

3.1.1. Events

Advanced VFS 4 way – 10 rounds
Intermediate VFS 4 way – 8 rounds
Rookie VFS 2 way – 6 rounds

Note 1: No individual may enter in more than one team for intermediate or advanced VFS.

Note 2: With the exception of:-

- a) Videographers wishing to participate in more than one team across rookie, intermediate or advanced VFS.
- b) Any individual or alternate already participating in intermediate or advanced VFS may also participate in rookie VFS with another performer that is only competing in Rookie VFS.
- c) It is expected for the Rookie category that it is used as an introduction to VFS for FF1 and new FF2 Skydivers. In the spirit of British sportsmanship it is allowing an experienced FF2 flyer or a previous VFS competitor to team up with an FF1 only or new FF2 flyer and compete at the British Nationals. The Rookie category and its dive pool are not designed for 2 experienced FF2 flyers or previous VFS competitors to compete in together.
If you have held your FF2 for over 2 years, then please pair up with an FF1 only or new FF2 flyer in order to compete. If you have previously competed in British VFS competition then please pair up with an FF1 only or new FF2 flyer to compete. This is expected in order to prevent very experienced flyers competing at Rookie level and to uphold the spirit of British sportsmanship allowing new flyers to compete together.

3. THE EVENTS

3.1. The discipline will be comprised of the following events:-

- a) Advanced VFS 4 way – 10 rounds comprising of all blocks and randoms from:-
Addendum E: Current Vertical Formation Skydiving 4-Way Block Pool Advanced &
Addendum F: Current Vertical Formation Skydiving 4-Way Random Pool Advanced
- b) Intermediate VFS 4 way – 8 rounds using:-
Only blocks 1,2,3,4,7,8,12,13,14,21,22 & randoms A,C,E,H,J,K,L,Q from:-
Addendum E: Current Vertical Formation Skydiving 4-Way Block Pool Advanced &
Addendum F: Current Vertical Formation Skydiving 4-Way Random Pool Advanced
- c) Rookie VFS 2 way – 6 rounds using:-
Addendum G: Vertical Formation Skydiving Rookie 2-Way

3.1.1. All VFS events: Exit altitude is 3960 meters / 13 000 feet AGL.
Working Time is 35 seconds.

3.1.2. For meteorological reasons only, and with the consent of the FAI Controller and the Chief Judge, the Meet Director may change the exit altitude and/or working time and continue the competition. In this case the following conditions will apply:-

3.1.2.1. The working time will be 20 or 35 seconds for the VFS events.
The reduced working time must be used if the exit altitude is lowered (ref 3.1.1 and 3.1.2).
The next round must commence if the working time is changed.

3.1.2.2. The minimum exit altitude will be 2750 meters / 9000 feet AGL for the VFS events.
The maximum exit altitude will be 3960 meters / 13000 feet AGL for all events.

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 jumped in each round.
Each round will be drawn so as to consist of:-
- a) 5 or 6 scoring formations, whichever number is reached first for Advanced VFS 4 way.
 - b) 3 or 4 scoring formations, whichever number is reached first for intermediate VFS 4 way.
 - c) 3 or 4 scoring formations, whichever number is reached first for Rookie VFS 2 way.
- 4.2.3.** Use of Dive Pool: Each block or formation will be drawn only once for the scheduled rounds of each competition. In the event that additional rounds are necessary, due to the tie-breaking jump-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.

7. RESERVE WEEKEND

No reserve weekend for 2018. Section 7 & 8 do not apply for 2018.

Should the competition not complete then the reserve weekend will be used. Any teams who are not present for any round will be called as scheduled for that round and failure to attend will result in a nil score for that round only.

Any Rounds incomplete at the end of weekend one will be disregarded. All teams will then complete the round/rounds with the Reserve Weekend re-draw only for incomplete rounds.

If the competition has not been completed by the end of the reserve weekend, then the meet competition will be called with result based upon completed rounds ONLY.

8. INCOMPLETE ROUNDS REDRAW (Reserve weekend)

In the event of the competition not being completed on the first weekend, a redraw will take place on the reserve weekend. (See also Part B. 4.2)