

76th FAI/ISC PLENARY MEETING, 24-25 JANUARY 2026, RIYADH, SAUDI ARABIA

<i>SUBJECT:</i>	Dynamic Flying Committee Report and Rule Change Proposals	<i>AGENDA #</i>	13
<i>AUTHOR:</i>	Kristian Moxnes, Chair, Dynamic Flying Committee		
<i>DATE:</i>	30 November 2025	<i>PAGES:</i>	1 of 10

**INTERNATIONAL SKYDIVING COMMISSION
DYNAMIC COMMITTEE REPORT**

Dynamic Committee members:

MOXNES Kristian	Chair	Norway
VÄISTÖ Mauri	Deputy Chair	Finland
FLAAT Haavard	Member	Belgium
COMITO Diana	Member	Switzerland
BADDORF Anna Katharina	Member	Austria
PETRACCO David	Member	France
TUREK Jan (Honza)	Member	Czech Republic
CHATELAIN Jean-Philippe	Member	France
MEDUNA Radek	Member	Czech Republic

Key challenges

We need to reduce the workload of the panel of judges. With the addition of the new sub-discipline Dynamic Solo (DS) and the scoring of the free routines in Dynamic 2-way and 4-way (DY), we need more judges at each competition.

For now, only 1 extra judge is allotted to DS if the number of entrants exceeds 15. Therefore, with the approval of the Judges' Committee a full panel of 3 judges (including 1 EJ) is needed when the total number of entrants equal 32.

Any changes to the current rules, would pose the question of the number of judges and the associated costs.

Work during 2025

5rd FAI World Indoor Skydiving Championships, Charleroi, Belgium

- Dynamic Solo Open: 23 competitors, 142 flights
- Dynamic Solo Junior: 11 competitors, 68 flights
- Dynamic 2-way Open: 17 teams, 99 flights
- Dynamic 2-way Junior: 7 teams, 42 flights
- Dynamic 4-way: 4 teams, 36 flights

A total of 387 flights were judged in Dynamic. The category Dynamic 4-way Junior was cancelled due to low initial interest.

The organizer did a great job before and during the event. We had everything we needed to do our job as judges. See CJ report for full summary.

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Dynamic solo Speed:

New this year was the addition of Solo speed. This event was well attended (34 competitors – Open + Junior) and differs from the other Dynamic events in that it has no Free routine. We foresee that this event will continue to grow, requiring additional judges on the panel.

The Dynamic Committee will require two (2) more judges if ME = 32 in Dynamic Solo (DS)

We had no-one on site to help with InTime, and this put extra work on the panel. Luckily we had remote help from Dirk from InTime, and FAI judge Thierry Courtin. Without this help scores and videos would not have been uploaded as required.

Such situation must be fixed somehow.

Judges Course April 20 – 23, Charleroi, Belgium

2 new judges approved, Jill Knutsen and Sylvain Pernet. The course was held prior to the WISC2025 at Airspace in Belgium. Jean-Phillippe Chatelain and myself ran the course. The facilities provided by Airspace were good, we had access to a private room with everything we needed. We spent 3 days going through GS, SC5 and the Dynamic Competition rules. The candidates arrived well prepared, and contributed to discussions about the rules. The practical exam consisted of 30 videos where they were given one viewing to determine the infringements and omissions.

Communication

We held monthly electronic meetings during the year, only pausing for the 3 summer months.

Future competitions

2026: 4th FAI European Indoor Skydiving Championships and 6th FAI World Cup of Indoor Skydiving, April 1st – April 4th, Bouc-Bel-Air, France

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Rule changes

Section 5 changes

For now, only 1 extra judge is allotted to DS if the number of entrants exceeds 15. Therefore, with the approval of the Judges' Committee a full panel of 3 judges (including 1 EJ) should be allotted when the total of entrants equals 32.

As discussed with the JC, Art 4.6.1.2 S5, we require more judges for DS:

Discipline/Event	Number of Judges	Maximum Entrants (ME)	More Entrants than ME
DY and DS	Total 6: 4 panel judges, 1 EJ, 1 CJ	DY: For 32 ME DS: For 15 ME	DS/DY : Limitation as per Competition Rules (32) DS : 1 extra panel judge if entrants > 15 DS : 3 extra panel judges (including 1EJ) for 32 entrants

Both Dynamic 2-Way and Dynamic 4-way (DY), and Solo Speed (DS)

REQUEST FROM R&R

3 DISCIPLINE, EVENT AND CATEGORIES – OBJECTIVE

3.1 DISCIPLINE, EVENT AND CATEGORIES – SUB-DISCIPLINES – CATEGORIES

The Indoor Skydiving Dynamic Flying Discipline consists in particular of the Dynamic Event, comprising of the following categories sub-disciplines: Dynamic 2-Way (D2W) Open, Dynamic 2-Way (D2W) Junior, Dynamic 4-Way (D4W) Open, and Dynamic 4-Way (D4W) Junior and Dynamic Solo (DS) (see specific competition rules).

Each sub-discipline is divided into two (2) categories: Junior and Open, namely: D4W Junior, D4W Open, D2W Junior, D2W Open, DS Junior and DS Open.

There is no gender separation.

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3.1.1 Junior Performers, whose 15th birthday occurs during the calendar year of the competition may, if they choose, enter an open category **event sub-discipline**. **Any competitor may only enter one category (Open or Junior) in D2W and one category (Open or Junior) in D4W. For each sub-discipline (D2W, D4W and DS), such competitor may elect to enter the Junior category or the Open category.**

3.1.2 In all **sub-disciplines**, the Junior category must be judged before the corresponding Open category.

3.2 OBJECTIVE **OF THE EVENTS**

4.4.5 For all **sub-disciplines**, the Open category draw will be applied to the corresponding Junior category.

We would like to offer the opportunity for competitors to enter all 3 sub-disciplines (request from competitors) and we would like to try to revive D4W.

5.1.4 **Each Performer may enter in maximum two (2) categories per First Category Event in Dynamic Flying (D4W and Solo Speed, D4W and D2W or D2W and Solo Speed). Each Performer may enter in the three (3) sub-disciplines per First Category Event in Indoor Dynamic Flying (D4W, D2W, DS).**

Dynamic 2-Way and Dynamic 4-Way

Increase safety for performers

4.2.9 **The Organizer must provide all necessary means to secure the exit of competitors (mattresses, padding...).**

Easier way to organise speed checks

4.3.1 **Official Speed Setting Flights: A strict minimum of Depending on the organizer's irrevocable and indivisible choice expressed in Bulletin 2, either three (3) minutes or two (2) times one (1) minute and thirty (30) seconds per Team flight** will be allocated to each team for Speed Setting. The lighted Sidelines and Centreline plus the judging and scoring systems to be used in the competition will be used for the official Speed Setting Flights. No score or time will be given by Judges.

COORDINATION

As Competitors may enter the 3 sub-disciplines, we may need to change the order of flights to comply with Section 5.

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- 4.5.1 During the Qualification Rounds, all Teams will fly each round in Team number order. Team numbers will be randomly drawn, except when it is necessary to comply with the FAI Sporting Code, Section 5, Chapter 5.2.5. *In such case, the Chief Judge in coordination with the Organiser may decide on the Order of Flights.*

JUDGES' WORKLOAD

Starting with the free Routine will give more time for judges to give the scores to the Free Round before the Tournament starts.

5.3 ORDER OF THE ROUTINES

- 5.3.1 During Qualification Rounds, the Order of the Routines must be:

- Round 1: **Speed Free** Routine
- Round 2: Speed Routine
- Round 3: **Free Speed** Routine

FREE ROUTINE SCORING

Competitors wanted to get back to the previous system.

- 5.5.2 Team placings in the Qualification Rounds will be determined as follows:

- Speed Routine: The final time, after all penalties have been applied, will be used for this calculation. The fastest Team of the round will receive 100 points. All other Teams will be awarded points based on their time compared with the fastest Team. The fastest final time will be divided by the Team's final time and multiplied by 100 to determine their points.
- Free Routine: The Team with the highest raw Official Score (see para. 6.2.2.3) will receive 100 points. All other Teams will be awarded a proportional fraction of 100 points based on their raw Official Score as a fraction of that earned by the highest Team. Each Team's raw Official Score will be divided by the highest Team's raw Official Score and multiplied by 100 to determine their points.
- Total scores for the Qualification Rounds are calculated by adding (i) the points accrued for the Speed Rounds and (ii) the free round points (if any) multiplied by two (2). This total is rounded to the first decimal place. For the rounding, intermediate values must be converted from multiple decimal places to one (1), by rounding to the nearest tenth, except where the second decimal digit is exactly halfway between the two values, where it must be rounded to the higher of the two. The maximum possible points is **200 400**.

FREE ROUTINE

We have learned that competitors are not penalized enough when making mistakes. Therefore, we suggest to increase the weight of the judging category Execution.

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6.2.1 Criteria for scoring Free Routines

When Scoring each Performance, judges must use the following weightings: 40% 30% for Technical Difficulty (see para 6.2.2.2), 30% 40% for Execution and 30% for Presentation. For Execution and Presentation scores, each judge must take into account the criteria set forth above.

As requested by the competitors, we suggest to fully score the free routine during the Qualification rounds (not just technical difficulty).

6.2.2 The Free Rounds of the Qualification Rounds will be evaluated as follows:

6.2.2.1 After watching all the free routines, judges must, by conference, take into account the above criteria, and score each Performance between 0.0 to 10.0, rounded to the first decimal. will hold a conference to assign a technical difficulty score to each team.

Each Team will then be attributed by Judges a score (between 0.0 to 10.0 and rounded to the first decimal) equal to the average scores given by Judges to the Team. The total amount of penalties (see para. 6.2.1.1) is then deducted in order to reach the Official Score given to the Team.

Small changes made necessary due to the other changes.

6.2.2.2 6.2.3.1

This same The average technical difficulty score given to a Team during the Qualification rounds must be used by the judges throughout the competition (qualification and tournament) tournament, unless one of the teams increases or reduces the difficulty of its free routine. In this case, the judges will have to decide unanimously to modify this score.

6.2.3.4 6.2.3.3 Once ranking has been completed, and before officially announcing the winner of the Battle, the following procedure must be followed:

- The Event Judge or the Chief Judge will add up individual votes or points and announce to the judges only who will be the winning team or the ranking of the teams as a result.
- If, within one (1) minute 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, a new viewing of the performances in question will be reviewed by judges under the supervision of the Chief Judge.
- Following this review, the votes or points scores for the performances will be adjusted accordingly, if necessary. Only one review is permitted for each performance.

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- Simplify the ranking in battles with more than two (2) teams.
6.2.3.3 6.2.3.4 Under the supervision of the Event Judge, during a Free Routine Battle of more than two Teams, the Judges, taking into account the above criteria and the Technical Difficulty Score (see para 6.2.2.2 6.2.3.1), determine the ranking of the Battle as it follows: by conference the ranking of the Battle.
- The Judges will individually rank the Teams by awarding points to the competing teams: the best team receives a number of points corresponding to the number of teams, then at each level of the ranking a point is withdrawn until the lowest ranked team which then receives only one point.
- The Teams are ranked according to their total number of points: the team with the highest number of points wins the battle. The ranking is then established in descending order of the number of points.
- Only for the teams in tie, the judges will determine the ranking by conference.

As requested by competitors, we suggest to publish all scores after Qualification (not just Technical difficulty):

6.4.2 For the free round in the Qualification Rounds (para 6.2.2 5.5), the Technical scores given to the Teams are only, penalties and ranking for each Free Routine will be published at the end of the competition before the start of The Tournament. For each Free Routine during the Tournament (para 5.7), the decision of each Judge will be published, but only indicating which team each judge voted for, and when applicable the ranking given.

We suggest to specify how the scores are published.

6.4.4 For all Teams, the individual Battles with their winners will be published on the Tournament Bracket diagram. During the Tournament, the individual Battles with their winners will be published:

6.4.4.1 For Speed Rounds, the raw Speed Routine completion time, time penalties, infringement types and any omissions will be published at the end of each Round on the Tournament Bracket diagram.

6.4.4.2 For Free Routines, the winner will only be indicated on the Tournament Bracket diagram. The details of the scores, penalties and ranking for each Free Routine will be published on a separate document at the end of each round, except when the Chief Judge or the Event judge decide to delay for a reasonable period of time this publication.

The Challenge Procedure has been removed. As a consequence we want the Competitors to understand the penalties imposed on them. Furthermore, it is easier for the audience to follow the competition as they can be included in the judges' reviews.

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The time to beat is also included so that competitors are fully aware of the performance they will need to achieve in order to win.

6.4.5 Broadcast screen

For Speed Rounds and at the end of each flight, the judges' reviews will be broadcasted live to the Performers in the antechamber on a specific screen (see para. 4.2.7 for specifications). At the organizer's initiative, it may also be broadcasted to the audience.

For Speed Rounds, the screen will display the time to beat including penalties, i.e. best final time of each round during Qualification Rounds or Battles of more than two Teams during the Tournament or the final time of the Team having flown first for a Battle of two teams

Housekeeping DY

Renaming:

2.1 PERFORMERS TEAMS

Reordering:

4.2.2 The Sidelines must consist of two (2) vertical lines of lights, which must be changeable in colours. The lights may be LED technology. The Sidelines must extend from the floor up to the top of the transparent walls or five (5) metres, whichever is less.

4.2.2.1 For Speed Routines, the Start Sideline must be green and the opposite Sideline blue.

4.2.3 The two (2) Rings must have a five (5) cm hole. The diameter of the Ring (from outer rim to outer rim) must be between fifteen (15) and eighteen (18) cm. The two (2) Rings must be positioned two (2) metres above the cable floor, one (1) on each Sideline.

4.2.2.3.1 The Ring Plane is materialized on the transparent wall by horizontal lines (adhesive tape affixed or any other equivalent means) of at least fifty (50) cm long, level with the centre of the Ring, and starting on either side of the outer diameter of the Ring on both Sidelines.

5.6. New link inserted: <http://dynamicflying.com/brackets>

Creation of new Art. 9 for sample Videos:

9 SAMPLES/ VIDEOS

For informational use only, follow this link for videos: <http://dynamicflying.com/videos>

Dynamic Solo Speed

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Simplify the organization of the Speed Setting Flights

- 4.3.1 Official Speed Setting Flights: A strict minimum of Depending on the organizer's irrevocable and indivisible choice expressed in Bulletin 2, either one (1) minute two (2) minutes or two (2) times one (1) minute flight will be allocated to each Performer for Speed Setting. The lighted Sidelines and Centreline plus the judging and scoring systems to be used in the competition will be used for the official Speed Setting Flights. No score or time will be given by Judges.

COORDINATION

As Competitors may enter the 3 sub-disciplines, we may need to change the order of flights to comply with Section 5.

- 4.5.1 During the Qualification Rounds, all Performers will fly each round according to their registration number. Competitors' numbers will be randomly drawn, except when it is necessary to comply with article 5.2.5 of Section 5. In such case, the Chief Judge in coordination with the Organiser may decide on the Order of Flights.

Based on feedback from the competitors, we suggest to reduce the skip from 20 to 10 seconds

- 5.5.1 For each Battle in the Tournament, flight order will be determined as it follows:
At the end of the qualifying rounds, Competitors will be ranked according to the number of three (3) second penalties inflicted by Judges. For the purpose of this paragraph, a twenty (20) (10) second penalty will be counted as six (6) (3) penalties of three (3) seconds.
- 6.2.5 An omitted Compulsory Pattern will lead to adding a penalty of ten (10) (20) seconds to the total time for the Speed Routine. An omission is one of the following:

We want to make the Finals more intense like in DY. To win, a Performer must win two battles: no more cumulative time.

- 5.5.2 Each battle will consist of one flight except for Finals (placings 1,2,3 and 4).

For The Finals, each battle will consist of two battles and a tiebreaker if necessary. flights, each flight having Each battle and the tiebreaker will have its own draw. The final time is the sum of the times of the two flights, after all penalties have been applied. The Competitor Performer with the fastest final time (including penalties) will win the Battle. In case of equal final times, the placings will be determined according to the number of penalties accrued during the two flights. The Competitor with the fewest penalties will earn the higher placing. In case of equal number of penalties, the Competitor(s) with the fastest time in the first round of the Qualification will earn the higher placing. The Performer who wins two (2) Battles (i.e fastest time including penalties twice) will earn the higher placing.

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The screen will display the time to beat including penalties, i.e. best final time of each round during Qualification Rounds or Battles of more than two Performers during the Tournament or the final time of the Team having flown first for a Battle of two Performers.

Housekeeping DS

Competitors Performers

Creation of new Art. 9 for sample Videos:

9 SAMPLES / VIDEOS

For informational use only, follow this link for videos: <https://dynamicflying.com/videos>
Courtesy of Mateo Limnaios - Medjay Freely