

SUBJECT:	Proposal from Moldova re: Wingsuit Flying CR's	AGENDA #	19.3.2
AUTHOR:	Valerii Salcutsan, Yurii Cartev, Parachuting Federation of Rep. of Moldova		
DATE:	18 November 2022	PAGES:	2

PROPOSAL TO UPDATE COMPETITION RULES

The following proposals for updating official Competition Rules pursue a single goal – to introduce 2 new performance tasks that do not start with a long dive. Such new tasks should improve competition among the athletes, raise more interest, as well as better identify the overall advantages of the wingsuits from different manufacturers.

Proposals (updates are made in red):

1) To update par. 2.2.:

2.2 PERFORMANCE EVENT

Competition window: A vertical 1000-meter window, starting at 2500m (8202ft) Geometric Altitude and ending at 1500m (4921ft) Geometric Altitude, in which the performance of the wingsuit flyer is evaluated. The first crossing of the upper window boundary starts the evaluation process, which stops at the first crossing of the lower window boundary.

DZ Elevation: The ground level for the competition site will be determined by the Meet Director and will be made known at the pre-event competitors' meeting.

Designated Flight Path: The straight ground track between a point on the competitor's flight path reached 10 seconds after exit for tasks defined in 5.2.1, 5.2.2, 5.2.3 (5 seconds after exit for tasks defined in 5.2.4, 5.2.5) 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.

Designated Lane: a lane which is centered on the Designated Flight Path with a width of 600m. **Result:** The raw measured performance in a given task, as defined in 5.2.1, 5.2.2, and 5.2.3, 5.2.4 and 5.2.5.

Score: The calculated percentage based on the top result for a given task, as determined in 5.8.1, 5.8.2, 5.8.3, and 5.8.4.

Explanation: non-diving tasks do not require that much time for a 90-degree turn.

2) To update par. 5.1:

5.1 OBJECTIVE

5.1.1 The objective is to fly a single wingsuit in ~~three~~ five separate tasks to demonstrate a combination of best lift (time task), best glide (distance task) and least drag (speed task).

5.1.2 Each round of the event is comprised of the ~~three~~ five tasks.

5.1.3 Each task is performed on a separate flight.

2) To update par. 5.2:

5.2 TASKS

5.2.1 Time Task: The wingsuit flyer is to fly with the slowest fall rate possible through the competition window. The result for this task will be the time spent in the competition window, expressed in seconds.

SUBJECT:	Proposal from Moldova re: Wingsuit Flying CR's	AGENDA #	
AUTHOR:	Valerii Salcutsan, Yurii Cartev, Parachuting Federation of Republic of Moldova		
DATE:	18 November 2022	PAGES:	2

5.2.2 Distance Task: The wingsuit flyer is to fly as far as possible through the competition window. The result for this task will be the straight-line distance flown over the ground while in the competition window, expressed in meters.

5.2.3 Speed Task: The wingsuit flyer is to fly as fast as possible horizontally over the ground through the competition window. The result for this task will be the straight-line distance flown over the ground while in the competition window divided by the time spent in the competition window, expressed in kilometres per hour.

5.2.4 Time Task (**low-start/exit**): The same as 5.2.1, except that the athlete must exit the aircraft much closer to the competition window (see 5.3.5).

5.2.5 Distance Task (**low-start/exit**): The same as 5.2.2, except that the athlete must exit the aircraft much closer to the competition window (see 5.3.5).

2) To update par. 5.3:

5.3 PROGRAM

5.3.1 A competition shall consist of three rounds, with ~~three~~ **five** tasks in each round, for a total of ~~nine~~ **fifteen** flights.

5.3.2 A task is considered valid when the Chief Judge has validated the results for that task.

5.3.3 A round is considered valid when it contains a valid Time, Distance, ~~and~~ Speed task, **Time (low-start/exit) and Distance (low-start/exit)**.

5.3.4 A valid competition requires at least one valid task.

5.3.5 The minimum exit altitude **for tasks defined in 5.2.1, 5.2.2, 5.2.3** is 3200m/10,500ft Geometric Altitude. The maximum exit altitude **for tasks defined in 5.2.1, 5.2.2, 5.2.3** (at the start of jump run) is 3353m/11,000ft Geometric Altitude. **The minimum exit altitude for tasks defined in 5.2.4, 5.2.5 is 2600m/8,500ft Geometric Altitude. The maximum exit altitude for tasks defined in 5.2.4, 5.2.5 (at the start of jump run) is 2713m/8,900ft Geometric Altitude.**

5.3.6 For meteorological and/or Air Traffic Control reasons only, and with the consent of the Chief Judge, the Meet Director may lower the exit altitude **for tasks defined in 5.2.1, 5.2.2, 5.2.3** to no lower than 3048m/10,000ft Geometric Altitude and continue the competition. The Competition Window does not change; i.e. it stays 2500-1500m. If the exit altitude is lowered it must apply for a complete task for all competitors

5.3.7 The order of tasks will be determined by a random draw conducted by the Meet Director during the competitor briefing. This order may be changed by the Meet Director for meteorological or air traffic control reasons.

2) To update par. 5.8.3:

5.8.3 Individual Task Champion: In each valid task, Time, Distance, ~~or~~ Speed, **Time (low-start/exit) and Distance (low-start/exit)**, the individual Champion of a task is the competitor with the highest aggregate score from all valid **tasks rounds** in that particular task.