

The 2023 Big Air Battle Rulebook

1.0 Entry Allocation & Seeding

1.01 24 max competitors for Am & Pro Men's

1.02 12 max competitors for Youth, Am & Pro Women's (May be increased depending on demand)

1.03 Entry to compete in the Big Air Battle will be £25 per rider, which will go towards the prize pool for each category. (This will also give you day access to the St Anne's Kite Clubhouse facilities and entry to the opening party on the Friday evening and also the after party on the Saturday)

1.04 As this is the first Big Air Battle, Entry will be open to anyone. The top 3 from each category will automatically be seeded into the Big Air Battle 2024 where video entry may arise.

1.1 Competition Rules

1.11 Language English is the official language of the Big Air Battle.

1.12 Rule Intentions The event rules are designed to allow the best competitor to win because of their high level of skill, good use of equipment and good fortune. The rules are not designed to allow a winner to prevail because of certain procedures or raising arguments over legalities. All disputes surrounding rules should be carried out with regard to this principle.

1.13 Responsibility of Competitors Each competitor is responsible to decide whether or not to start or to continue the competition and to provide for their safety.

1.14 Safety The most important aspects of competition are safety and fair play. Unsafe competitors will be warned, fined or disqualified. Sailing in a manner that can be considered to be dangerous or a threat to the safety of other competitors will not be tolerated. All disputes under the rules shall be conducted on this principle. When in a position to do so, each competitor must render every possible assistance to a competitor in danger and assist organizers with any rescue information in the event of a rescue being needed.

1.15 Safety Systems Safety leashes that ensure the kite remains secured to the harness once the quick release safety system has been deployed are compulsory for all competitors. Each competitor must use a reliable quick release safety system. Competitors will be disqualified from the event if they ride without a safety leash.

1.16 In the event of a dangerous occurrence, chicken loops that safely release all power from the kite must be installed on all competitors' kite bars.

1.17 Unless included in the Race Notice or the specific event instructions, helmets and personal flotation devices are optional. If a Race Notice of a specific event does require personal buoyancy, then every rider / competitor must wear a personal flotation device that conforms to the minimum ISO 12402-5 (Level 50) standard requirement. (A Race Notice may however allow for alternative or additional standards).

1.18 Kite launching and landing areas for competitors' equipment will be defined by the event organizer and that zone must be respected. Spectator access will be restricted and any media representatives will need to be authorized by the Race Director to access this area - and they will do so at their own risk.

1.19 No rider must land any tricks onto the beach or within 50m of the shoreline. Any rider found to be riding in such manner or any manner in which creates danger to themselves and spectators will be disqualified. (All riders to attend pre event safety briefing)

1.2 Heat Format & Ladders

1.21 "Byes", if any, shall be positioned so that they are allocated to the most highly ranked competitors.

1.22 If a majority of the heats of the first round have Byes, the Race Director and Head Judge may position competitors in the next rounds based on their seeding.

1.23 Competitors shall ride one against one, or in groups of up to 4. The declared winners shall advance on the elimination ladder.

24 Rider Dingle Elimination

ROUND # 1			ROUND # 2			ROUND # 3			ROUND # 4			SEMI FINALS			FINALS		
Heat	Seed	Name	Heat	Seed	Name	Heat	Seed	Name	Heat	Seed	Name	Heat	Seed	Name	Heat	Seed	Name
1	1		9	1		17	1		25	1		29	1		31	1	
2	2		10	2		18	2		26	2		30	2		32	2	
3	3		11	3		19	3										
4	4		12	4		20	4										
5	5		13	5		21	5		27	1							
6	6		14	6		22	6		28	2							
7	7		15	7		23	7										
8	8		16	8		24	8										
9	9																
10	10																
11	11																
12	12																
13	13																
14	14																
15	15																
16	16																
17	17																
18	18																
19	19																
20	20																
21	21																
22	22																
23	23																
24	24																

12 Rider Dingle Elimination

ROUND # 1			ROUND # 2			ROUND # 3			SEMI FINALS			FINALS		
Heat	Seed	Name	Heat	Seed	Name	Heat	Seed	Name	Heat	Seed	Name	Heat	Seed	Name
1	1		2ND#3	1		W1	1		W9	1		W13	1	
2	2		3RD#2	2		W2	2		W10	2		W14	2	
3	3		2ND#4	3		W3	3		W11	3				
4	4		3RD#1	4		W4	4		W12	4				
5	5					W5	5							
6	6					W6	6							
7	7													
8	8													
9	9													
10	10													
11	11													
12	12													

Heat Progression:

1.24 In these dingle eliminations the winner of the first round advances to the third round, whilst the second and third advance to the second round.

1.25 From the second round on, the winner of the heats advance to the next round whilst the second placed riders are out of competition, until the final.

Heat Schedule:

1.26 The schedule of heats shall be posted at the Official Notice Board. It shall be the sole responsibility of each competitor to know in which heat they will be taking part.

Heat Procedure:

1.27 The heat time varies depending on the conditions. The amount of time per heat will be announced by the Head Judge and posted on the Official Notice Board at least thirty (30) minutes before the start of the heat.

- 1.28 Only the first trick per tack will be scored. Competitors may also have to go out of the competition area once a trick is performed in order to be scored for their next trick attempt.
- 1.29 Competitors may have a limit of trick attempts. Once the heat time has elapsed the competitor won't be scored.

1.3 Judging Criteria

The Big Air Battle will be judged by 2/3 judges and based on the following factors.

Judging procedure:

1.3.1 Judges shall award each competitor's trick scores on a scale from 0.1 to 10.0, broken into one-hundreds increments (e.g 6.44).

1.3.2 An overall impression score may be used in addition to the trick scores counting towards the final heat result. Criteria of variety, "wow" factor, smoothness, innovation, tricks landed vs crashes, and commitment impact the Overall Impression score. The points awarded to the Overall Impression score counting towards the final result per competitor during a heat will be announced by the Head Judge and posted in the Official Notice Board at least thirty (30) minutes before the start of the heat.

1.3.3 The scores of the respective competitors shall be tabulated together to determine the winner: highest points wins.

1.3.4 The maximum number of trick attempts and the trick scores counting towards the final result per competitor during a heat will be announced by the Head Judge and posted in the Official Notice Board at least thirty (30) minutes before the start of the heat.

Judging Criteria:

1.3.5 Judging Criteria are applied to score the quality of the execution of each individual trick. Each judge analyze the following major elements when scoring a trick:

1.3.6 **Height and amplitude** – The combination of height and amplitude of the tricks completed during the heat. As the wind conditions increase, this aspect will exponentially become more and more into consideration, but only when the height and amplitude are achieved along with risk factor and technical difficulty.

1.3.7 **Technical Difficulty** – The technical difficulty of tricks completed during the heat.

1.3.8 **Commitment and Risk Factor** – Pushing the limits under control will increase the chances of winning the heat. The Risk factor is the commitment of the competitor and physical challenge during the execution, duration of the critical moment, and energy on the execution.

1.3.9 **Other judging criteria such as variety**, "wow" factor, smoothness, innovation, tricks landed vs crashes, will affect the overall impression.

1.4 Big Air Battle Prize Money

1 st Place	50%
2 nd Place	30%
3 rd Place	20%

Total prize funds will be announced around 1 month before event and based on each category.