

World Tour of Freestyle Flight
Paragliding Aerobatics / Acrobatics
Competition Rules and Regulations

(Effective July 2026)

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PART I - THE EVENT

CHAPTER 1 - INTRODUCTION

1.1 Introduction and Flight Definitions

This document establishes the official rules governing all World Tour of Freestyle Flight (WTFF) events.

1.1.1 Flight Box

The Flight Box is a variable three-dimensional airspace within which all competitions must be performed. It also encompasses the designated emergency area where a pilot must land in the event of loss of control or reserve parachute deployment.

- **Dimensions and Shape:** The size and configuration of the Flight Box are dependent on meteorological factors, particularly wind drift. Pilots are responsible for monitoring prevailing conditions and ensuring that all maneuvers are conducted entirely within the defined boundaries.
- **Landing Area Requirements:**
 - **Over Water Competitions:** The Flight Box must include a clearly defined flight zone over the water and a safe landing area either on the water or on a nearby shore where landing can be executed safely.
- **Altitude Requirement:** The Flight Box must provide a minimum clearance of 600 metres Above Ground Level (AGL).
- **Definition and Adjustments:** The exact Flight Box parameters will be specified during the General Briefing and may be modified in subsequent daily briefings as conditions require.
- **Access Control:** Only accredited individuals authorized by the Meet Director (e.g., competition pilots, test pilots, official media tandems, demonstration or display flights) are permitted within the Flight Box.

1.1.2 No-Fly Zone

The No-Fly Zone is an area where flight operations are prohibited at all times, irrespective of weather or wind conditions.

- The boundaries of the No-Fly Zone are defined during the General Briefing and may be amended in later daily briefings if necessary.
- If any portion of a No-Fly Zone overlaps with the Flight Box, the restrictions of the No-Fly Zone take precedence.

CHAPTER 2 - PILOTS AND ENTRY

2.1 Entry

- The maximum number of pilots accepted into the solo or Battle Format style competition is 32. Exceptions may be granted at the discretion of the WTFF Meet Director prior to the start of competition.
- The maximum number of pairs accepted into the Synchro style competition is 16. Exceptions may be granted at the discretion of the WTFF Meet Director prior to the start of competition.

2.2 Eligibility to Compete

- Pilots and synchro pairs must provide proof of skill, demonstrated either in a prior WTFF-recognized event or during an evaluation immediately before the competition.

2.2.1 Evaluation for Eligibility

Eligibility evaluation must include evidence of competition history, proven skill, and supporting references, and must be received no later than 30 days prior to the competition start date.

- The Meet Director, in consultation with the Safety Director and Chief Judge, reserves the right to require any pilot or synchro pair to perform a safety selection flight.
- Entry may be denied if the required skills cannot be demonstrated to the satisfaction of the officials.

2.2.1.1 Safety Selection Requirements

All pilots must demonstrate competence in the following maneuvers:

- Full stall with safe recovery

- Tail slide with safe recovery
- Wingover
- SAT
- Helicopter

Additionally, all pilots must demonstrate basic choreographic control, including:

- Accurate placement and drift management
- Effective altitude management
- Flow, rhythm, and connection between maneuvers
- Synchro coordination (for Synchro competitors only)

2.2.2 Qualification Deadline

All qualifications must be finalized no later than 30 days prior to the competition start date.

2.2.3 Qualification Verification

To prevent unnecessary travel and expense, qualifications will be verified by:

- The competition organizer
- The pilot (self-certification with supporting evidence)
- The WTFF Meet Director and Safety Team

2.3 Allocation of Competition Slots

Competition entries are based solely on individual pilot applications and are not tied to national quotas or systems.

- Slots will be filled on a first-come, first-approved basis, provided pilots meet the eligibility requirements.
- If maximum capacity is not reached by registration deadline, additional applications may be accepted until the competition start date only with the approval of the Meet Director.

2.4 Registration Requirements

At the time of registration, each competitor must present:

- Valid proof of identity
- Evidence of equipment airworthiness (glider, harness, reserve system)
- Proof of valid insurance (medical, accident, and liability)

Each competitor must also sign:

- A liability waiver and release agreement
- A certified glider statement
- The official competition entry form

Equipment will be subject to inspection by the Safety Director and/or Senior Judge. Pilots found to be non-compliant may be refused entry.

CHAPTER 3 - OFFICIALS AND ORGANIZATION

3.1 Officials

3.1.1 Judges

- A minimum panel of three certified/training WFFF judges is required for every competition.
- Remote judging is allowed for all competitions. If all judges are remote, two separate angles must be recorded for purposes of instant review.
- The WFFF is responsible for providing accommodation as well as meals for on site judges beginning the day prior to the first competition briefing and ending the morning after the reserve day.
- The organiser must also provide financial compensation to the judging panel as defined by annual set rates.

3.1.2 Safety Director

- A Safety Director is a staff position for the competition.
- The Safety Director is responsible for monitoring conditions and making recommendations to protect pilot safety.

In some locations, a local pilot may be added to assist with site-specific safety assessments.

3.2 Organization

3.2.1 Podiums and Awards

- A formal podium ceremony must be held at the conclusion of the event for each competition category.
- A minimum prize amount (or product prize value) of 5 times the entry fee must be offered to 1st through 3rd place (division of funds at organizations discretion)

- A women's podium and a dedicated female winner's trophy are compulsory in order to ensure equitable recognition.
- A minimum prize amount (or product prize value) of 4 times the entry fee must be offered to 1st through 3rd place (division of funds at organizations discretion)

3.2.2 Pilots' Complaints / Challenges

- A Pilots' complaint/challenge portal has been established prior to the start of the competition.
- Each will be reviewed by an organization selected experienced pilot with strong knowledge of competition procedures.
- Pilots must submit complaints through the portal, not directly to the judges or staff. Direct complaints to judges or staff may result in a warning.

CHAPTER 4 - BRIEFINGS AND RUNS

4.1 Briefings

4.1.1 General Briefing

- A General Briefing will be held before the start of the first competition run.
- Attendance is mandatory for all registered pilots.
- The briefing will cover:
 - Local regulations and site rules.
 - Policy on flight program cuts.
 - Maximum wind and weather limits.
 - Event-specific safety instructions.

4.1.2 Daily Briefings

- Daily Briefings are held each competition day, and attendance is mandatory for all pilots.
- Updates on weather, safety, and scheduling will be communicated during these sessions.

4.2 Pilot Gear Readiness

- Pilots are expected to have their equipment prepared within 30 minutes of the conclusion of the daily briefing.
- Pilots who are not ready within this timeframe and delay the competition schedule may receive a schedule penalty of 0.5 points.

- If a pilot foresees being unable to comply due to an emergency or exceptional circumstance, they must notify a judge or the Meet Director immediately to avoid penalty.

4.3 Official Practice Period

- An official practice period may be scheduled before competition flights begin.
- During practice, all event logistics (takeoff, flight box, rescue, communication systems) must be fully operational.
- No judging or scoring takes place during practice runs.
- Timing and structure of practice runs are set by the Organizer and published in advance.
- A dedicated training day may be offered but is not mandatory.

4.4 Programs

- Competition programs may be:
 - Free – pilot selects maneuvers.
 - Imposed – maneuvers are assigned.
 - Restricted – maneuvers are limited by technical rules.
- The Meet Director and/or Chief Judge may define restrictions in imposed or restricted programs.

4.5 Pre-Flyers

- Pre-flyers may be used at the discretion of the Meet Director to verify safety and conditions.

4.6 Start Order

- The start order of the first run is decided by random draw or by reverse order of the most recent ranking.
- For later runs, pilots (or pairs) start in reverse order of the most recent competition standings.
- If a pilot identifies a genuine technical issue with equipment before takeoff, the start marshal may grant a short delay.

4.7 Announcement of Program Start

- Before beginning a scored run, pilots must perform a “big ears” signal to notify judges that the program has started.
 - Failure to comply results in a pre-warning; a repeat omission results in an official warning.
- If conditions are unsafe (e.g., insufficient altitude, turbulence), pilots must perform two “big ears” to abort the program and land safely without aerobatic maneuvers.
 - A re-flight may be granted unless judges determine the pilot acted unsafely or in unsportsmanlike fashion.
- It remains the pilot’s sole responsibility to decide when to begin their routine.

4.8 Flight Box

- All aerobatic maneuvers must be performed within the defined flight box.
- Flight box boundaries and no-fly zones must be clearly presented at the General Briefing and displayed on the official notice board with a detailed map.

- Wind conditions at takeoff, along the run, and at landing must be continuously monitored and communicated.
- Maximum acceptable wind strength is determined by the Meet Director, Safety Director, and Chief Judge, and announced at the General Briefing.
- Flying over spectators or public areas is strictly forbidden and results in immediate elimination, regardless of whether those areas overlap with the flight box.

4.9 Emergency Stop Signal

- The flight box may be closed immediately in case of emergency.
- Signals include:
 - Audible signal (whistle, siren, or loudspeaker).
 - Visual signal (cross marker, smoke, or similar).
- When an emergency stop is declared, all aerobatic maneuvers and water landings must cease immediately, and pilots must land safely on dry ground.

4.10 Re-Flight

- A re-flight may be granted if a pilot has not had a fair opportunity to complete a scored run.
- In a re-flight, the pilot must repeat the maneuvers performed up to the point of interruption.
- If interference occurs during landing (e.g., safety boat, unauthorised craft, swimmers), only the landing will be repeated and scored.
- If weather or time prevents a re-flight, a pilot may be awarded a score equal to the competitor ranked in the same position in the standings after the last completed run (only valid if no more than three pilots are affected, and none were in the top 5).

- If more pilots are affected, or if conditions make re-flight impossible, the run may be cancelled.
- Re-flights are not granted if the judges, after consultation with Directors, determine that the pilot's own negligence caused the inability to complete the run.

4.11 Validation of Run

- A run is valid when all competitors have had the chance to make a scored flight.
- If a run cannot be completed due to weather or logistical issues, the Meet Director (with Safety Director and Chief Judge) may postpone it.
- If only part of a group can fly, the directors will review conditions and determine if the prior completed flights should be cancelled and repeated later or if scoring can pick up where it was left.
- If the final runs of a battle format cannot be completed before the event deadline, all completed scores from prior heats will be used to rank winning pilots.

4.12 Communication

- Radios and/or mobile phones may be used for communication, including between pilots of the same pair.
- Competition staff must notify judges when each run is about to begin, and judges must confirm receipt.

PART II - FLYING

CHAPTER 5 - SOLO Maneuver Definitions & Evaluation Criteria

5.1 Fundamental Maneuvers

5.1.1 Tail Slide

- Definition: Stable backward flight with an open wing.
- Minimum: 5 s.
- Judging focus: Canopy shape, stability, clear rearward motion, heading control, duration, exit/connection quality.
- Connections: Free.
- Repetition: See Rules.
- Coeff.: 1.15
- Bonuses: Twisted 6%; Twisted Exit 4.5%.

5.1.2 SAT

- Definition: Balanced SAT rotation.
- Minimum: 2 rotations.
- Judging focus: Clean entry, wing angle ($\approx 90^\circ$ for max), low-sink exit or connection (tip-tuck at exit not penalized).
- Connections: Combo connections forbidden.

- Coeff.: 1.25
- Bonuses: Twisted 2.5%.

5.1.3 Asymmetric Spiral

- Definition: Pendulum turns repeated in the same direction.
- Judging focus: Rhythm, flow, track, angle ($\approx 135^\circ$ for max).
- Connections: Free.
- Coeff.: 1.35
- Bonuses: Twisted 2.5%.

5.1.4 Wingovers

- Definition: Alternating pendulum turns left/right.
- Minimum: ≥ 2 each side; 135° angle.
- Judging focus: Rhythm, flow, track, increasing angle (higher = better).
- Connections: Free.
- Repetition: See Rules.
- Coeff.: 1.35
- Bonuses: Twisted 3.5%.

5.1.5 Looping (Inversion)

- Definition: Over-the-top roll around the wing, entered from spiral-type energy.
- Minimum: 135° angle.
- Judging focus: Entry timing/energy, pitch-line, angle ($\approx 180^\circ$ for max), clean exit/connection.
- Connections: Free.
- Coeff.: 1.50
- Bonuses: Twisted 3.5%.

5.1.6 Asymmetric SAT

- Definition: SAT entered from same-direction energy (classic style).
- Judging focus: Energy, timing, SAT trajectory, angle ($\approx 135^\circ$), dynamic exit (no collapse/stall).
- Connections: Free.
- Coeff.: 1.55
- Bonuses: Twisted 2.5%.

5.1.7 Stall

- Definition: Positive climb into stall ($>90^\circ$ for max expression).
- Minimum: 45° back pitch (90°+ for max).
- Judging focus: Pitch amplitude, stall cleanliness, heading control, exit/connection.
- Notes: “Twisted” and “Devil Twist” bonuses are mutually exclusive.

- Connections: Free.
- Repetition: See Rules.
- Coeff.: 1.60
- Bonuses: Twisted 2.5%; Twisted Exit 4.5%; Devil Twist 7%; Flip 4.5%; Double Flip 5.5%.

5.2 Dynamic Rotation Family Maneuvers

5.2.1 Misty Flip

- Definition: Pitch build, 360° spin, flat/directional dive, exit $\leq 180^\circ$ from entry heading.
- Judging focus: Entry pitch, full 360°, canopy shape, strong dive, no rotation on entry/exit, heading.
- Connections: Free.
- Coeff.: 1.65
- Bonuses: Twisted 2.5%; Twisted Exit 3.5%; Full Twisted 6%.

5.2.2 X-Chopper

- Definition: High-energy climb, rapid spin, strong dive, controlled exit.
- Judging focus: Entry pitch, $\geq 360^\circ$ rotation, energy, shape, dive power.
- Connections: Free.
- Coeff.: 1.70
- Bonuses: Twisted 3.5%; Twisted Exit 4.5%.

5.2.3 Mac Twist

- Definition: Asymmetric spin entry maintained through pendulum to stabilization.
- Judging focus: Entry asymmetry/energy, rotation rate, pendulum settle, fast exit/connection.
- Connections: Free.
- Coeff.: 1.70
- Bonuses: Twisted 3.5%.

5.3 Helicopter Family Maneuvers

5.3.1 Helicopter

- Definition: Stable autorotation on a near-vertical axis with an open wing.
- Minimum: 3 rotations.
- Judging focus: Shape, axis stability, rotation rate, low sink, duration, exit/connection.
- Notes: No helicopter-to-helicopter connections.
- Coeff.: 1.70
- Bonuses: Twisted 3%; Full Twisted 9%; Twisted Exit 3%.

5.3.2 Misty to Helicopter

- Definition: Misty Flip linked into Helicopter.
- Judging focus: Transition speed/flow.

- Connections: Forbidden to Helicopter (other heli connections).
- Coeff.: 1.75
- Bonuses: Twisted 3%; Reverse 3%; Flipped 3%.

5.3.3 Twister (Helicopter to Helicopter)

- Definition: Helicopter one side → immediate Helicopter other side.
- Minimum: 3 rotations per side.
- Judging focus: Transition speed/cleanliness.
- Connections: Forbidden to Helicopter (further heli chains).
- Coeff.: 1.80

5.3.4 SAT to Helicopter

- Definition: Several SAT rotations → direct link to Helicopter.
- Minimum: 2 SAT; 3 Heli rotations.
- Judging focus: Transition flow/speed.
- Notes: Forbidden to other Helicopter connections.
- Coeff.: 1.85
- Bonuses: Twisted 4%; Reverse 4%.

5.3.5 Helicopter to SAT

- Definition: Helicopter → direct link to SAT.

- Minimum: 3 Heli; 2 SAT rotations.
- Judging focus: No rotation on entry/exit; heading discipline.
- Connections: Free.
- Coeff.: 1.85
- Bonuses: Twisted 4.5%; Reverse 4%.

5.3.6 Mac Twist to Helicopter

- Definition: Mac Twist carried into Helicopter.
- Minimum: Meets Mac & Heli minima.
- Judging focus: Transition speed/flow.
- Connections: Free.
- Coeff.: 1.85
- Bonuses: Twisted 4%; Reverse 3.5%; Devil Twist 7%.

5.3.7 Cowboy

- Definition: Misty → forward dive → brief SAT segment → Helicopter.
- Minimum: 45° climb pre-rotation.
- Judging focus: Combined criteria of Misty, forward drive, SAT blip, transition, Helicopter.
- Notes: Forbidden to Helicopter connections beyond defined link.

- Coeff.: 1.90
- Bonuses: Twisted 4%; Reverse 4.5%; Devil Twist 8%.

5.3.8 SuperCowboy

- Definition: Mac Twist → forward dive → brief SAT → Helicopter.
- Minimum: 45° climb pre-rotation.
- Judging focus: As above, Mac variant.
- Notes: Forbidden to Helicopter connections beyond defined link.
- Coeff.: 1.90
- Bonuses: Twisted 4%; Reverse 4.5%; Devil Twist 8%.

5.3.9 Corkscrew

- Definition: Spin over the wing into Helicopter.
- Minimum: 120° pre-Heli.
- Judging focus: Entry energy/timing/flow; stable Heli entry.
- Notes: Forbidden to Helicopter connections beyond defined link.
- Coeff.: 1.90
- Bonuses: Twisted 4.5%; Reverse 4.5%; Devil Twist 7%.

5.3.10 Joker

- Definition: Single Tumbling rotation stopped in dive, high-energy exit into same-side Helicopter, then SAT→Heli link.
- Judging focus: Entry timing/energy, flow, exit power, angle, fast/fluid Heli link; strictly one tumble rotation.
- Notes: Forbidden to Helicopter connections beyond defined link.
- Coeff.: 1.90
- Bonuses: Twisted 4.5%; Reverse 4.5%; Devil Twist 7%.

5.4 SAT Combo Family Maneuvers

5.4.1 X-Chopper to SAT

- Definition: Direct connection from X-Chopper into SAT with clean, fast transition.
- Minimum: Meets X-Chopper criteria; allow slight sideways exit; no spiral during transition; then SAT criteria.
- Judging focus: Speed, flow, angle, fluidity of link.
- Connections: Free.
- Coeff.: 1.85
- Bonuses: Twisted 4%; Full Twisted 9%; Devil Twist 8.5%.

5.4.2 Misty to SAT

- Definition: Misty Flip linked directly to SAT.
- Minimum: 45° climb before rotation.

- Judging focus: Misty + SAT quality, plus transition speed/flow.
- Notes: Twisted / Full Twisted / to Twisted SAT / Devil Twist bonuses are mutually exclusive.
- Connections: Forbidden to SAT (as a separate connection beyond this defined link).
- Coeff.: 1.70
- Bonuses: Twisted 3%; Full Twisted 6%; Devil Twist 6%; To Twisted SAT 3%.

5.4.3 Mac Twist to SAT

- Definition: Mac Twist → direct SAT with fast/clean link; no spiral in transition.
- Judging focus: Speed, flow, angle, fluidity.
- Connections: Free.
- Coeff.: 1.85
- Bonuses: Twisted 4%; Full Twisted 8%; Devil Twist 6.5%.

5.5 Tumbling Family Maneuvers

5.5.1 Tumbling

- Definition: Over-the-top pitch rotation from asymmetric or inversion entry.
- Minimum: 1 rotation; 135° angle.
- Judging focus: Entry energy/timing, pitch line, angle ($\approx 180^\circ$), exit/connection.
- Notes: “Twisted”, “Hardcore”, “Cab Slide” are mutually exclusive. No connection to Infinite or Anti-Rhythmic; cannot be one of last two tricks.

- Coeff.: 1.80
- Bonuses: Twisted 3.5%; Twisted Exit 4.5%; Devil Twist 2%; Flip 5%; Hardcore Entry 5%; Cab Slide 2%.

5.5.2 Anti-Rhythmic SAT

- Definition: Tumbling entry with $\sim 180^\circ$ in first turn, ending with 1 SAT rotation.
- Minimum: 135° in first rotation.
- Judging focus: Rhythm of decreasing axis angle, flow, exit/connection.
- Notes: Cannot be one of last two tricks.
- Coeff.: 1.80
- Bonuses: Twisted 3%; Hardcore Entry 4%.

5.5.3 Infinity Tumbling

- Definition: Sustained, regular pitch rotations (no roll component).
- Minimum: Entry + 3 rotations.
- Judging focus: Rhythm, flow, pitch track, line/glider tension, duration, exit/connection.
- Notes: “Twisted”, “Hardcore”, “Cab Slide” mutually exclusive; no connection to Tumbling or Anti-Rhythmic; not one of last two tricks.
- Coeff.: 1.85
- Bonuses: Twisted 3.5%; Twisted Exit 4.5%; Devil Twist 2%; Flip 5%; Hardcore 5%; Cab Slide 2%.

5.5.4 Rhythmic SAT

- Definition: Progressive SAT to $\approx 180^\circ$ axis tilt + 1 straight rotation.
- Minimum: 135° peak rotation.
- Judging focus: Rhythm of axis variation, flow, angle, exit/connection.
- Notes: No connect to Tumbling, Infinite, Anti-Rhythmic; not one of last two.
- Coeff.: 1.95
- Bonuses: Twisted 4%; Twisted Exit 4.5%; Devil Twist 2%.

5.5.5 Esfera

- Definition: Rhythmic SAT up to vertical \rightarrow Anti-Rhythmic to the other side.
- Judging focus: Quality per Rhythmic + Anti-Rhythmic; clean role reversal.
- Notes: Not one of last two.
- Connections: Free.
- Coeff.: 1.95
- Bonuses: Twisted 6%.

5.6 Tumbling Combo Family Maneuvers

5.6.1 Mac Twist to Tumbling

- Definition: Half-Mac (360°) into high Tumbling.
- Judging focus: Entry energy/timing/flow; Cab/Devil options as defined.

- Notes: No connection to Infinite or Anti-Rhythmic; not one of last two tricks.
- Coeff.: 1.95
- Bonuses: Twisted 2.5%; Cab Slide 2%; Devil Twist 2%; Twisted Exit 4.5%.

5.6.2 X-Chopper to Tumbling

- Definition: X-Chopper ($\geq 360^\circ$ spin) driving a high Tumbling (≥ 3 rotations).
- Judging focus: Entry energy/timing/flow; straight axis on first tumble for max.
- Notes: Not one of last two; cannot appear with stall-to-Infinite families in same run; “Twisted/Full/Devil” & “Full/Devil/Cab” exclusivities apply; no connect to Infinite/Anti-Rhythmic.
- Coeff.: 1.95
- Bonuses: Twisted 3.5%; Full Twisted 7.5%; Hardcore 7.5%; Cab Slide 2%; Devil Twist 2%; Twisted Exit 3%.

5.6.3 Misty → Tumbling

- Definition: Misty (360° spin) feeding a high Tumbling.
- Judging focus: Entry energy/timing/flow; Cab/Devil per definitions.
- Notes: Not one of last two; cannot co-exist with stall-to-Infinite types in same run.
- Coeff.: 2.15

Bonuses: Twisted 6%; Cab 2%; Devil Twist 2%; Twisted Exit 4.5%.

5.7 Infinity Family Maneuvers

5.7.1 Super Stall → Infinity

- Definition: Super Stall directly into Infinity (straight stall).
- Minimum: Entry + 3 rotations.
- Judging focus: Infinity rhythm/track/tension/duration; exit/connection.
- Notes: Twisted/Full/Devil-Stall are mutually exclusive; also Full/Devil-Stall/Cab exclusive; no connect to Tumbling or Anti-Rhythmic; not one of last two.
- Coeff.: 2.00
- Bonuses: Twisted 2.5%; Twisted Exit 3%; Full Twisted 6.5%; Devil Twist Stall 7.5%; Flip 6.5%; Cab 2%; Devil Twist 2%.

5.7.2 Flat Stall → Infinity

- Definition: Full Stall (from straight flight, no pre-pitch) directly to Infinity (straight).
- Minimum: Entry + 3 rotations.
- Judging focus: Infinity rhythm/track/tension/duration; exit/connection.
- Notes: Same exclusivities as 5.1.32; no connect to Tumbling or Anti-Rhythmic; must be first trick; not one of last two.
- Coeff.: 2.05
- Bonuses: Twisted 2.5%; Twisted Exit 3%; Full Twisted 6.5%; Devil Twist Stall 7.5%; Flip 6.5%; Cab 2%; Devil Twist 2%.

5.7.3 MacFly (Mac → Tail Slide/Deep Stall → Infinity)

- Definition: Mac Twist to Tail Slide/Deep Stall, then direct Infinity.
- Minimum: Entry + 3 rotations.
- Judging focus: Rhythm, flow, no roll, line/glider tension, duration, exit/connection.
- Notes: Twisted/Full/Cab/Hardcore are mutually exclusive; no connect to Tumbling or Anti-Rhythmic; not one of last two; no side and once per comp.
- Coeff.: 2.10
- Bonuses: Twisted 3.5%; Twisted Exit 3%; Full 8%; Hardcore 8%; Cab 2%; Devil Twist 2%.

5.7.4 MistyFly (Misty → Tail Slide/Deep Stall → Infinity)

- Definition: Misty to Tail Slide/Deep Stall, then direct Infinity.
- Minimum: Entry + 3 rotations.
- Judging focus: As above.
- Notes: Twisted/Full/Cab/Hardcore mutually exclusive; no connect to Tumbling/Anti-Rhythmic; not last two; no side and once per comp.
- Coeff.: 2.10
- Bonuses: Twisted 2.5%; Twisted Exit 3%; Full 8%; Hardcore 8%; Cab 2%; Devil Twist 2%.

5.7.5 HeliFly (Heli → Tail Slide/Deep Stall → Infinity)

- Definition: Helicopter to Tail Slide/Deep Stall, then direct Infinity.
- Minimum: Entry + 3 rotations.

- Judging focus: As above.
- Notes: Same mutual exclusivities; no connect to Tumbling/Anti-Rhythmic; not last two; no side and once per comp.
- Coeff.: 2.10
- Bonuses: Twisted 3%; Twisted Exit 3%; Full 8%; Hardcore 8%; Cab 2%; Devil Twist 2%.

5.7.6 SatFly (SAT → Tail Slide/Deep Stall → Infinity)

- Definition: SAT stopped “as to Heli”, but linked into Tail Slide, then Infinity.
- Minimum: Entry + 3 rotations.
- Judging focus: As above.
- Notes: Same mutual exclusivities; no connect to Tumbling/Anti-Rhythmic; not last two; no side and once per comp.
- Coeff.: 2.10
- Bonuses: Twisted 3.5%; Twisted Exit 3%; Full 8%; Hardcore 8%; Cab 2%; Devil Twist 2%.

CHAPTER 6 - SYNCHRO MANEUVERS

6.1 Fundamental Synchro-Only Maneuvers

6.1.1 Opposite Wingovers

- Definition: Alternating high-angle wingovers with pilots turning opposite directions.

- Minimum: ≥ 2 each side; $\geq 135^\circ$.
- Judging: Rhythm, flow, track, angle.
- Connections: Free; repetition per rules.
- Coeff.: 1.60
- Bonus: Twisted 3.5%.

6.1.2 Synchro Asymmetric Spiral

- Definition: Both pilots pendulum/spiral same time and direction.
- Minimum: ≥ 2 to same side.
- Judging: Rhythm, flow, trajectory, angle.
- Connections: Free.
- Coeff.: 1.65

6.1.3 Synchro Spiral

- Definition: Both in spiral within one-line distance (~10 m).
- Minimum: ≥ 2 revolutions.
- Connections: Free.
- Coeff.: 1.80
- Bonuses: Double/triple touch within one turn 2%.

6.2 Rodeo Family Synchro-Only Maneuvers

6.2.1 Rodeo SAT

- Definition: One pilot in SAT while the other spirals around.
- Minimum: ≥ 1 full revolution around at same altitude.
- Judging: As SAT; twisted variant same base criteria.
- Connections: Free.
- Coeff.: 1.65
- Bonus: Twisted 2.5%.

6.2.2 Rodeo Helicopter

- Definition: One pilot in Helicopter while the other spirals around.
- Minimum: ≥ 1 spiral revolution at same altitude.
- Judging: As Helicopter; twisted variant same base criteria.
- Connections: Free.
- Coeff.: 1.70
- Bonus: Twisted 3%.

6.2.3 Switch SAT (role swap)

- Definition: Rodeo SAT \rightarrow swap roles into Rodeo SAT.
- Minimum: ≥ 2 spiral revolutions at same altitude for each pilot.
- Judging: SAT quality and swap precision.

- Connections: Free.
- Coeff.: 1.75

6.2.4 Switch Helicopter (role swap)

- Definition: Rodeo Helicopter → swap roles into Rodeo Helicopter.
- Minimum: ≥ 1 spiral revolution before swap.
- Judging: Helicopter quality and swap timing.
- Connections: Free.
- Coeff.: 1.75

6.3 Half Pipe Family Synchro-Only Maneuvers

6.3.1 Synchro Half-Pipe Combo

- Definition: Both pilots perform half-pipe actions with direction change, using exit energy to feed the next.
- Judging: Entry pitch, 180° rotation, shape, strong dive, no rotation on entry/exit; twisted variant per rules.
- Connections: Free.
- Coeff.: 1.75
- Bonuses: Twisted 3.5%; Twisted Exit 5.5%.

6.3.2 360 Synchro Spiral → Half-Pipe Combo

- Definition: 360° Synchro Spiral → connect to Half-Pipe; exit toward each other; repeat to opposite side; connect again.
- Connections: Free.
- Coeff.: 1.85

6.4 Bro Hook Family Synchro-Only Maneuvers

6.4.1 Bro Hook

- Definition: One straight, one approaching from behind to connect; maintain link.
- Minimum: 4 s connected.
- Connections: Free; repetition per rules.
- Coeff.: 1.80

6.4.2 Bro Hook – Lateral Wings

- Definition: Bro Hook while one pilot is twisted; wings set laterally with inside tip contact.
- Minimum: 4 s.
- Notes: No connection to other Bro Hook maneuvers.
- Connections: Free; repetition per rules.
- Coeff.: 1.85

6.4.3 Bro Hook Spiral

- Definition: Bro Hook entry, then dive into spiral while connected.
- Minimum: 4 s.
- Notes: One pilot remains twisted from entry to exit for the twisted variant.
- Connections: Free; repetition per rules.
- Coeff.: 1.90
- Bonuses: Twisted 2%.

6.4.4 Bro Hook Wingovers

- Definition: Wingovers while remaining connected in Bro Hook until stabilization.
- Minimum: ≥ 2 each side; 135° .
- Notes: One pilot stays twisted from entry to exit for twisted variant; repetition allowed.
- Connections: Free.
- Coeff.: 1.95
- Bonuses: Twisted 2%.

6.5 Wing Overs Family Synchro-Only Maneuvers

6.5.1 Wingovers “Cruzados”

- Definition: Opposite Wingovers with a crossing pass.
- Judging: As Opposite Wingovers.
- Connections: Free; repetition per rules.

- Coeff.: 1.85

6.6 Pitch Family Synchro-Only Maneuvers

6.6.1 Pitch Pendulum Synchro (Molineti)

- Definition: Alternating pitch swings, one pilot above the other.
- Minimum: ≥ 2 iterations.
- Notes: Can only be one of the last two tricks; repetition allowed.
- Connections: Free.
- Coeff.: 1.95
- Bonuses: Twisted 6%.

6.7 Power Combination Family Synchro-Only Maneuvers

6.7.1 Gearbox Damage

- Definition: $\geq 720^\circ$ Synchro Spiral \rightarrow exit $\rightarrow \leq 4$ turns Synchro SAT \rightarrow Synchro Spiral $\geq 360^\circ$.
- Judging: Closeness in spirals (touches for max), fast connection.
- Connections: Free.
- Coeff.: 2.00

6.7.2 Fusion

- Definition: From lateral Bro Hook, both spin wings into deep-stall facing each other; controlled disconnect.
- Minimum: 4 s.
- Notes: Not one of last two; repetition allowed.
- Connections: Free.
- Coeff.: 2.20

6.7.3 Fusion Helicopter

- Definition: Fusion position transitioned into Helicopter.
- Minimum: ≥ 1 rotation.
- Judging: Shape, flow, entry, duration, disconnect.
- Connections: Free.
- Coeff.: 2.25

CHAPTER 7 - LANDING MANEUVERS

7.1 Solo & Synchro Landing Elements

7.1.1 Approach & Precision

- Land on the raft for maximum.
- Evaluate line, speed control, and proximity/accuracy.

7.1.2 Raft

- Smooth, controlled, on-feet landing fully on raft for max.

7.1.3 Ground Spiral

- $\geq 360^\circ$; wingtip ≤ 3 m over water at lowest point.
- Entry speed/sink; wingtip proximity (touch = max).

7.1.4 Hand Touch

- Precision and sustained water contact.

7.1.5 Foot Touch

- Precision and sustained water contact.

7.1.6 Jesus Walk

- Precision; length and cadence of steps.

7.1.7 Spin

- $\geq \frac{1}{2}$ turn pre-touchdown; rotation speed, sink, stand-up finish.

7.1.8 Raft Flip

- Control and effect.

7.2 Synchro-Only Landing Elements

7.2.1 Synchro Ground Spiral

- Independent $\geq 720^\circ$ or $\geq 360^\circ$ following a Synchro Spiral (total ≥ 3); wingtip ≤ 3 m.
- Entry speed/sink; tip proximity; close formation.

7.2.2 Wingovers “Cruzado” Inside Landing

- As per Cruzados; ≥ 1 pendulum each side; then spiral to water as Synchro Ground Spiral; wingtip ≤ 3 m; close formation.

7.2.3 Wingovers “Cruzado” Outside Landing

- As per Cruzados; ≥ 1 pendulum each side; then individual spiral to water; wingtip ≤ 3 m.

7.2.4 Pitch Pendulum Landing

- Rapid, synchronized start; vertical alignment for max; ≥ 2 iterations; lower pilot ≤ 3 m on last pitch (≤ 1 m for max).
- Forbidden in ground only landing competitions.

7.2.5 Airbound Landing

- Two gliders connected; upper pilot’s feet in lines; release just before touchdown.
- Minimum connection: 3 s.
- Forbidden in ground only landing competitions.

PART III - JUDGING

CHAPTER 8 - HOW RUNS ARE JUDGED

8.1 Scoring (General)

- WTFF events use an approved scoring system/software announced by the Organizer.
- Only maneuvers listed in Chapter 5, 6, and 7 are scored (with their definitions, minima, technical criteria, allowed connections, coefficients, and bonuses). Exceptions may be made by Senior Judge by presentation of a new maneuver to judges prior to execution of maneuver within the judged run.
- Unless limited by the Meet Director and/or Chief Judge (and announced before the run), there is no restriction on number/type of maneuvers.
- Maneuver Discard Rule: Each pilot will receive one “maneuver discard” per competition. Discard must be declared immediately after the completion of the run. Upon declaration of discard, the maneuver score will be completely removed from the run calculations.
- The judging panel consists of at least three WTFF-certified or training judges.

8.1.1 Scoring in Solo

Each judge will be assigned a role: 1 judge will announce maneuver, direction, and bonuses; two judges will evaluate maneuver deductions. Each judge gives three marks, 0.0 to 10.0 (increments of 0.1). The average across judges is taken for each mark:

- Technical Expression (T)
- Choreography (C)
- Landing (L)

Default weights: Technical 40%, Choreography 40%, Landing 20%.

From the performed maneuvers, three derived values are computed:

- Technical Total (TT) - average technical score
- Technicity (TC) – highest 3 difficulty coefficient average
- Bonus (B) – percentage bonus from the flown bonuses

8.1.1.1 Technicity in Solo

- TC is the average of the three highest technical coefficients flown in the run within the set limits.
- maneuvers are judged per their criteria and applicable deductions.

8.1.1.2 Choreography in Solo

Choreography is assessed from program start through the end of landing. By default: 10/10 objective.

- 1 POINT: Directional Balance; direction is assigned with the direction of the starting maneuver of combinations. In case of an odd number of maneuvers a difference of 1 is allowed. 1.0 if left/right differ by no more than one. 0.5 if the difference is two. 0.0 if the difference exceeds two.
- 1 POINT: Maneuver Chain; limited amount of time between maneuvers (any pitch pendulum climb without doing a maneuver or heli delay of longer than 3 seconds will result in a 0.2 deduction)
- 1 POINT: Minimal Repositioning
- 1 POINT: Landing Altitude Management ; enough altitude to attempt raft landing and limited amount of altitude between final maneuver and landing (full points awarded for ground landings)
- 1 POINT: Diversity of Maneuvers: Number of unique Maneuver Families divided by total maneuvers.
- 1 POINT: Originality of Run Composition

- 1 POINT: Originality of Maneuvers; maximum points awarded for rarely performed maneuvers and no repetition
- 1 POINT: Variety of Coefficients; includes maneuvers from low, medium and high coefficient ranges.
- 1 POINT: Performance Impact; full points awarded to pilots showing excitement, run satisfaction and peer support.
- 1 POINT: Crowd Connection; engagement with audience before, during and after the run.

8.1.1.3 Landing in Solo

Landing is evaluated out of 10 by default:

- Approach & precision to raft (3/10)
- Ground Spiral (5/10)
- Other elements (2/10): hand/foot touch, Jesus walk, spin, raft flip (as applicable)

Dry-landing options (for Competitions when raft landing is suspended). The Organizer must select one option in Local Regulations:

1. Accuracy landing: target $\geq 3 \times 3$ m square or ≥ 3 m radius circle. Up to 1.0 for target; up to 1.0 for permitted style elements. Max landing = 2.0.
2. Water-slide landing: shallow pool ≥ 10 m \times 1 m with ≥ 20 cm water. Touch before touchdown for up to 1.0; permitted style up to 1.0; crash into slide = 0. Max = 2.0.
3. Neither available: landing mark = 10. Safe landing in the designated area is mandatory; no landing tricks or a warning may be issued.

Note: Ground Spiral landing is prohibited in dry-landing scenarios; performing it results in disqualification. 5/10 Points will be auto added to pilots score so as to not penalize run for lack of proper option.

8.1.1.4 Final Score (default):

- Technical final = $TT \times TC \times 0.40$
- Choreography final = $C \times 0.40$
- Landing final = $L \times 0.20$
- Bonus = (Technical final + Choreography final) $\times B\%$
- Run final = Technical final + Choreography final + Landing final + Bonus

8.2.1 Scoring in Synchro

Same structure as Solo with an additional mark:

- Synchronization (S)

Default weights (Synchro): Technical 20%, Choreography 20%, Landing 20%, Synchronization 40%.

Bonus does not apply to S.

8.2.1.1 Technicity in Synchro

- Same methodology as Solo.

8.2.1.2 Choreography in Synchro

- Same as Solo with these clarifications:
 - Left/right equality is not mandatory in Synchro and point is auto added to pilots total.
 - A wing-touch bonus may apply when wings contact smoothly and intentionally during designated synchro maneuvers

8.2.1.3 Landing in Synchro

Out of 10 by default:

- Approach & raft precision (3/10)
- Ground Spiral variants (highest applicable only): Ground Spiral (3/10), Mirror Ground Spiral (4/10), or Synchro Ground Spiral (5/10)
- Other elements (2/10): hand/foot touch, Jesus walk, spin (as applicable)

8.2.1.4 Synchronization

Scoring may consider: overall synchronization impression, synchronization within single maneuvers, and the proportion of synchro relative to solo elements within the run.

8.2.1.5 FinalScore (Default):

- Technical final = $TT \times TC \times 0.20$
- Choreography final = $C \times 0.20$
- Landing final = $L \times 0.20$
- Synchronization final = $S \times 0.40$
- Bonus = $(\text{Technical final} + \text{Choreography final}) \times B\%$
- Run final = $\text{Technical final} + \text{Choreography final} + \text{Landing final} + \text{Synchronization final} + \text{Bonus}$

8.2.1.6 Scoring General Agreement

- By entering the event, participants acknowledge that freestyle paragliding is a judged sport, and accept the panel's collective judgment as the official result unless clear evidence demonstrates error.

CHAPTER 9 - TECHNICAL RULES

9.1 Technical

- Each maneuver carries a fixed difficulty coefficient.

9.1.1 High-Coefficient maneuvers

- Per run, at most two maneuvers with coefficient ≥ 1.95 may be counted.
- Any additional such maneuvers are not scored and do not enter the average coefficient calculation.

9.1.2 Technical Score Deductions

These references guide judges; apply context and pilot management of the situation.

9.1.2.1 Collapses/Tucks

- 0–25%: 0.0–2.5 points reduction (maneuver)
- 25–50%: 2.5–5.0 points reduction (maneuver)
- 50–100%: 5.0–8.0 points reduction (maneuver)

9.1.2.2 Unplanned Change of Direction

- $< 90^\circ$: 0.0–2.5 points reduction (maneuver)
- $90\text{--}180^\circ$: 2.5–5.0 points reduction (maneuver)
- $> 180^\circ$: 5.0–8.0 points reduction (maneuver)

9.1.2.3 Cravat

Rapid, controlled recovery is expected.

- < 10% and recovery < 3 s: 2.5 points reduction (maneuver)
- > 50% and recovery > 3 s: 2.5–8.0 points reduction (maneuver)

9.1.2.4 Unplanned Twist

- < 1 turn: 2.5–5.0 points reduction (maneuver)
- \geq 1 turn: 5.0–8.0 points reduction (maneuver)

9.1.2.5 Lack of Amplitude

Insufficient height, energy, or extension.

- Small lack: 0–2 points reduction (maneuver)
- Moderate lack: 3–5 points reduction (maneuver)
- Severe lack: 6–8 points reduction (maneuver)
- Complete absence: up to 8 points reduction, or the maneuver may receive zero at judges' discretion

9.1.2.6 Axis Deviation

Deviation of the maneuver's intended axis (pitch, roll, or yaw).

- Minor Deviation (<15°): 0 to 2.5 points reduction for the maneuver
- Moderate Deviation (15–30°): 2.5 to 5 points reduction for the maneuver

- Severe Deviation ($>30^\circ$): 5 to 8 points reduction for the maneuver

9.1.2.7 Transition Delay in Connected Tricks

A deduction applies when the link between maneuvers shows hesitation or rhythm loss but still qualifies as a connection.

- Minor Delay (slight hesitation, connection maintained): 0 to 2 points reduction
- Moderate Delay (noticeable hesitation, flow disrupted): 3 to 5 points reduction
- Severe Delay (long hesitation, connection barely valid): 6 to 8 points reduction

If the maneuvers are separated by a full stop or reposition, the sequence is not judged as a connection and is scored as independent tricks.

9.1.2.8 Synchro (Technical Notes)

- Synchro coefficients as defined.
- All Solo-allowed bonuses are permitted in Synchro with the same bonus values and criteria.
- The deductions also apply in Synchro.
- Where a synchro maneuver includes a minimum duration, meeting the minimum makes the team eligible for maximum marks (subject to execution). Failing to reach the minimum caps the achievable score proportionally to the percentage achieved.

CHAPTER 10- CREATIVITY AND BONUS POINTS

10.1 Choreography

- Choreography is assessed across the entire run, including landing.

10.1.1 Repetition

10.1.1.1 Within the Same Competition

- A maneuver may be performed once per direction during the same competition without a bonus penalty.
- Twisted or flipped variants are NOT considered the same maneuver for repetition.
- Reverse variants are treated as different maneuvers and may be done once per direction.
- Default repetition penalty: 5% reduction of the choreography mark per repetition, unless otherwise announced at the General Briefing.
- In Synchro mirror moves (two pilots performing the same maneuver in opposite directions simultaneously), direction is considered neutral.
- For rodeo-type SAT/Heli, the rotation of the SAT/Heli defines the direction.

10.1.1.2 Within the Same Run

- Only one of the following infinite family may appear in a single run:
 - SuperStall → Infinity Tumbling
 - Flat Stall → Infinity Tumbling
 - Tail Slide → Infinity Tumbling
 - MacFly (Mac Twist → Tail Slide → Infinity)
 - MistyFly (Misty → Tail Slide → Infinity)
 - HeliFly (Heli → Tail Slide → Infinity)
 - SatFly (SAT → Tail Slide → Infinity)

- Only two tumbling/infinity/rhythmic-related maneuvers may be performed per run.
- If exceeded, only the first allowed maneuvers (in order flown) are scored.

10.1.1.3 Deductions

- Default repetition penalty is 13% of the choreography mark per repetition, unless otherwise stated at the General Briefing.

10.1.1.4 Exceptions to Repetition

- The following may be repeated within the same competition without repetition penalty: Tail Slide, Wingover, Full Stall, Super Stall, Pitch Pendulum, Bro Hook.
- Within the same run, a given maneuver can be twisted or flipped only once for bonus purposes; repeating twisted/flipped variants in the same run yields no additional bonus.

10.2 Bonus

- maneuvers may earn Twisted, Reverse, or Flipped bonuses as defined
- In Synchro, a wing-touch bonus may apply when wings contact smoothly and intentionally during designated synchro maneuvers.

10.2.1 Bonus Calculation (Default)

- The total bonus for a trick is the sum of applicable bonus percentages, scaled by the trick's technical mark / 10.
- The run bonus equals the sum of these scaled bonuses across all tricks.

- If required for software or scheduling reasons, the Organizer may announce a simplified bonus calculation at the General Briefing.

10.2.2 Twisted maneuvers Bonus

- Up to four maneuvers per run may be scored as twisted
- Additional twist-related bonuses (e.g., twisted exit) may stack as long as the stacked bonus doesn't include the initial bonus (e.g. cannot stack twisted entry and full twisted-only the later bonus will be awarded).
- Twisted-exit bonus requires remaining twisted into the exit and either staying twisted into the next maneuver or for ≥ 3 seconds after exit.
- If >5 tricks are flown twisted, the extras are not scored and do not count toward the average coefficient.
- Synchro may use the same twisted allowances as Solo.

10.2.3 Reversed maneuvers Bonus

- Up to three reversed maneuvers per run may be scored.
- If >3 are flown, the extras are not scored and do not count toward the average coefficient.
- Synchro may use the same reversed allowances as Solo.

10.2.4 Flipped maneuvers Bonus

- Up to 2 flipped maneuvers per run may be scored.
- If >2 are flown, the extras are not scored and do not count toward the average coefficient.

- A flipped maneuver cannot be one of the last two tricks.

10.2.5 Wing-Touch Bonus (Synchro)

- When defined synchro maneuvers include a controlled wing touch, award the applicable wing-touch bonus.

CHAPTER 11 - LANDING RULES

11.1 Landing

- Raft landing is part of the standard format.
- On lakes, the raft area must be $\geq 25 \text{ m}^2$; on the sea, use a larger platform to protect equipment.

11.1.1 Landing on Ground

- The Meet Director, with the Safety Director and Chief Judge (after Safety Committee consultation), may suspend raft landings for rough seas, very cold water ($< 10 \text{ }^\circ\text{C}$), or unsafe conditions.
- If suspended, ground landings may be scored provided:
 - The approach remains clear of the public.
 - A target ($\geq 1 \text{ m}$ diameter) substitutes for raft points.
 - Ground spirals, raft flips, and synchro landing tricks are not allowed; other landing elements may be flown only if safe for the area and conditions.

11.1.2 No Landing Scoring

- If landing conditions are unsafe, landing safe will give full points for all competitors.

CHAPTER 12 - SCORE VALIDATION

12.1 Synchronization

- Synchronization is assessed across the entire run, including landing.

12.2 Maneuver & Score Validation

- Immediately after landing, pilots/pairs must check in with the judges to validate their maneuver list.
- Upon completion of a heat, the maneuver list and provisional results are published on the official board/portal.
- Pilots/pairs have one hour to review and report possible errors to the judges.
- Provisional/final results must display: average judge marks (T, C, L, and S for Synchro), bonus percentage, Technicity (average of top three coefficients, max two ≥ 1.95), and the overall run score.

12.3 Obvious Error

- The Meet Director may convene the judges to correct a score in the event of a clear, demonstrable error.

PART IV - RESULTS

CHAPTER 13- Champions and Results

13.1 Competition Validity

- A minimum of two scored runs/heats are required to validate the competition in Solo and Synchro.

13.2 Champions

13.2.1 Solo

- A pilot's overall result is the sum of all run scores.
- The highest total wins.

13.2.2 Synchro

- Pairs may consist of any pilots.
- A pair's overall result is the sum of all run scores.
- The highest total wins. Equal totals share the same rank.

13.2.3 Battle

- Pilot runs are each scored individually and assigned a score, after the run the scores are compared to determine a heat winner.

13.2.4 Tied Scores

- Ties for podium positions are broken by comparing each tied competitor's single highest run score.

If still tied, compare the second-highest run score, and so on.

CHAPTER 14 - Special Recognition Awards

14.1 WTFF Special Recognition Awards

These awards are separate from official scoring and have no influence on the competition rankings. They exist to encourage creativity, innovation, and audience engagement. Winners may be determined by the judging panel, the Meet Director, or by combined input from the public.

14.1.1 Best New Trick Award

- Awarded to a pilot who successfully performs a maneuver not previously recognized in WTFF competition.
- The maneuver must be documented by official video footage.
- The judging panel confirms originality and reserves the right to name the maneuver after the pilot for that season.

14.1.2 Innovation Award

- Awarded for the most creative or original connection of maneuvers within a run.
- Emphasis is placed on flow, surprise factor, and pushing beyond standard combinations.
- Judges may consider both technical execution and artistic impact.

14.1.3 Style Award

- Awarded to the pilot who demonstrates the most fluidity, elegance, and consistent aesthetic throughout the event.
- May be influenced by choreography scores but presented independently as a recognition of overall “style identity.”

14.1.4 Best Landing Trick Award

- Awarded for the most stylish or innovative landing maneuver of the event.
- Eligible maneuvers include but are not limited to: spin landings, raft flips, Jesus walks, foot drags, or creative variations.
- Must be completed safely and under control to be considered.

14.1.5 Rookie of the Event

- Awarded to the most impressive new competitor in WTFF.
- Eligibility: pilots competing in their first WTFF season.
- Determined by overall performance, creativity, and impact on the event, regardless of final ranking.

PART V - SAFETY

CHAPTER 15 - Penalties and Warnings

15.1 Penalties

15.1.1 Dangerous Flying

If judges determine that a pilot has placed themselves in a dangerous situation due to recklessness, poor preparation, or attempting maneuvers clearly beyond their skill level:

- Score for the entire run = 0 points.

15.1.2 Deployment of Reserve

If a pilot opens their reserve parachute during a run:

- Only technical marks for maneuvers completed before deployment are counted.
- Choreography and landing scores = 0.
- A warning may also be issued.

15.1.3 Failure to Deploy Reserve

If a pilot fails to deploy, or delays deploying, when conditions clearly require it:

- Score for the entire run = 0 points.
- Warning issued.

15.2 Warnings

Warnings exist to uphold safety, fairness, and sportsmanship.

- Warnings carry penalties.
- Each warning is recorded on the results sheet and appears in the official scoring.
- Penalty points are deducted directly from the pilot's total results.

Officials Authorized to Issue Warnings

- Judges: safety and competition matters. A warning is valid if noted by at least 2 judges (or 3 when 5 judges are present).
- Meet Director and Safety Director: safety-related matters.
- Meet Director: sportsmanship and conduct issues.

Warnings may be issued for incidents at any point during the event: during flights, briefings, takeoff, transport, meals, or other official activities.

15.2.1 Offenses Subject to Warning

15.2.1.1 General Safety

- Entering or flying outside the flight box.
- Ignoring a signal closing the flight box.
- Performing maneuvers not permitted as final two tricks of a run.
- Overflying public or restricted areas.
- Unauthorized takeoff.

15.2.1.2 Taking Risks

- Dangerous flying.
- Endangering others (e.g., safety boat or raft crew).
- Unsafe or uncontrolled landing.

15.2.1.3 Respect & Sportsmanship

- Late arrival or absence from required briefings.
- Delays at takeoff.
- Unsporting conduct.
- Disrespectful or aggressive behavior toward staff, officials, or other competitors.
- Failing to signal “big ears” before program start.
- Any other misconduct deemed serious by the judges or Meet Director.

15.2.2 Warning Penalties

Warnings are grouped into two categories:

- Category 1 (administrative/schedule) – e.g., missing a briefing, shuttle, or being unprepared on time:
 - 1st warning: 0.5 point deduction
 - 2nd warning: 1.0 point deduction
 - 3rd warning: disqualification
- Category 2 (safety/conduct) – e.g., dangerous flying, failure to use reserve when required, unsportsmanlike behavior:

- 1st warning: 1.0 point deduction
- 2nd warning: 2.0 point deduction
- 3rd warning: disqualification

Penalties apply regardless of whether the same offense is repeated or warnings are for different offenses.

CHAPTER 16 - Code of Conduct

16.1 Judges Code of Conduct

16.1.1 Professionalism and Respect

- Judges must treat all pilots, staff, and members of the public with courtesy and respect at all times.
- Disrespectful remarks, dismissive gestures, or attempts to silence participants or spectators (e.g., “shhh” in public areas) are strictly prohibited.
- Judges are expected to communicate calmly and clearly, even when under pressure.

16.1.2 Public Space Policy

- WFFF competitions are held in open, public venues. Judges may not demand silence or exclusive control of public areas outside the designated judging platform.
- Event organizers must provide appropriate facilities (raised platform, shade, power supply, water, seating) so that judges can focus without interference.

16.1.3 Pilot Communication

- Pilots have the right to bring up safety or weather-related issues to the safety or meet director.
- Judges and Directors must listen respectfully. While scoring decisions remain final, safety discussions are never to be dismissed or shut down rudely.

16.1.4 Violations

- Judges who violate these standards may receive an official warning from the Meet Director.
- Repeated or severe violations may result in suspension from the event or removal from the WTFF judging pool.

16.2 Spectator Code of Conduct

16.2.1 Welcome and Participation

- WTFF events are public and spectators are encouraged to attend, cheer, and support pilots.
- Spectators are part of the sport's atmosphere and should feel welcome at all times.

16.2.2 Respect for Competition Areas

- Spectators must stay outside the designated takeoff, landing, and judging zones unless explicitly invited by staff.
- Standing in or crossing restricted zones (launch ramps, safety boats, rafts, or scoring tables) is prohibited for safety reasons.

16.2.3 Noise and Distractions

- Spectators are free to cheer, clap, and celebrate runs.
- However, loud artificial noise (air horns, sirens, amplified devices) that disrupts safety communication is not allowed during active runs.
- Announcers and livestream crews may provide commentary but must keep clear channels open for official safety communications.

16.2.4 Respect for Pilots and Judges

- Verbal abuse, heckling, or disrespect toward pilots, judges, or event staff is strictly prohibited.
- Questions or concerns about scoring must go through official protest/complaint procedures, not directed at judges during or after runs.

16.2.5 Penalties

- Spectators who violate these rules may be asked to leave restricted areas or, in extreme cases, be removed from the event grounds.
- Repeat or severe misconduct may result in a ban from future WTFF competitions.

16.3 Pilot Code of Conduct

16.3.1 Professionalism

- Pilots are expected to represent the sport with respect and integrity at all times, both in the air and on the ground.
- Arguing directly with judges, staff, or spectators during an event is prohibited. Any concerns must be raised through the official complaint or protest procedures.

16.3.2 Safety First

- Pilots must never attempt maneuvers beyond their skill level, or continue flying if they feel conditions are unsafe.
- Equipment must be checked before each flight, and any known defects reported immediately to event staff.

16.3.3 Respect for Event Flow

- Pilots must be on time for briefings, transport, and launch calls.
- Delaying the schedule without notifying the meet director may result in penalties.

16.3.4 Respect for Others

- Pilots must treat judges, organisers, volunteers, and spectators with courtesy.
- Disrespectful behaviour, intimidation, or unsportsmanlike conduct toward others is not tolerated.

16.3.5 Public Engagement

- Pilots are encouraged to interact positively with spectators, media, and livestreams outside of their competitive runs.
- Explaining the sport, signing autographs, or answering respectful questions helps promote acro paragliding.

16.3.6 Penalties

- Minor misconduct = warning and possible score reduction.

- Serious misconduct (endangering others, disrespect to officials, harassment) = penalties up to disqualification and removal from the event.

CHAPTER 17 - Complaints and Protests

The competition organizer must retain official video footage and other relevant competition records for at least 90 days after the event or until any appeals are resolved.

17.1 Technical Errors

- If a pilot identifies a technical error (e.g., misidentified maneuver, incorrect deduction, or an undeserved warning), they have the right to notify the judges through the challenge portal.
 - Judges will review the claim and, if justified, correct the decision.
 - Scoring remains a subjective evaluation; disagreements based solely on judging style or interpretation will generally not be grounds for correction.
-

17.2 Video Evidence

- The Organizer must arrange for video recording of all runs.
- Video evidence may be used as supporting material only when:
 - The Meet Director authorizes a review of a score.
 - The Chief Judge determines a review is necessary to handle a complaint.
 - An appeal or protest is being evaluated.
- Amateur footage may be accepted if official video is missing or unusable.
- Where possible, a livestream should be produced. This recording must remain accessible after the event for review in case of disputes.

17.3 Complaints

- A complaint may be submitted to the Meet Director in writing to request correction via the complaint/challenge portal.
- Complaints must be filed within one hour of provisional results being posted.
- If provisional results are published after sunset and before 06:00, the deadline for filing is 08:00 the following morning.
- For the final run of the event, complaints must be filed no later than one hour after provisional results are posted.
- All complaints must be addressed promptly by officials.
- Local Regulations may define adjusted complaint deadlines.

17.4 Protests

- If the complainant is not satisfied with the resolution of a complaint, a protest may be filed with the Meet Director for escalation.
- Protests must be submitted in writing within two hours of being notified of the complaint decision.
- For the final run, protests must be filed no later than one hour after the complaint result is communicated.
- A protest fee may be set in the Local Regulations. The amount may not exceed \$50 (USD or equivalent) and will be returned if the protest is upheld.
- Local Regulations may also adjust protest deadlines.

CHAPTER 18 - Safety & Equipment

18.1 Personal Responsibility

- Each pilot is personally responsible for their own safety and for avoiding risk to others.
- Pilots must only perform maneuvers they have practiced and can execute with full control.

18.2 Equipment

- All equipment must be in safe, airworthy condition.
- Damage such as broken lines, torn fabric, worn stitching, or compromised reinforcements disqualifies a wing from competition use.
- If a competing glider registered for the event becomes damaged, the pilot must notify the Chief Judge before using a replacement.
- If damage occurs during a run and forces the pilot to stop, a re-flight may be granted provided it does not delay the event schedule or awards ceremony.

18.2.1 Glider

- Gliders must have a unique serial number for identification.
- Non-certified wings may be permitted only if the manufacturer provides written approval for use by the nominated pilot.
- All lines must be secured to the maillons with proper retainers; knots are not permitted and loops must be clean.

18.2.2 Harness

- Harnesses must be of professional construction, designed for acrobatic flight. They should be free of any structural damage, large rips or tears or deterioration that may cause a safety concern.
- They must be connected to the wing with carabiners, quick-out carabiners or other attachment pieces rated at a minimum 16 kN breaking load.

18.2.3 Reserve Parachutes

- Pilots must carry two rescue parachutes: either two standard reserves, or one standard reserve plus one Rogallo or BASE-type system.
- For D-Bag drop events, at least one reserve must be Rogallo or BASE type (unless an exemption is approved by the Organizer in advance).
- All reserves must be recently repacked and dry. After a water landing, they must be dried or swapped for dry equipment before reuse.
- Reserves must be attached to the harness with maillons or soft links rated ≥ 16 kN. Loops may be used only if securely taped.

18.2.4 Helmets

- Helmets are mandatory.
- Helmets must meet recognized impact standards (aviation, snow sports, or equivalent).

18.2.5 Ballast

- Use of ballast is not permitted.

18.2.6 Emergency Line-Cut System

- For D-Bag drop competitions, an emergency line-cut system (hook knife) is compulsory.

18.3 Equipment Checks

- The Safety Director and/or a Judge will perform equipment checks at registration.
- Spot checks may be carried out during the event.
- Any equipment change must be reported to the Meet Director.
- Pilots who fail to comply with equipment requirements may be suspended or excluded from competition.

18.4 Flyable Conditions

- Flyable conditions are defined as those in which it is safe to complete the competition task.
- Conditions vary by site; some tolerate higher winds, others do not.
- No pilot can be forced to fly if they personally consider the conditions unsafe.
- The Safety Director is responsible for declaring whether conditions are acceptable.

18.4.1 Wind Dummies

- Organizers are encouraged, though not required, to provide wind dummies before or during a run to confirm safety of conditions inside the flight box.
- A wind dummy should:
 - Be an experienced pilot familiar with basic acro maneuvers.
 - Ideally be local to the site, able to provide meaningful feedback.
 - Fly a wing of similar size to those being used in the competition.

18.5 Equipment Inspection Checklist

Pilot Name: _____

Wing Serial #: _____

Harness Model: _____

Inspection Date: _____

Inspector: _____

1. Glider

- Serial number visible and matches registration.
- Lines free of knots, frays, or damage.
- All lines secured with maillons/retainers (no loose attachments).
- Fabric free from tears, holes, or excessive wear.
- Stitching and reinforcements intact.
- Risers free of damage or excessive wear.

Result: Pass / Fail

2. Harness

- Harness in good condition with no tears, broken stitching, or damaged webbing.
- Carabiners/quick-outs rated ≥ 16 kN and free from cracks, corrosion, or wear.
- Reserve deployment system accessible and operational.

- Emergency line-cut system (if required for event type) installed and functional.

Result: Pass / Fail

3. Reserve Parachutes

- Two reserves present (2 standard OR 1 standard + 1 Rogallo/BASE).
- Both reserves dry and recently repacked (within acceptable timeframe).
- After water landing: reserves dried or replaced before reuse.
- Connections secured with maillons or soft links ≥ 16 kN.
- Loops (if used) securely taped.
- Reserve handles accessible and firmly attached.

Result: Pass / Fail

4. Helmet

- Helmet present and worn.
- Meets recognized safety standard (aviation, snow sports, or equivalent).
- Free of cracks or structural damage.
- Chinstrap operational and secure.

Result: Pass / Fail

5. General Safety

- No ballast present.
- Radio functional and frequency confirmed.
- Wing and harness marked with pilot identification (if required by Local Regulations).

Result: Pass / Fail

Inspector Notes

Final Decision: Approved / Not Approved

Inspector Signature: _____

PART VI - JUDGES

CHAPTER 19 - Judge Duties and Facilities

19.1 Judge Duties & Assignments

In addition to scoring responsibilities, WTFF requires role assignments within each judging panel to ensure accuracy, fairness, and clear communication.

19.1.1 Assigned Judge Duties

- Trick Announcer
 - Responsible for clearly announcing the declared trick(s) to the judging panel during each run.
 - Ensures all judges evaluate the same maneuver and criteria.
- Scoring Program Operator
 - Responsible for accurate entry of scores into the official scoring software.
 - Double-checks values before submission to the Scoring Director.
- Organizer Liaison
 - Acts as the official point of contact between the judging panel and event organizers.
 - Communicates schedule updates, safety holds, or logistical issues.
- Chief Judge (separate role)
 - Supervises the judging process, ensures consistency, and resolves disputes.
 - Confirms final scores before publication.

19.1.2 Pilot Spotter Requirement

- Each competition must assign a Pilot Spotter to support the judges.
- Duties:
 - Maintain direct radio communication with takeoff.
 - Provide real-time updates on pilot order, declared maneuvers, and safety information.

Ensure smooth flow of competition by preparing judges for the next run.

19.2 Judge Platform & Facilities

All WTFF competitions must provide a dedicated judge platform that ensures fair, safe, and comfortable working conditions for the judging team.

19.2.1 Platform Requirements

- Seating: One chair per judge, with unobstructed views of the flight box.
- Shade Structure: Covered area or tent providing adequate protection from sun and weather.
- Water Supply: Unlimited potable water must be available onsite for all judges.
- Power Supply: Electrical outlets or generators sufficient to power laptops, scoring systems, and livestream screens.
- Work Surfaces:
 - One table per 2 judges for score sheets, laptops, and communication devices.
 - Additional table for Chief Judge and Scoring Director.

- Technology:
 - Livestream TV screen displaying competition feed for clear evaluation.
 - Stable internet or network connection to support live scoring systems.

19.2.2 Meals & Refreshments

- If the competition day begins before 08:30 – basic breakfast must be provided onsite.
- If competition runs across 12:00–13:00 – lunch must be provided onsite.
- If competition continues after 18:30 – dinner must be provided onsite.
- Meals should be coordinated to avoid delay of competition runs.

19.2.3 General Comfort

- Access to shade, seating, and hydration must be maintained at all times.
- Organizers must ensure quick access to toilets and basic amenities for the judging panel.

CHAPTER 20 - JUDGE TRAINING

20.1 Prerequisites & Certification Path

20.1.1 Theoretical Foundations

- Online/self-study modules covering:

- WTFF Sporting Code
- Scoring principles (Technical, Choreography, Landing, Bonuses)
- Initial assessment (multiple-choice and scenario evaluations).

20.1.2 Classroom Workshops

- 1-day in-person seminar led by a Senior Aerobatics Judge:
 - Role-plays: assistant/recorder duties, Aresti review, marks call-outs, common errors.

20.1.3 On-Site Apprenticeship

- Serve as assistant judge/recorder in at least two WTFF-sanctioned competitions.
- Logs signed by Chief Judge for verification.

20.1.4 Final Evaluation

- Conducted at an event:
 - Supervised scoring of at least full sequence (solo or synchro run).
 - Oral feedback session by a panel including Chief/Senior judge.

20.1.5 Certification Criteria

- Approved by WTFF organization; certification valid for 3 years, subject to renewal via refresher seminar.

20.2 Program Structure

Stage	Format	Duration	Key Content
1	Online	~4 hrs total	Rules and Regs, scoring math, bonus rules, tie-breaks
2	Classroom Seminar	1 day	Aresti figures, judging process, simulator exercises
3	Event Apprenticeship	2 events	Assistant judge duties + supervised grading
4	Final Assessment	Within event	Grading, accuracy test, mentor evaluation
5	Certification	3-year cycle	Renewal via seminar + track record of events judged

20.3 Content Highlights

1. Scoring System Deep Dive
 - Calculation steps: marking scales, weightings (40-40-20), bonuses.
 - Special case: Synchro includes synchronization mark (40%).
2. Technical Judging Workshop
 - Aresti symbol breakdown, figure definitions, difficulty coefficients.
 - Penalties, hard/perception zeros; bonus categories (reversed, flipped).
3. Choreography & Landing Assessment
 - Objective vs subjective choreography criteria; flow & altitude management.
 - Landing precision: approach, ground spiral, special tricks.
4. Operational Integrity
 - Roles: lead judge, assistants, recorders.
 - Officials' code: impartiality, safety procedures.
5. Practice, Feedback & Mentor Support
 - In-field scoring exercises, simultaneous calls, review sessions with senior judges.

20.4 Governance & Oversight

- **WTFF to supervise program rollout; appoint regional judges to manage regional delivery.**
- **Senior Judges Roster: maintain list of qualified instructors.**
- **Quality Assurance: examination results, event experience logs, feedback forms.**

20.5 Path to Accreditation

- WTFF approves candidate, verifies online module completion.**
- Classroom attendance and logbook entry by senior judge.**
- Two-event assistant judge experience logged and signed.**
- Final live assessment, including scoring and theoretical retest.**
- WTFF issues certification; judge added to WTFF qualified judges list.**
- List maintained on WTFF website.**