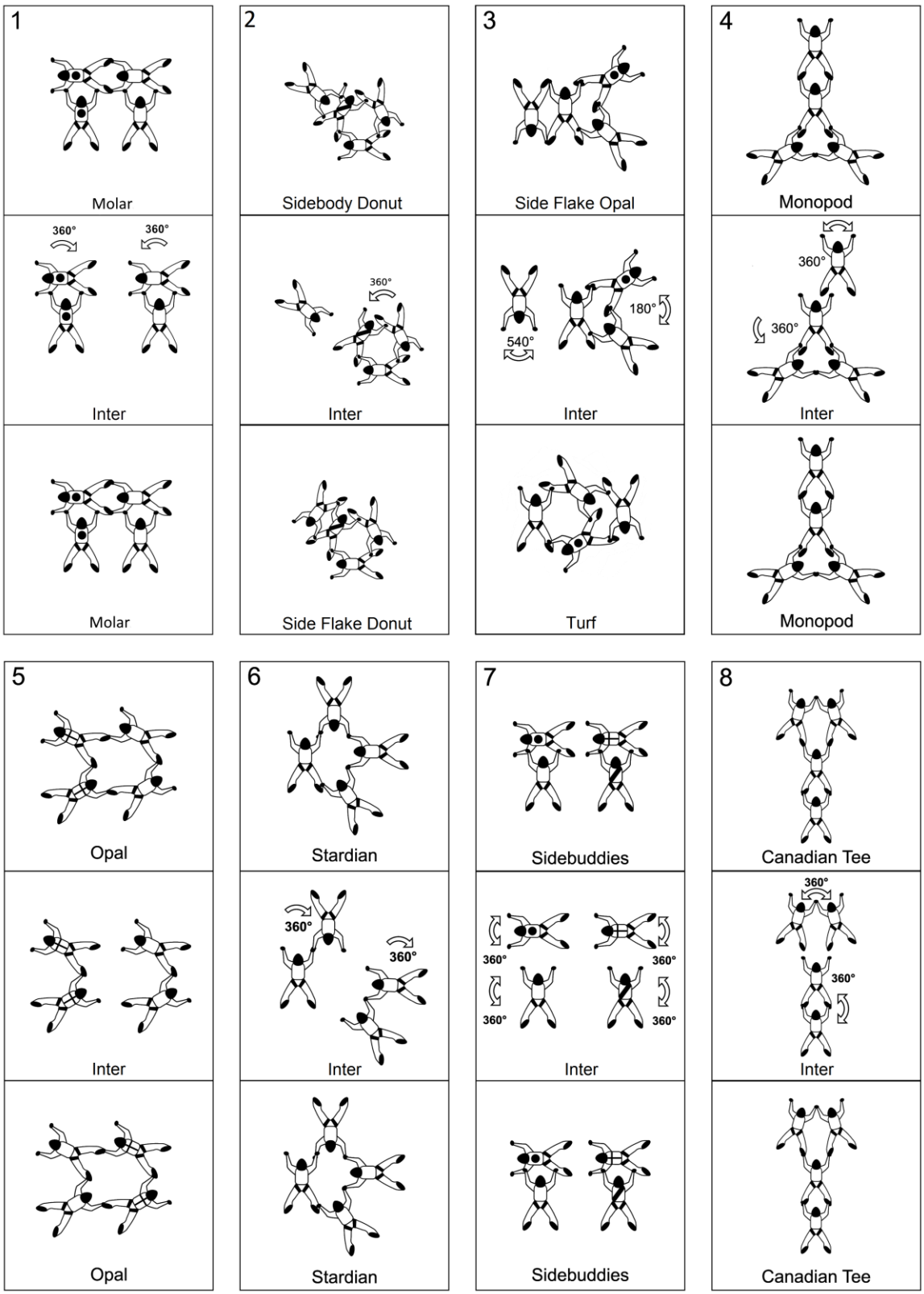
Annex E: Current Indoor Vertical Formation Skydiving 4-Way Random Pool

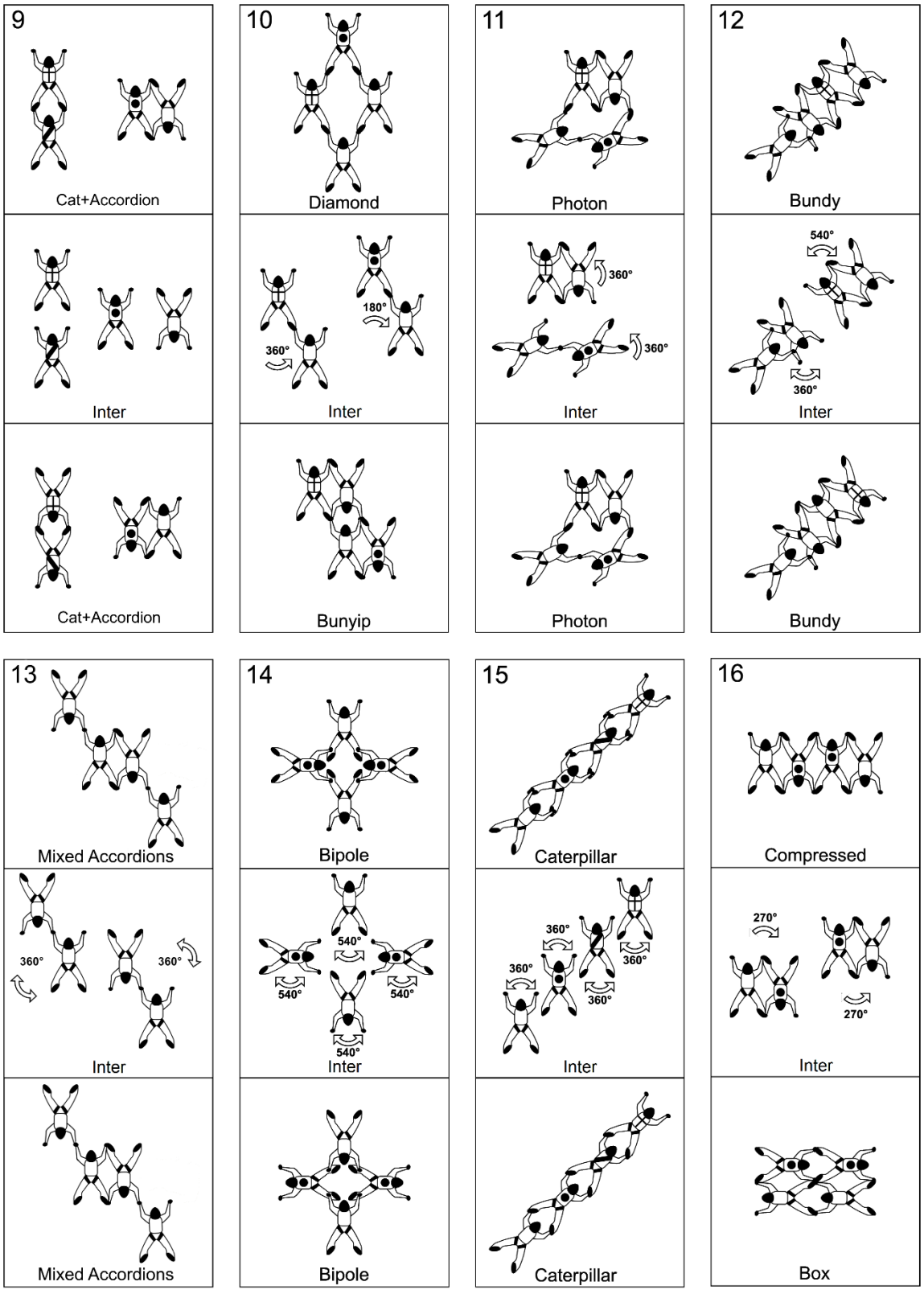
Annex F: Current Indoor Formation Skydiving 8-Way Block Pool

Annex G: Current Indoor Formation Skydiving 8-Way Random Pool

Annex H: Current Indoor Formation Skydiving 8-Way Starting Formation

ANNEX A - CURRENT FORMATION SKYDIVING 4-WAY BLOCK POOL




9
Cat+Accordion
Inter
Cat+Accordion
10
Diamond
180°
360°
Inter
Bunyip
11
Photon
360°
360°
Inter
Photon
12
Bundy
540°
360°
Inter
Bundy
13
Mixed Accordions
360°
360°
Inter
Mixed Accordions
14
Bipole
540°
540°
540°
540°
Inter
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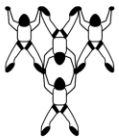
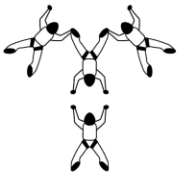
270°
Inter
Box

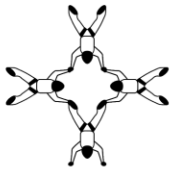
17



Danish Tee



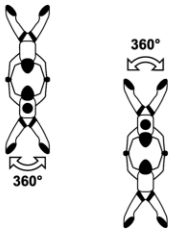
Inter



Murphy

18

Zircon



Inter

Zircon

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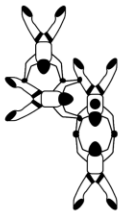

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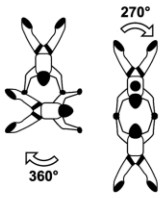

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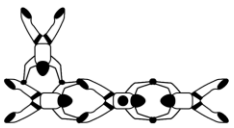

Icepick

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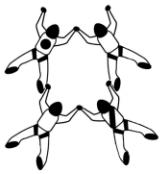

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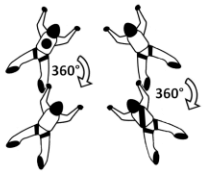

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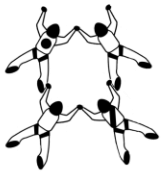

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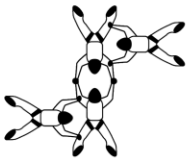

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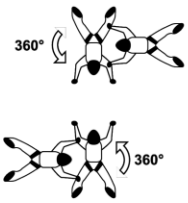
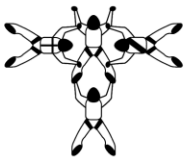


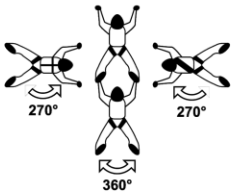
Inter

Marquis

22



Tee



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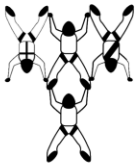
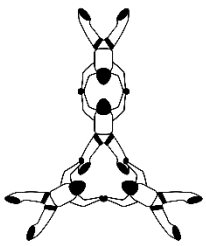
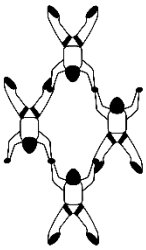
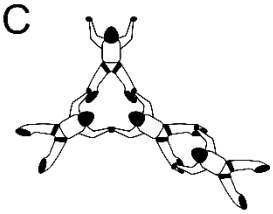
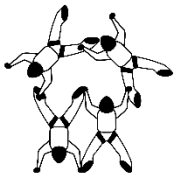
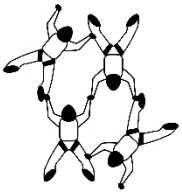
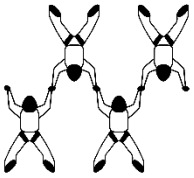
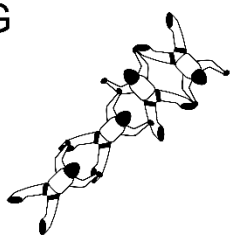
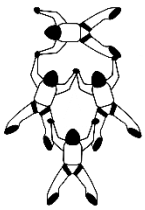
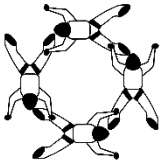
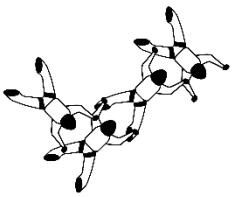
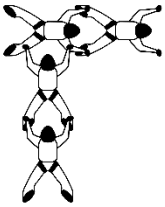
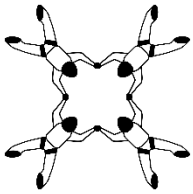
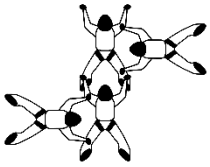
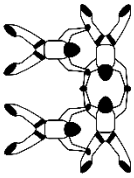
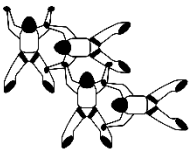
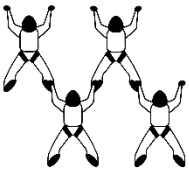


Chinese Tee

ANNEX B - CURRENT FORMATION SKYDIVING 4-WAY RANDOM POOL

A  Unipod	B  Stairstep Diamond	C  Murphy Flake	D  Yuan
E  Meeker	F  Open Acordian	G  Cataccord	H  Bow
J  Donut	K  Hook	L  Adder	M  Star
N  Crank	O  Satellite	P  Sidebody	Q  Phalanx

ANNEX C - ISC FS 4-WAY DIVE POOL ADJUSTED FOR TUNNEL SIZES

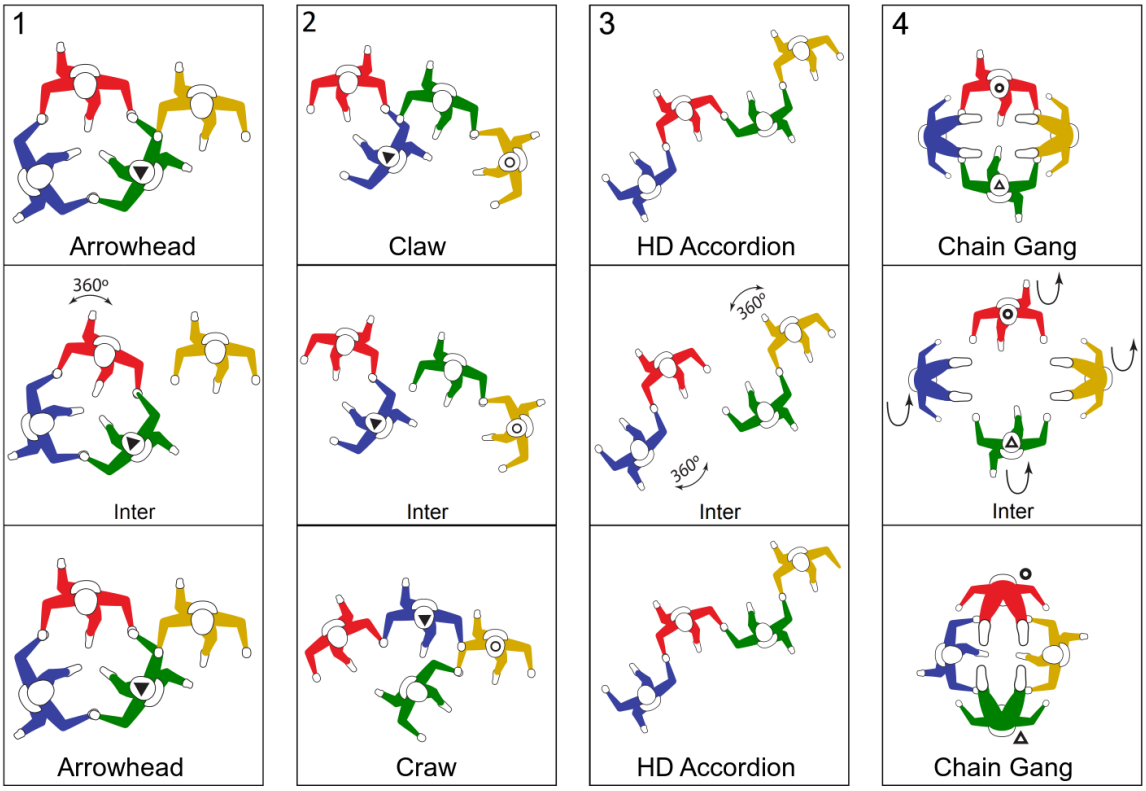
12 Foot Tunnel

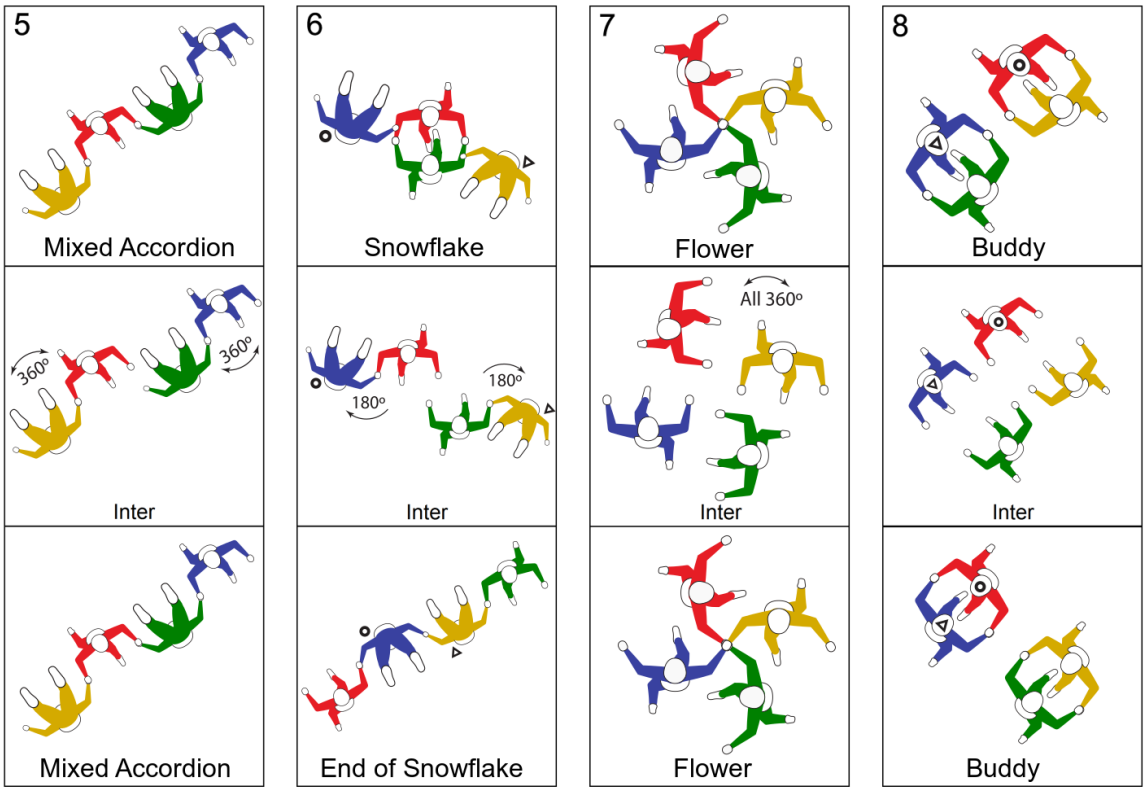
Category	Sequence	Random Formations	Blocks
Open	5 to 6	A - Q	3,5,6,7,9,11,14,15,16,17,18,21

14 Foot Tunnel or larger

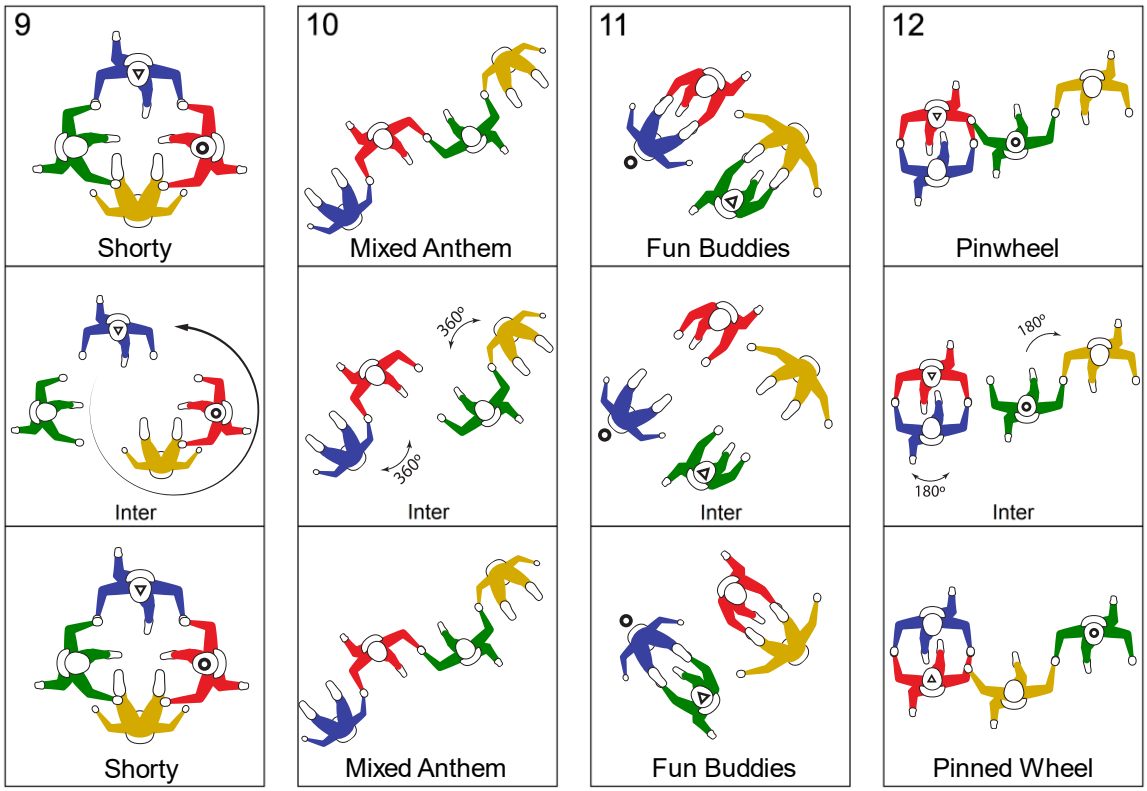
Category	Sequence	Random Formations	Blocks
Open	5 to 6	A - Q	All 22 Blocks

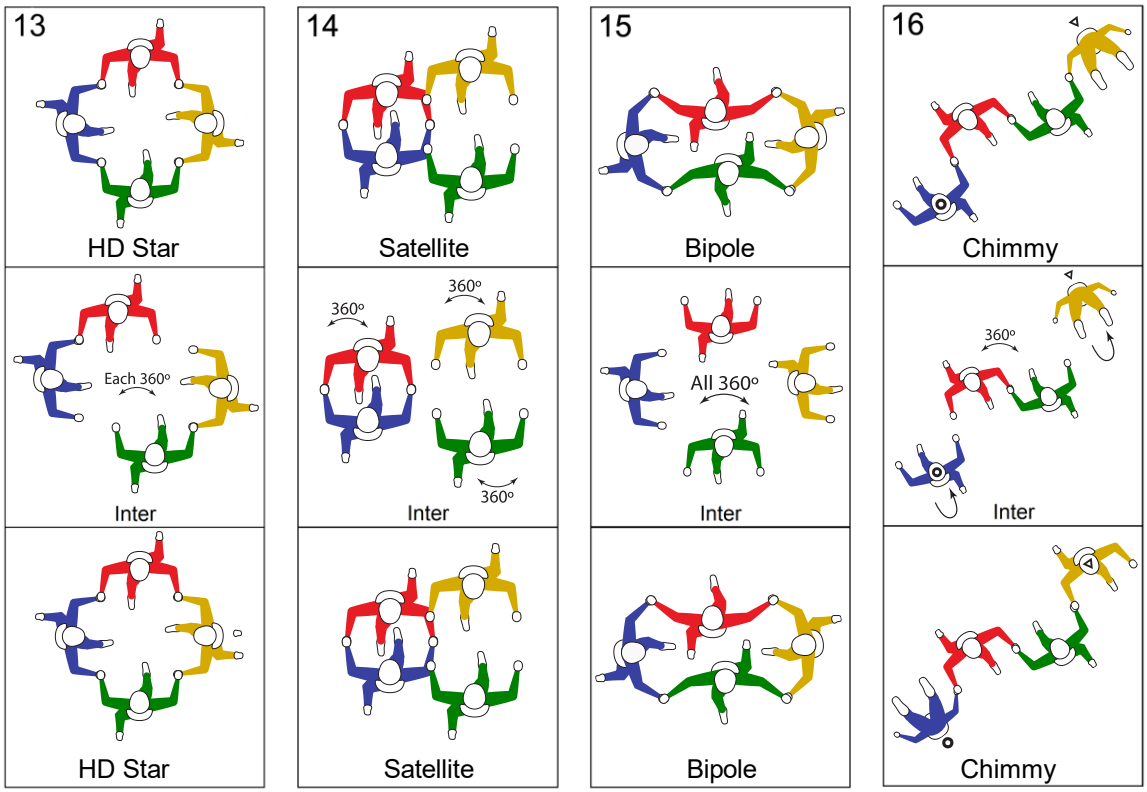
ANNEX D - CURRENT VERTICAL FORMATION SKYDIVING 4-WAY BLOCK POOL



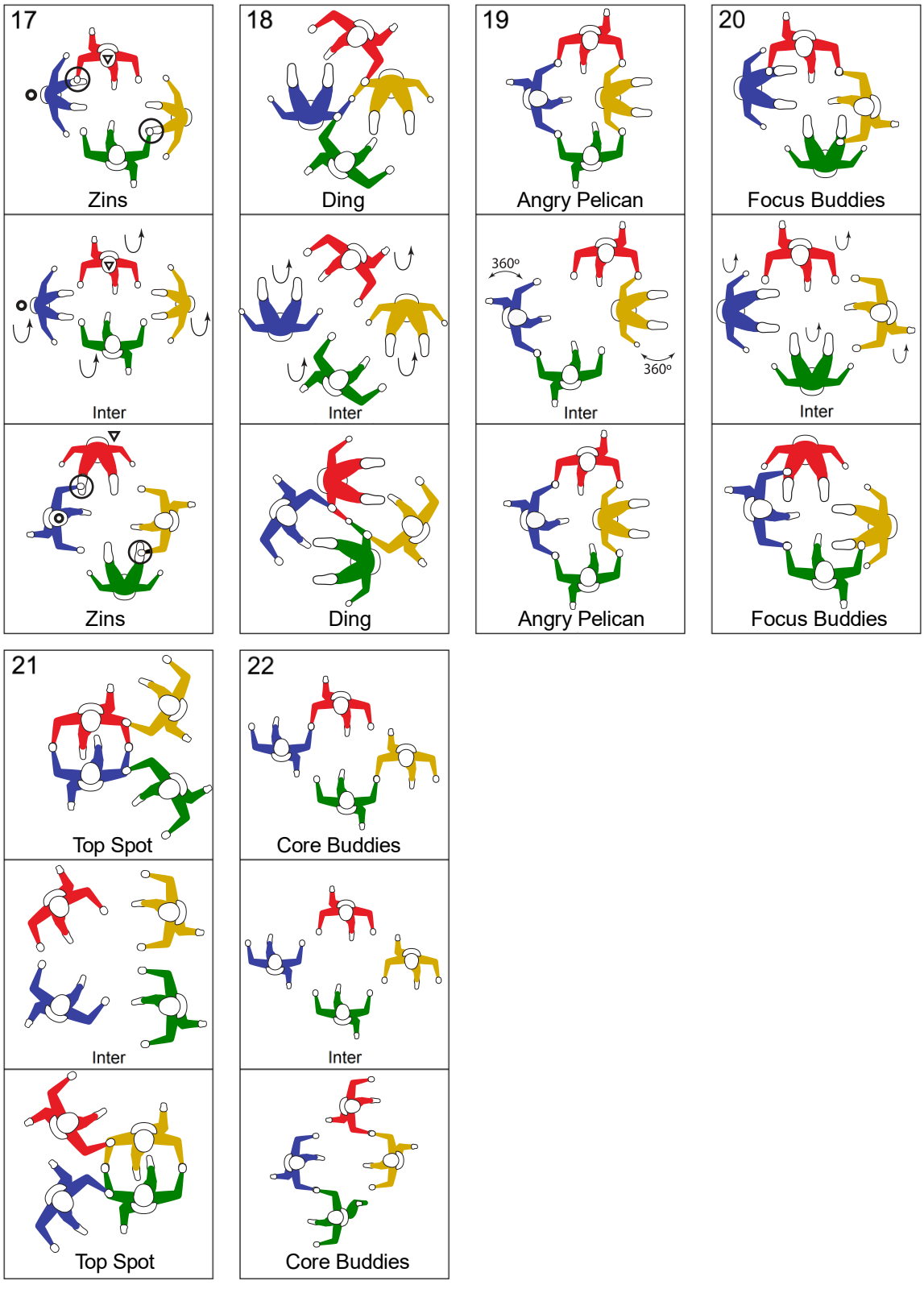


USPA Images Copyright United States Parachute Association





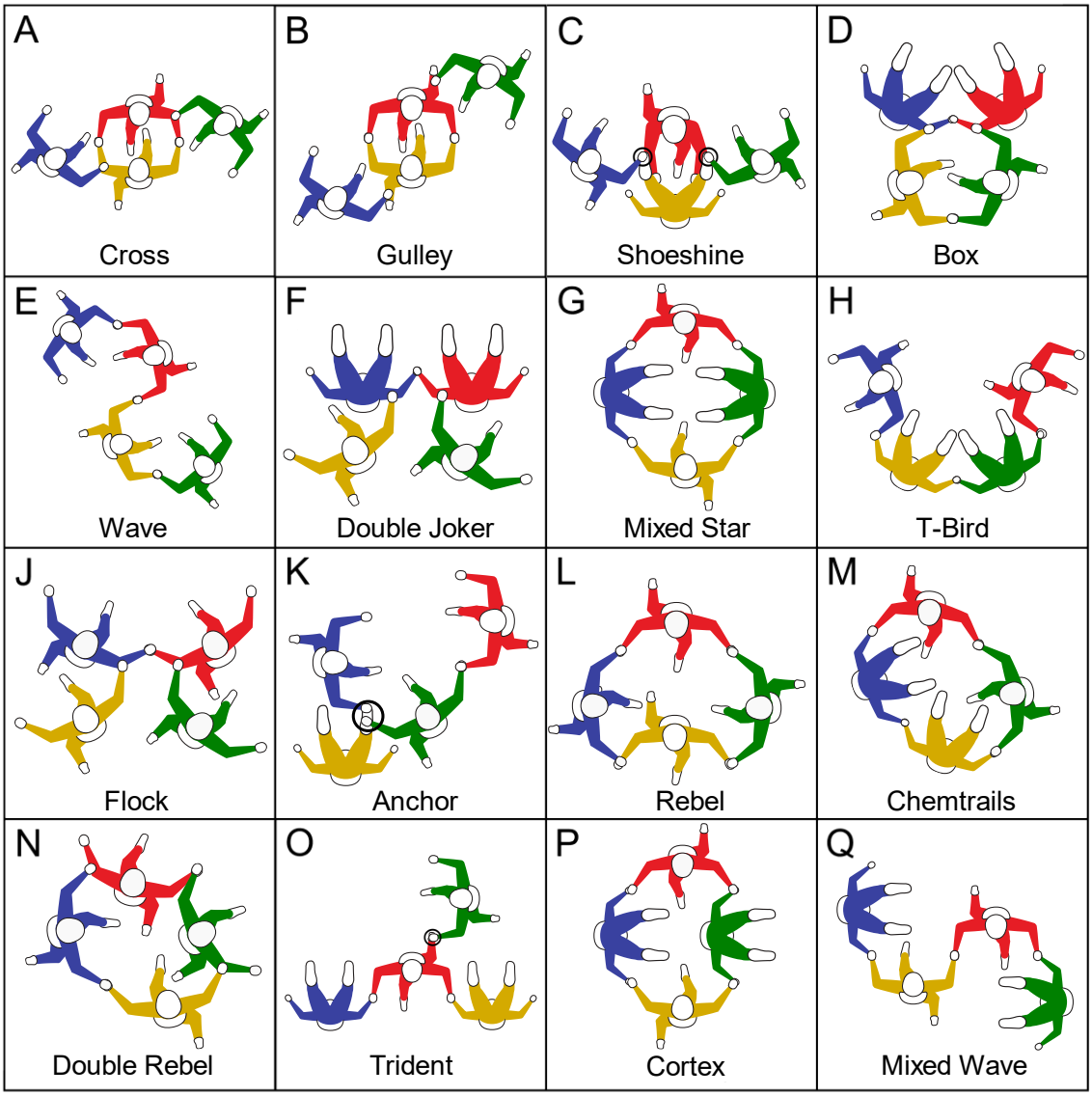
USPA *Images Copyright United States Parachute Association*



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

USPA *Images Copyright United States Parachute Association*

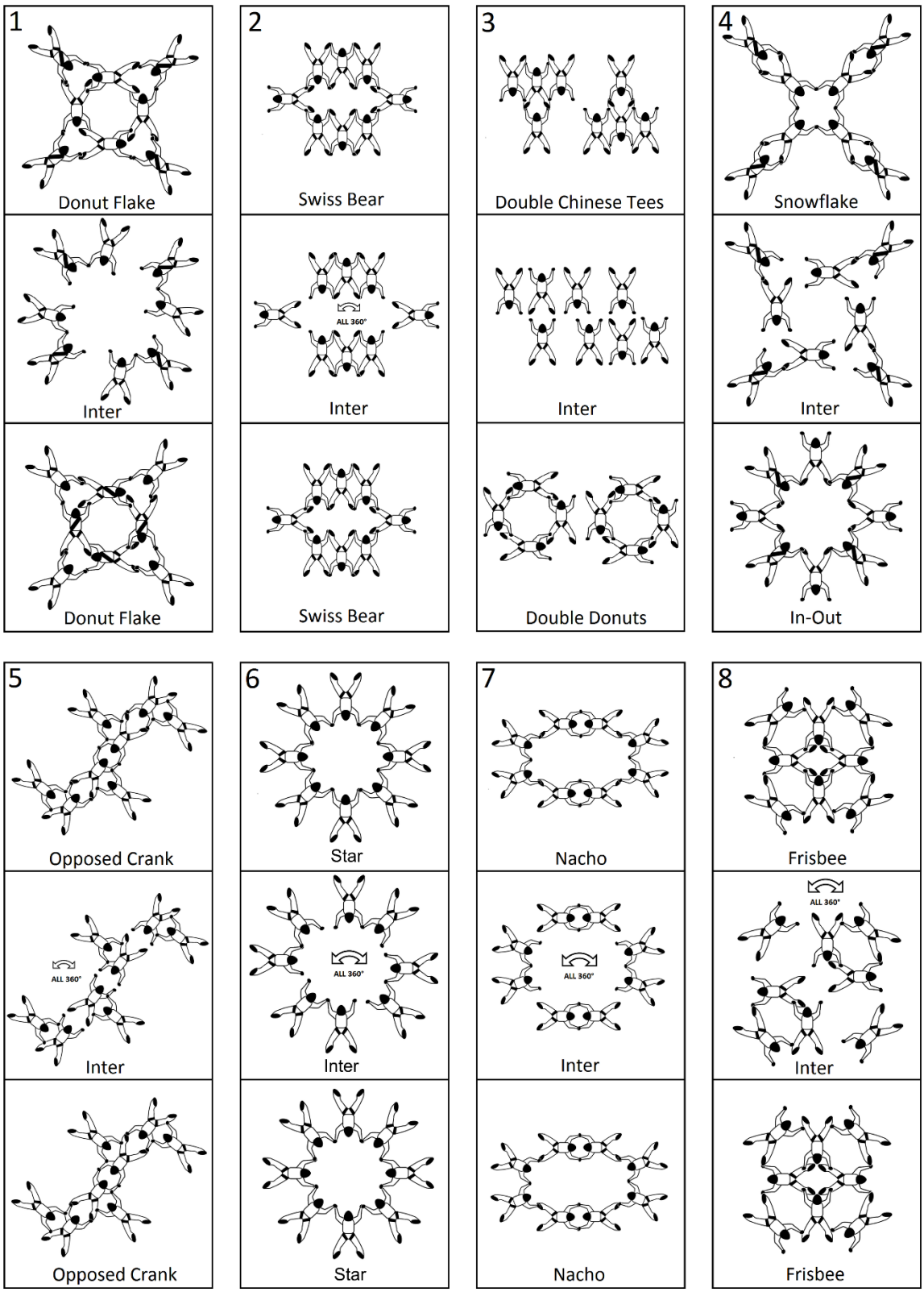
ANNEX E - CURRENT VERTICAL FORMATION SKYDIVING 4-WAY RANDOM POOL

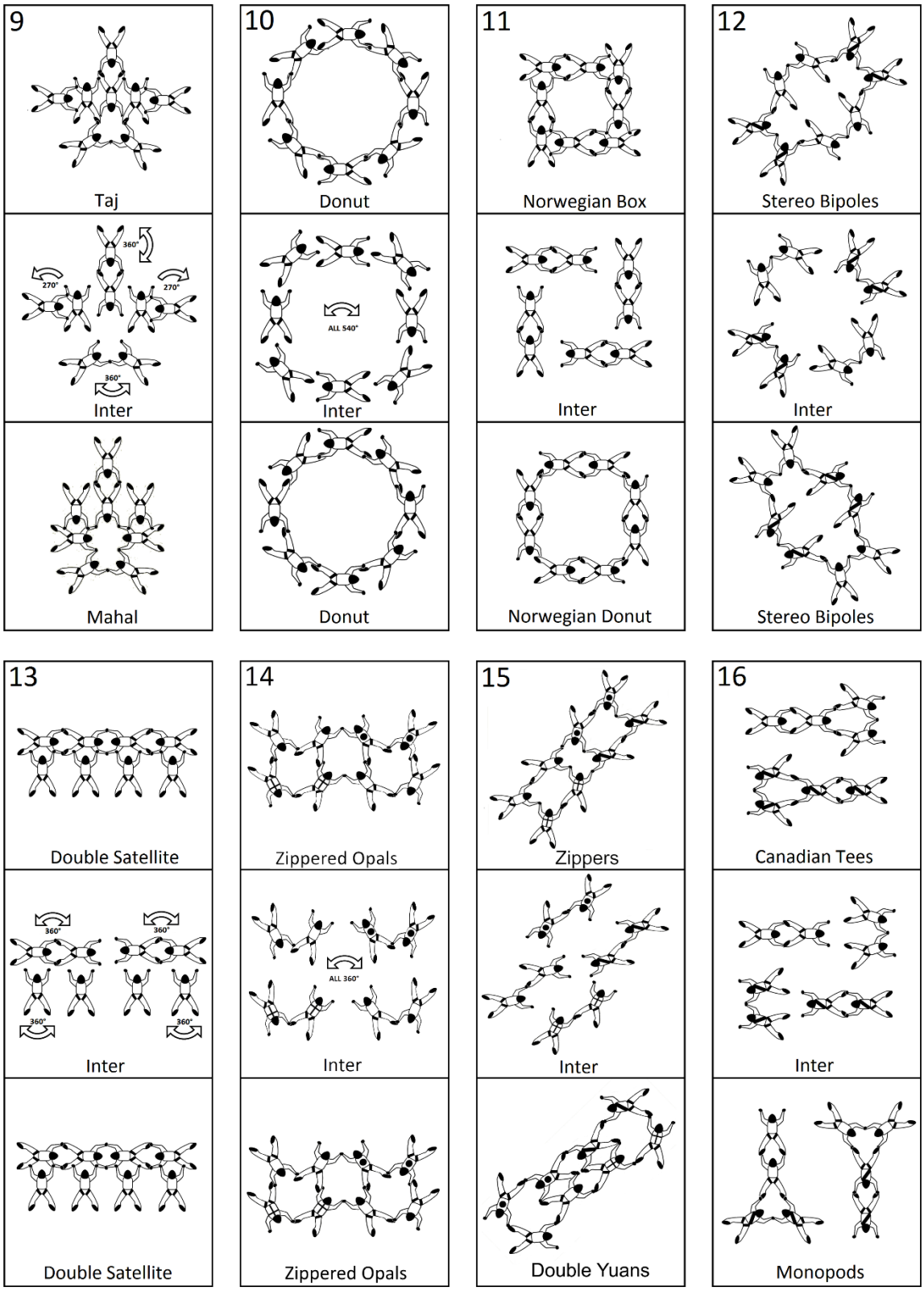


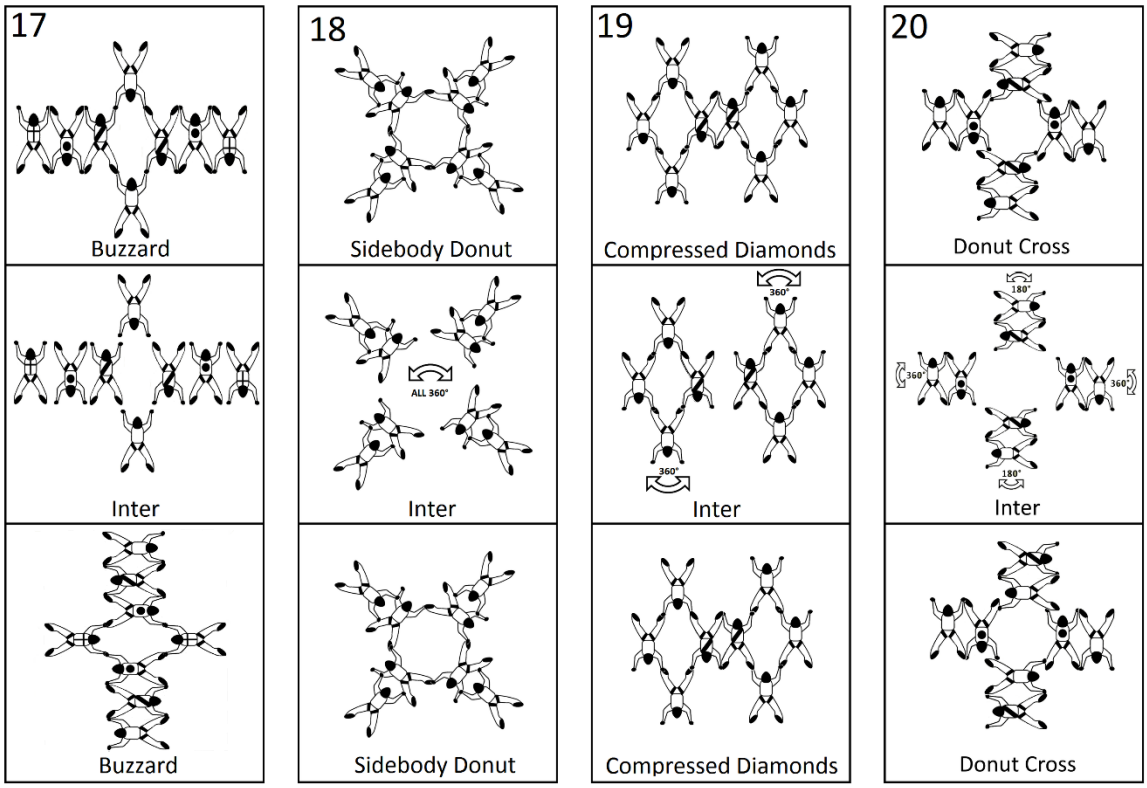
Note: A circle denotes a foot grip (ref. Competition Rules 2.2)

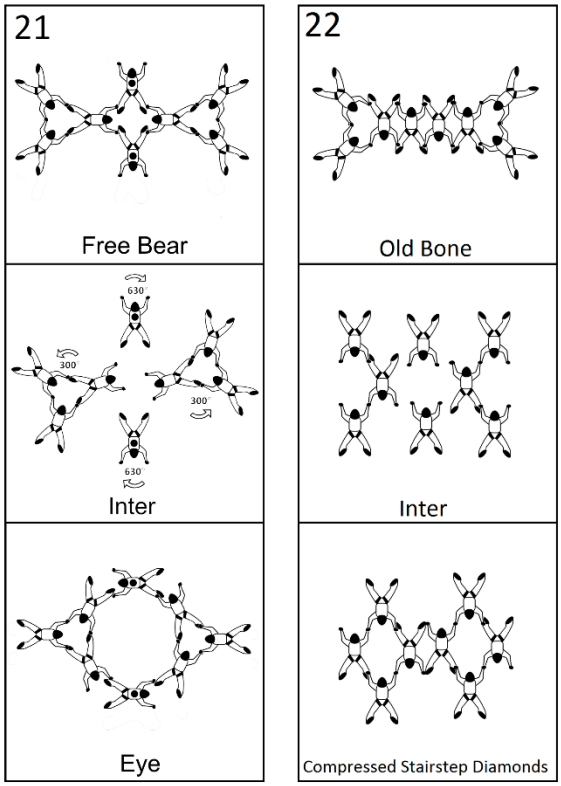
USPA *Images Copyright United States Parachute Association*

ANNEX F - CURRENT INDOOR FORMATION SKYDIVING 8-WAY BLOCK POOL

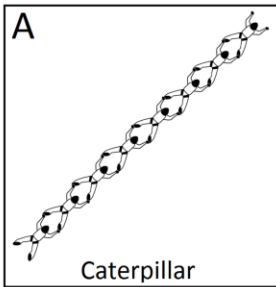
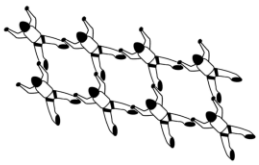
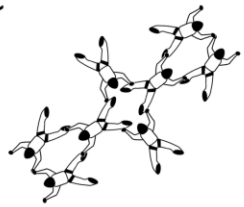
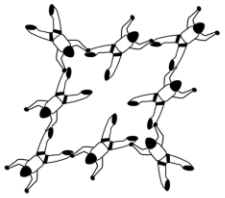
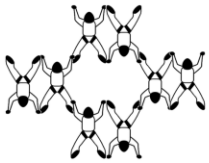
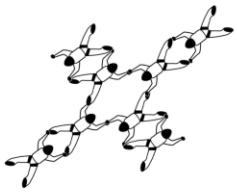
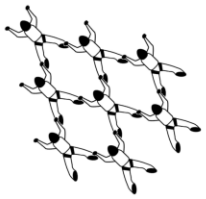
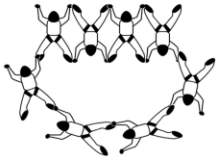
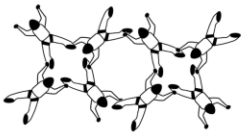
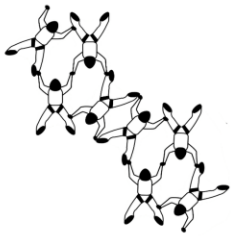
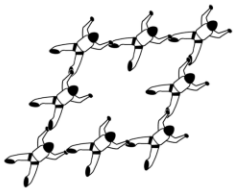
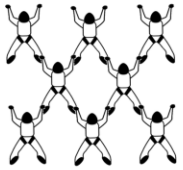
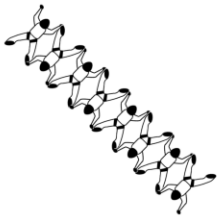
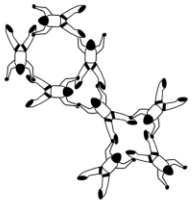
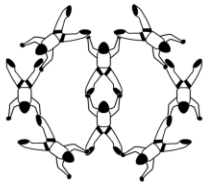



9
Taj
Inter
Mahal
10
Donut
ALL 540°
Inter
Donut
11
Norwegian Box
Inter
Norwegian Donut
12
Stereo Bipoles
Inter
Stereo Bipoles
13
Double Satellite
360°
Inter
Double Satellite
14
Zippered Opals
ALL 360°
Inter
Zippered Opals
15
Zippers
Inter
Double Yuans
16
Canadian Tees
Inter
Monopods

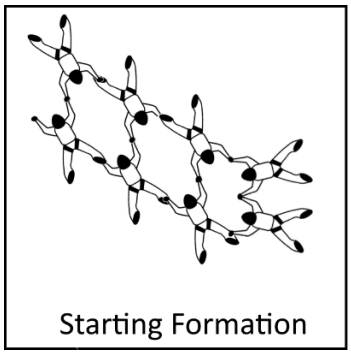

17
Buzzard
Inter
Buzzard
18
Sidebody Donut
ALL 360°
Inter
Sidebody Donut
19
Compressed Diamonds
360°
360°
Inter
Compressed Diamonds
20
Donut Cross
180°
360°
360°
180°
Inter
Donut Cross


21
Free Bear
630°
300°
300°
630°
Inter
Eye
22
Old Bone
Inter
Compressed Stairstep Diamonds

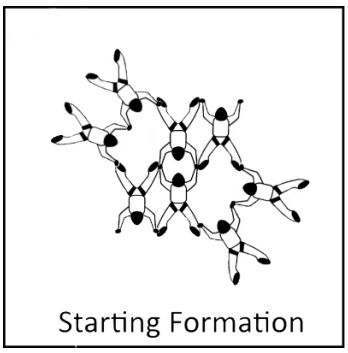
ANNEX G - CURRENT INDOOR FORMATION SKYDIVING 8-WAY RANDOM POOL

A  Caterpillar	B  Stairstep	C  Hourglass	D  Hope Diamond
E  Rubik	F  Diamond Flake	G  Arrowhead	H  Iroquois
J  Springbok	K  Double Meekers	L  Open Facing Diamond	M  Double Spiders
N Zipper Flake	O  Compressed Accordion	P  Venus	Q  Compass

ANNEX H - CURRENT INDOOR FORMATION SKYDIVING 8-WAY STARTING FORMATIONS



Starting Formation



Starting Formation

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