THE CARTOON BOOK OF

# INDOOR SKYDIVING




AERIAL / JUDGED / ACTION

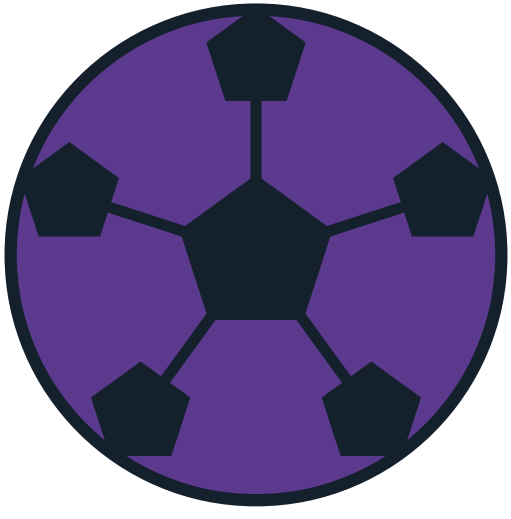
SPORT ON EARTH

**Sport on Earth Books · The Extreme & urban Family**

Original illustrations · No characters were copied in the making of this book

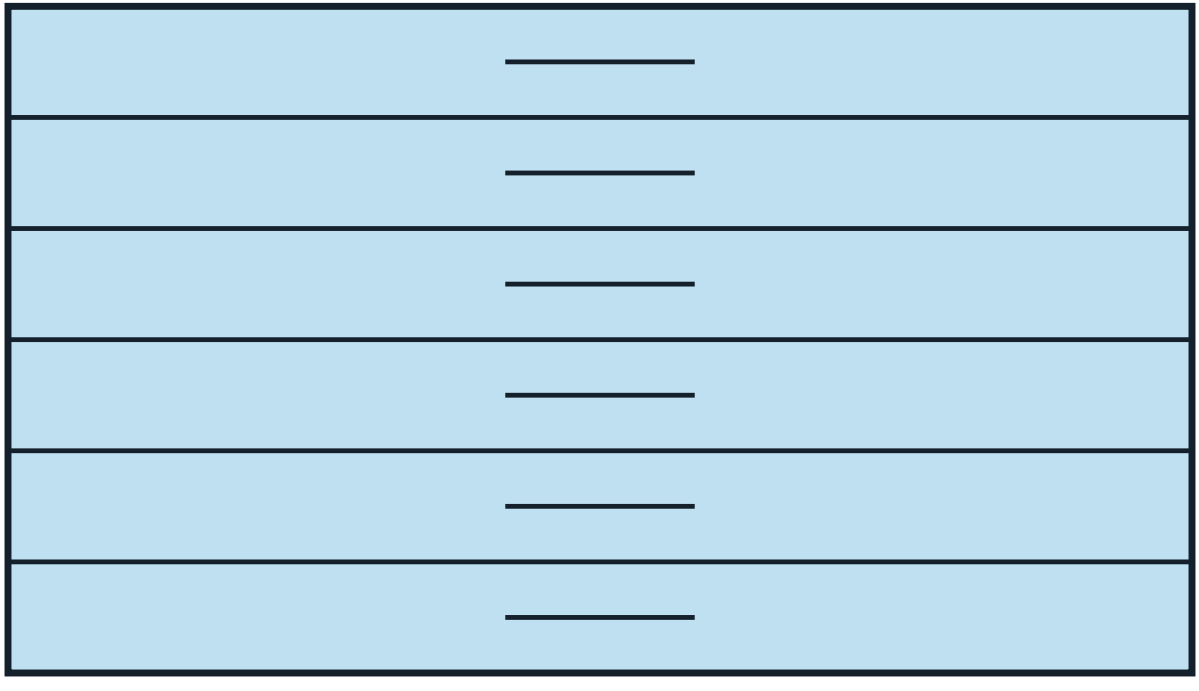
# Meet Indoor Skydiving!

Formation flying in vertical wind tunnels.



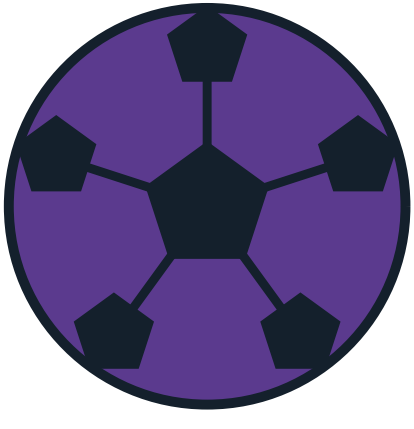
# Where It Is Played

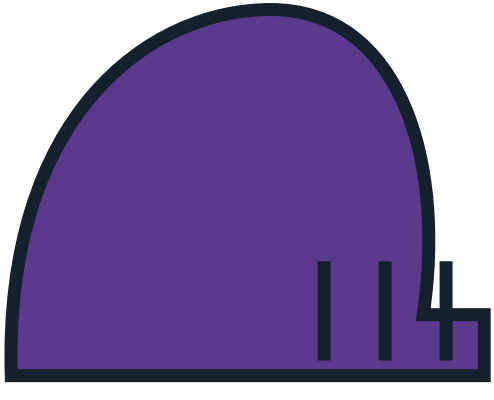
A vertical wind tunnel flight chamber (commonly about 14 ft / 4.3 m diameter) with judging lines marked on the glass.



# The Gear

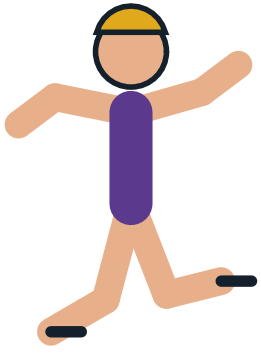
Flight suit, helmet and ear protection; the tunnel provides the airflow — no parachute is used.





# How It Starts

Book a first-flight session at an indoor skydiving tunnel, progress through the IBA flight levels with an instructor, then join tunnel leagues and competitions.



# How to Play

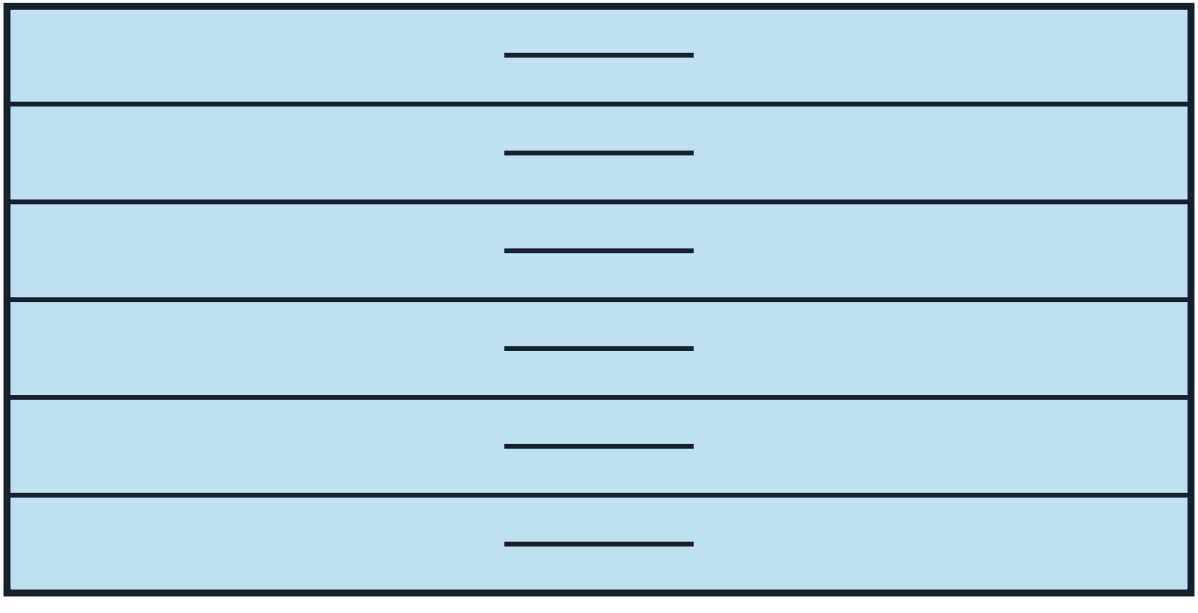
- Format: indoor skydiving is bodyflight in a vertical wind tunnel; competition disciplines include Formation (2-way, 4-way), Vertical Formation, Dynamic (2-way and 4-way) and Solo Freestyle / Freeflying.
- Formation rounds are flown against the clock: teams repeat drawn sequences of random formations and blocks from the dive pool within the working time (35 seconds working time in 4-way Vertical Formation, within a flight of no more than 1 minute).
- A scoring formation must be correctly completed and clearly presented, and (after the first) preceded by a correctly completed total separation; an incorrect or incomplete formation followed by a separation or inter is an infringement and does not score.
- Scoring: the team with the most correctly scored formations / points across the rounds wins; Dynamic Speed rounds are instead decided on time.

# More of the Game

- Dynamic Speed rounds fly a drawn sequence of Snake, Vertical and Mixer three times through as fast as possible, timed from entrance to exit; busts — such as failing to cross the judging lines correctly — incur 5-second penalties, and over 6 rounds the fastest total time after penalties wins.
- Dynamic Free routines are 60-120 seconds of individualised flight judged subjectively; combined Speed + Free events are run tournament-style in pools and then a bracket.
- Solo Freestyle consists of Compulsory and Free routines; Freeflying teams fly free routines only.
- Competitors must meet minimum flight standards (for 2-way Formation, at minimum signed off as Flyer Level 1 and able to fly 2-way safely), and a performer showing inadequate or persistently unsafe flying requiring repeated spotter intervention may be disqualified.

# The Shape of a Match

Flyers perform drawn formation sequences against the clock, timed Dynamic speed sequences, or judged free routines inside a vertical wind tunnel; most points or fastest penalised time wins.



# More of the Extreme & urban Family

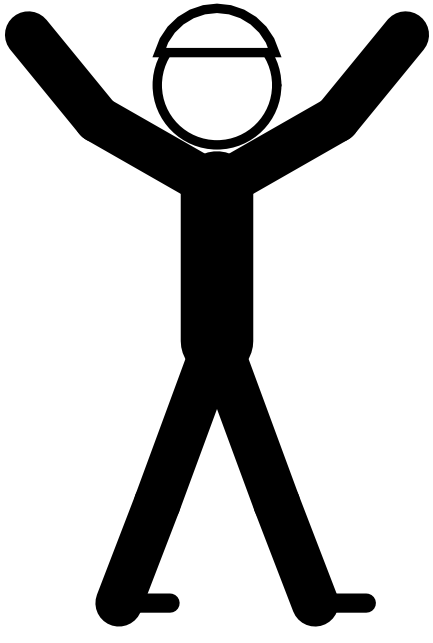
- Skateboarding — Street and park skating, an Olympic sport and X Games staple.
- BMX — Racing and freestyle on small bikes.
- Sport Climbing — Boulder, lead and speed climbing, an Olympic sport.
- Parkour and Freerunning — Move through obstacles with vaults and jumps.
- Chase Tag — Pro format of the playground game.
- Ultimate Frisbee — Seven-a-side disc game, pro in North America.

# A Note on the Rules

Indoor skydiving (wind tunnel flying) is governed by the FAI, which added tunnel disciplines (dynamic and freestyle) to its skydiving rules in the 2010s, judged or speed-timed in the tunnel. A young discipline code without landmark dated changes. No major documented rule change is carried for indoor skydiving.

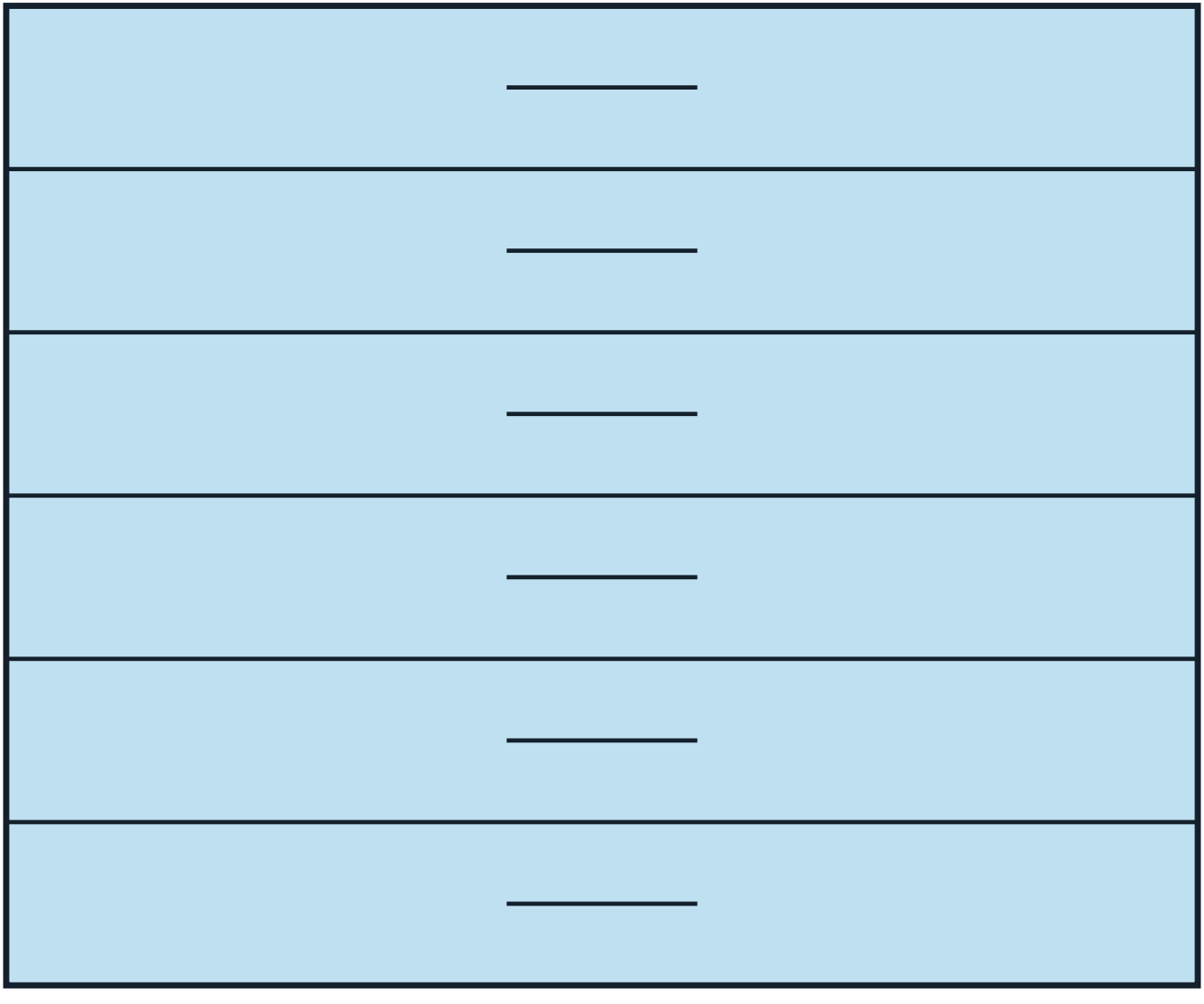


# Colour the Action

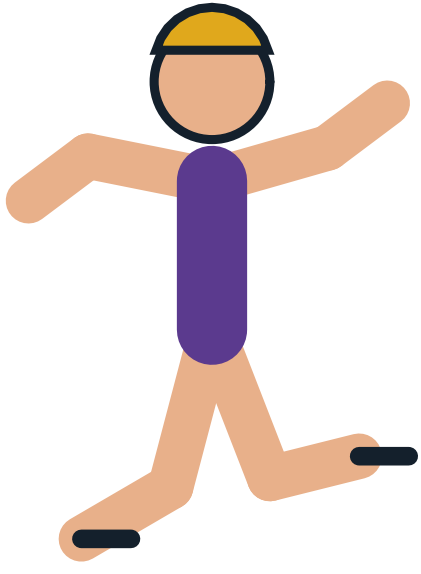


*Psst — this page is a colouring page!*

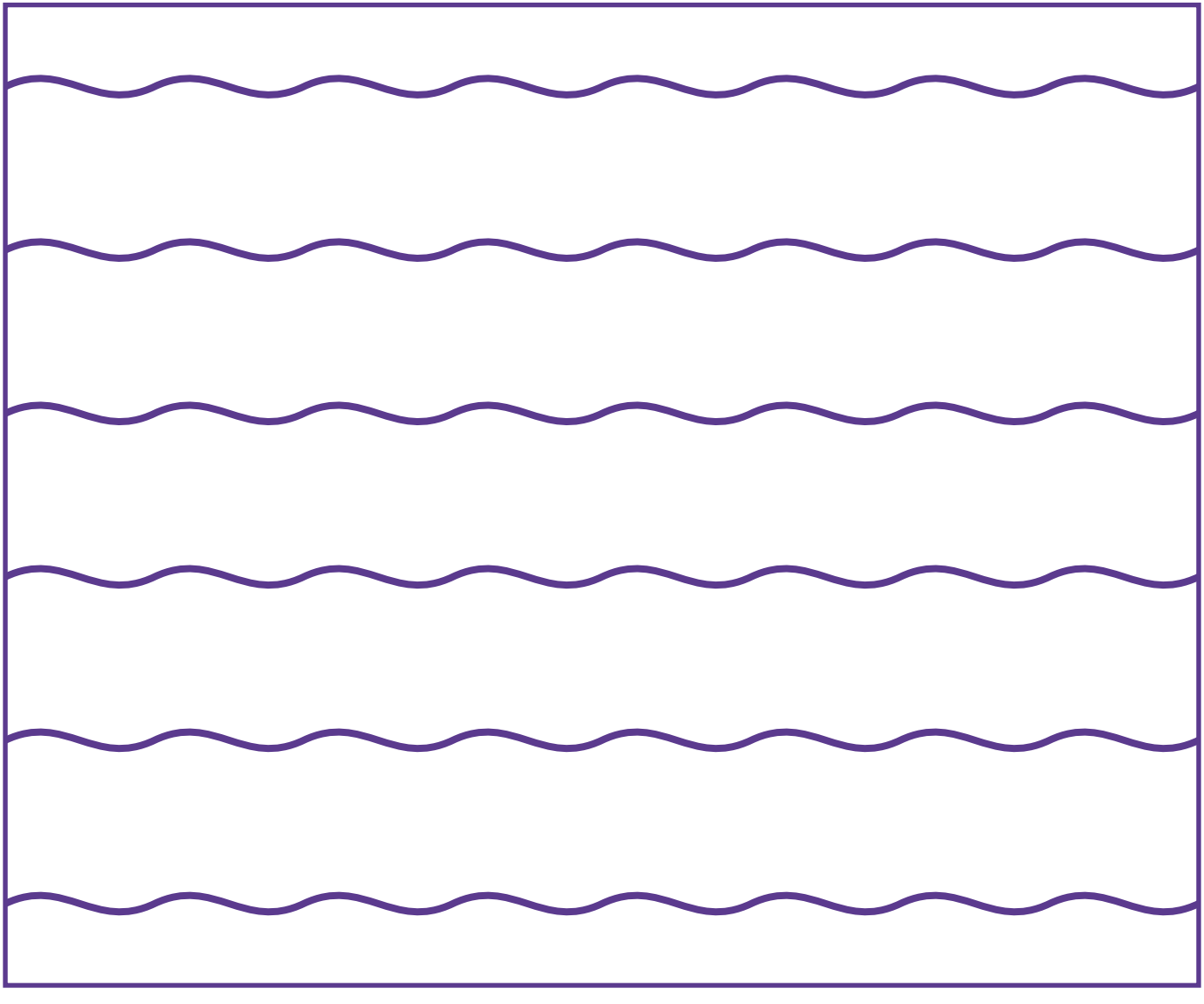
# The Sport Today



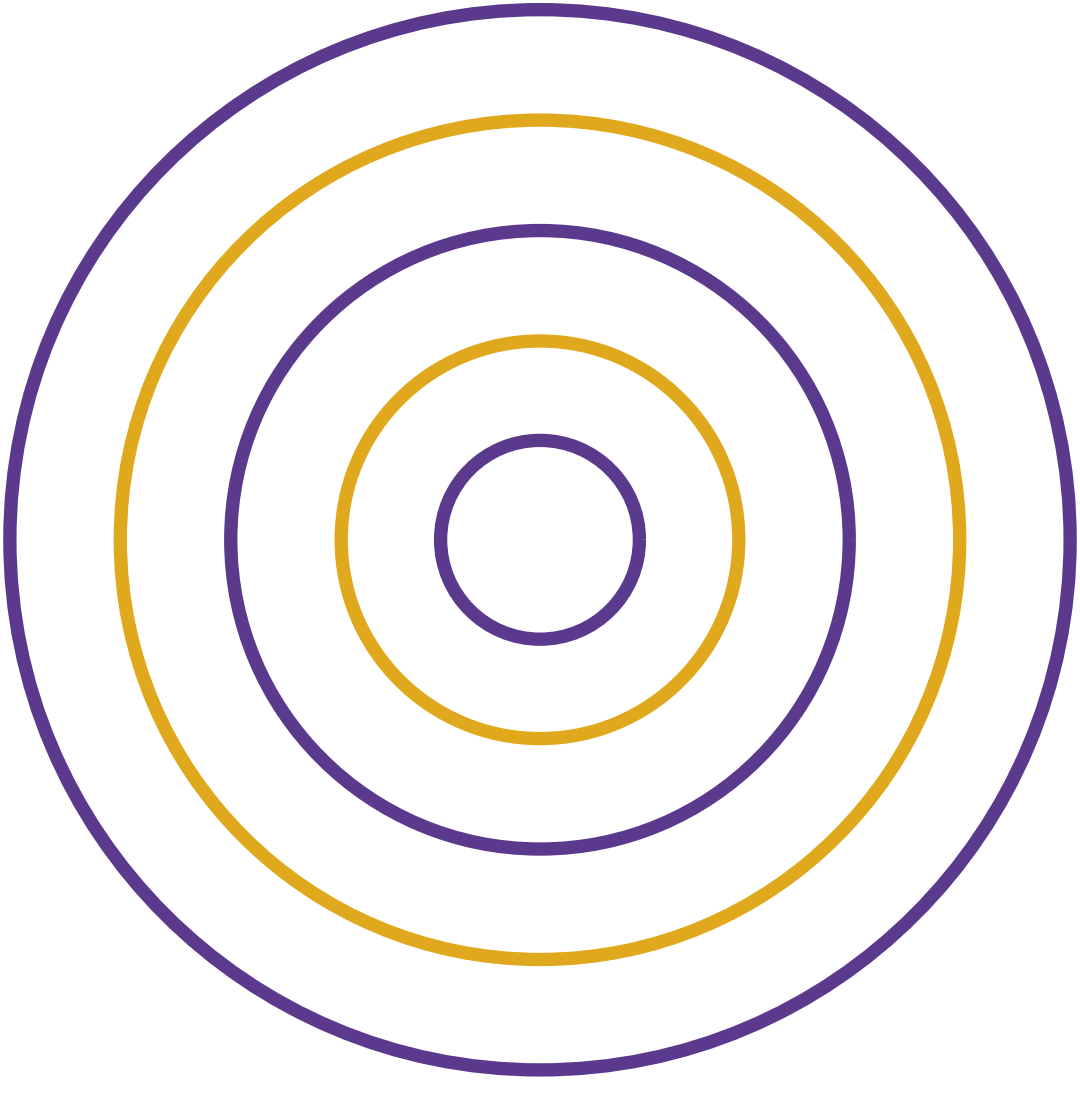
# At School and College



# Play It Near You



# Through the Year

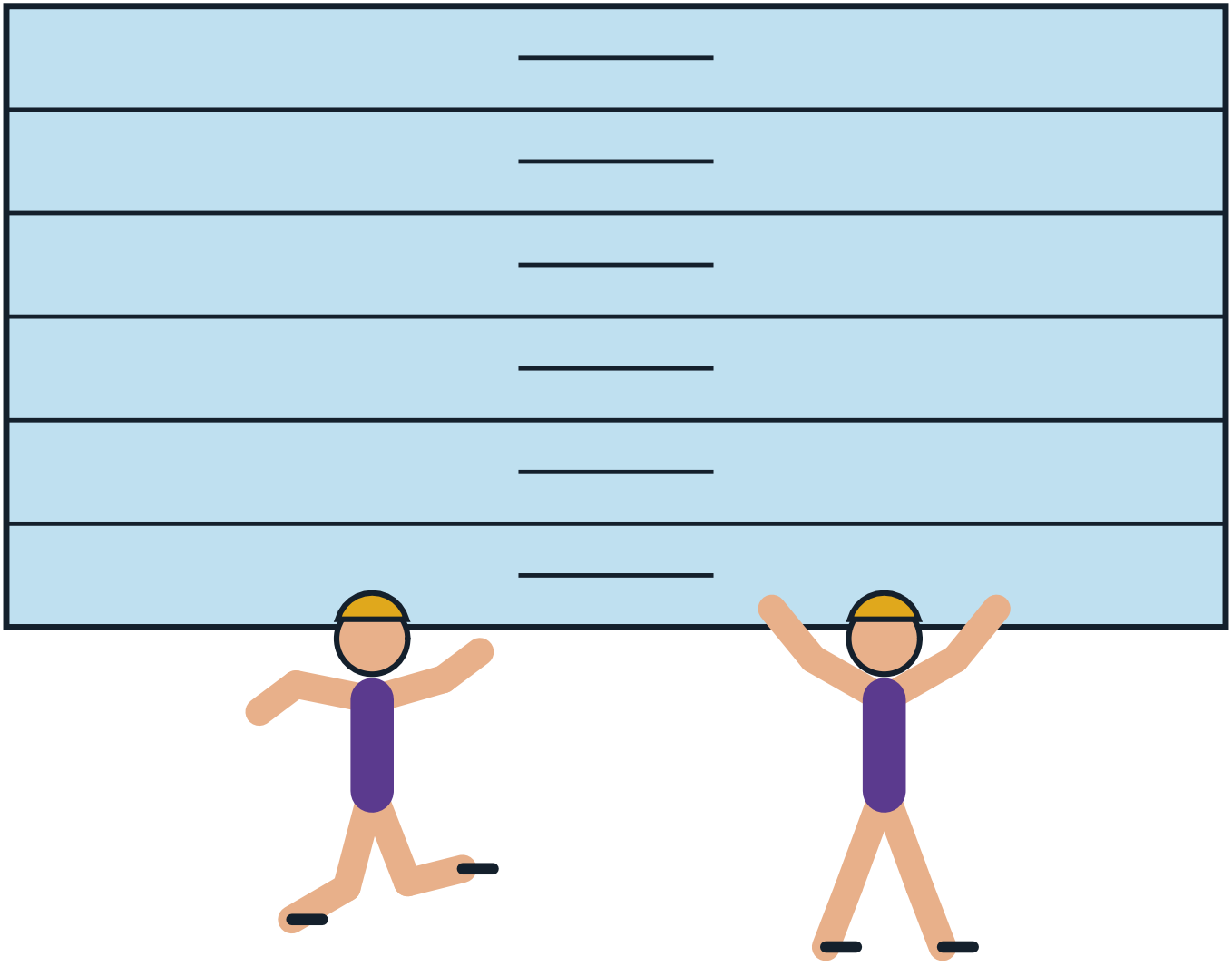


# The Extreme & urban Family

Every sport belongs to a family of games that share its shapes and skills. Here are some of this book's closest relatives — each with a cartoon book and a colouring book of its own.

- Skateboarding — Street and park skating, an Olympic sport and X Games staple.
- BMX — Racing and freestyle on small bikes.
- Sport Climbing — Boulder, lead and speed climbing, an Olympic sport.
- Parkour and Freerunning — Move through obstacles with vaults and jumps.
- Chase Tag — Pro format of the playground game.

# Game Day!



# The Sport on Earth Mark

Every sport on Sport on Earth carries its own original mark, drawn for the site. Here is this sport's.

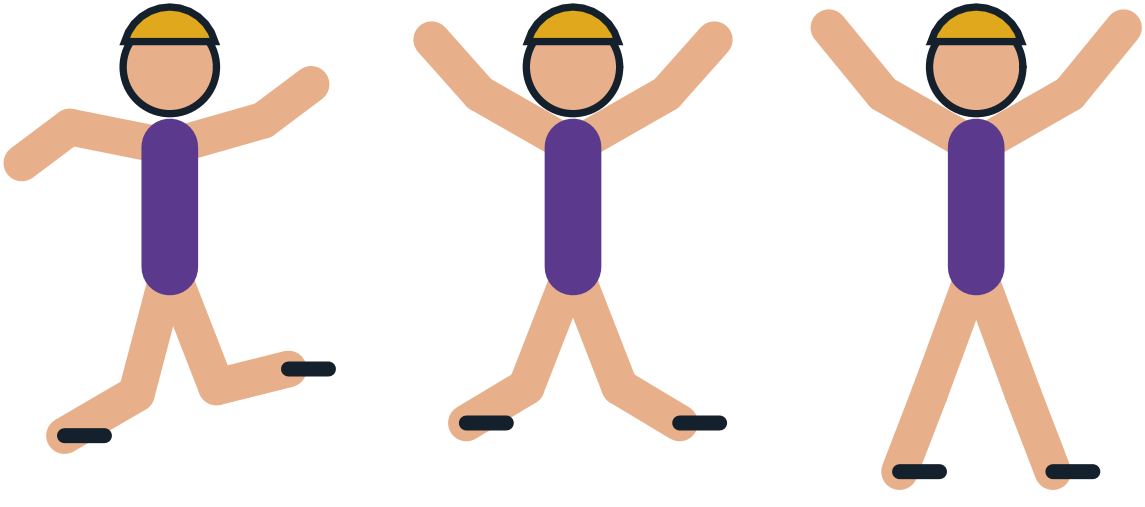


INDOOR SKYDIVING

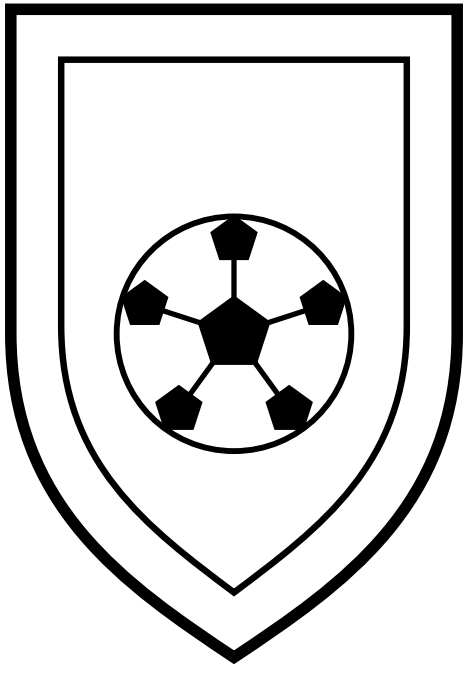
AERIAL / JUDGED / ACTION

SPORT ON EARTH

# Moves of the Game

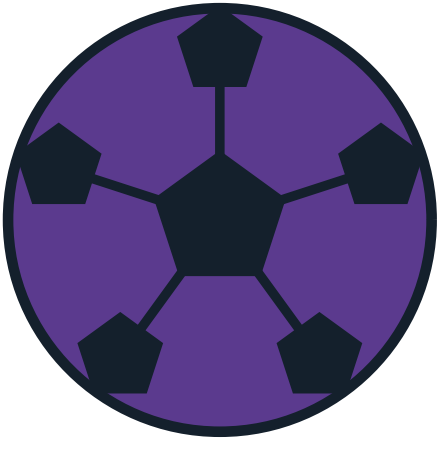


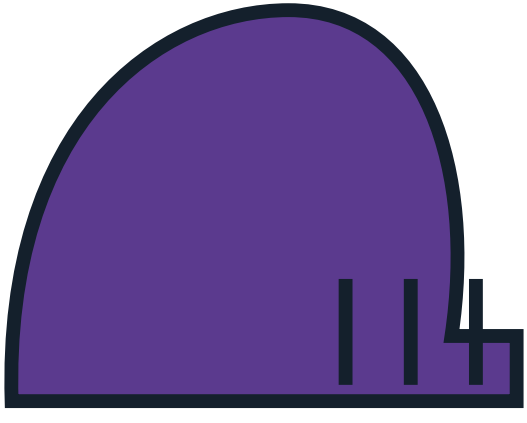
# Design a Badge



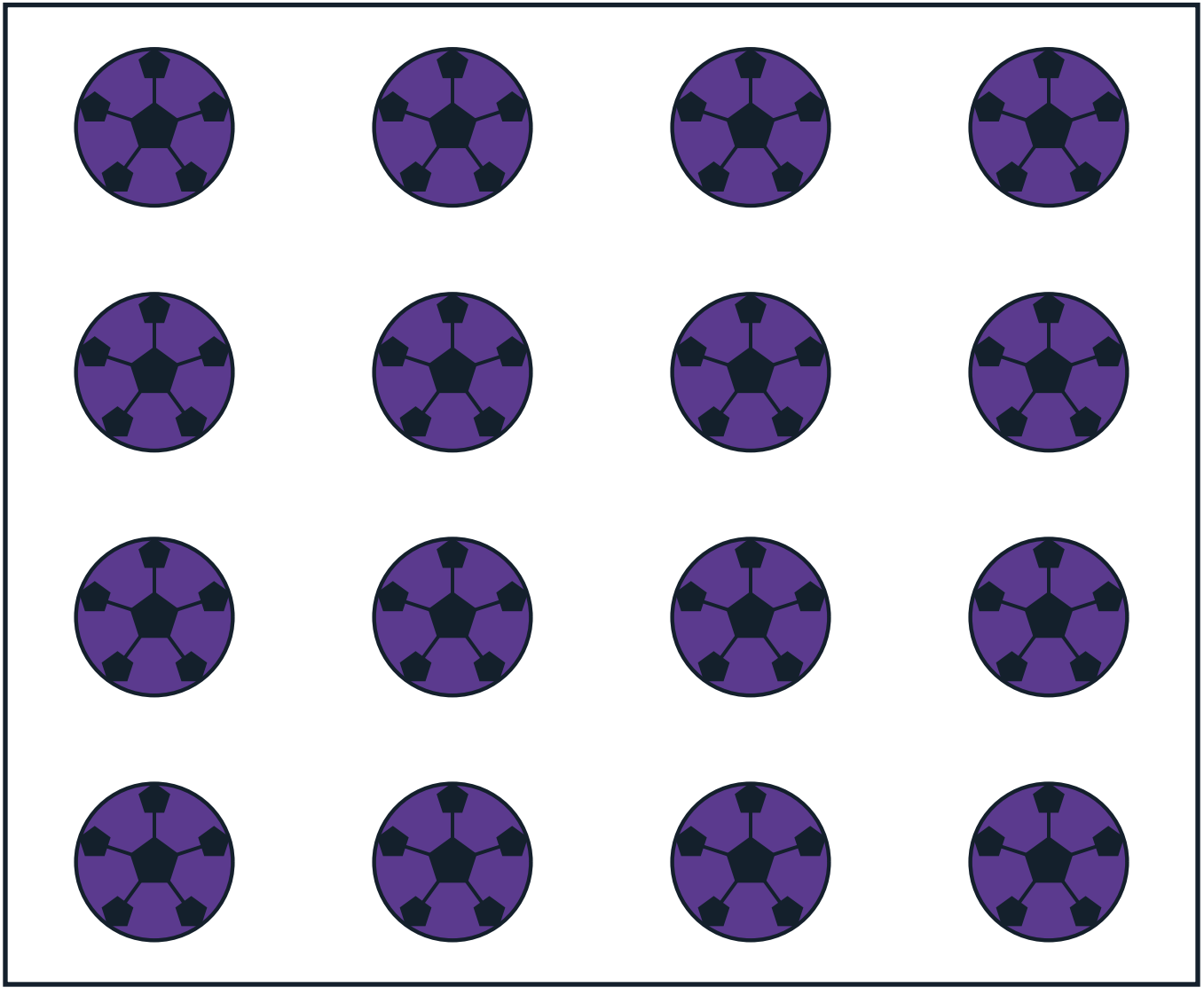
*Draw and colour a badge for your own team.*

# The Gear Parade

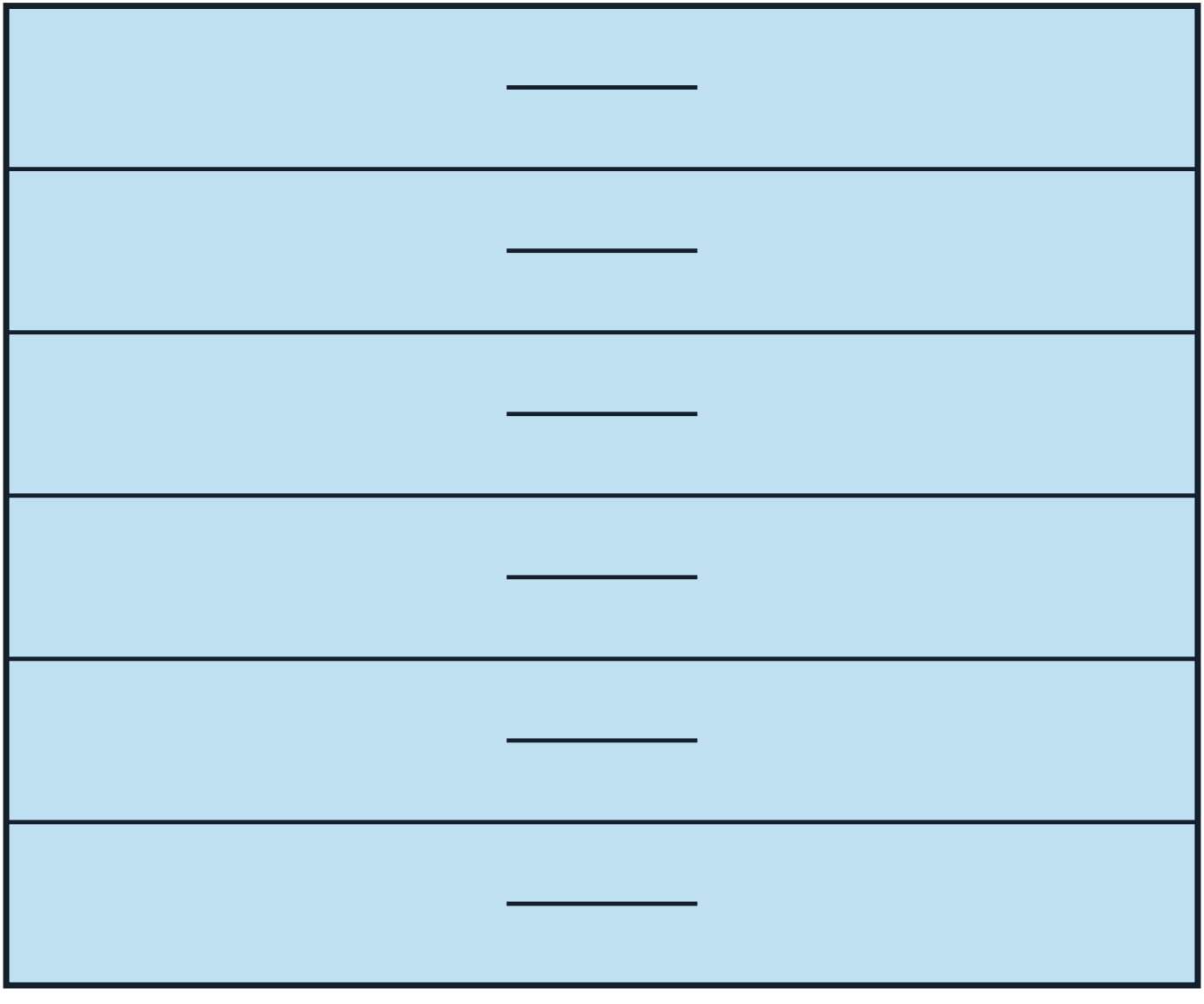




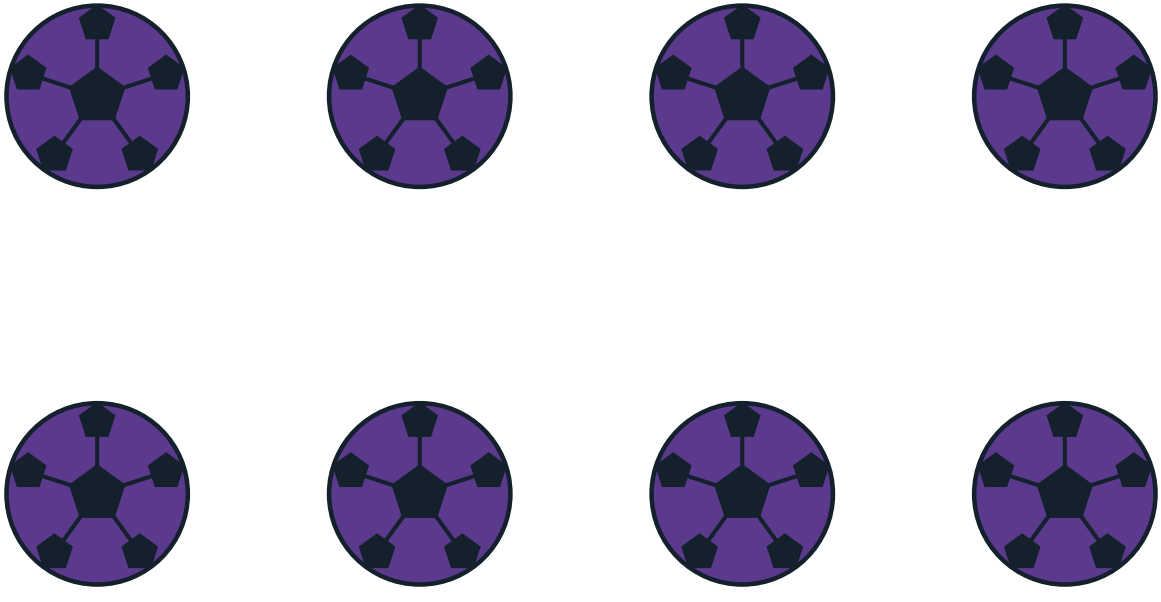
# Pattern Play



# The Arena From Above



# Count the Balls!



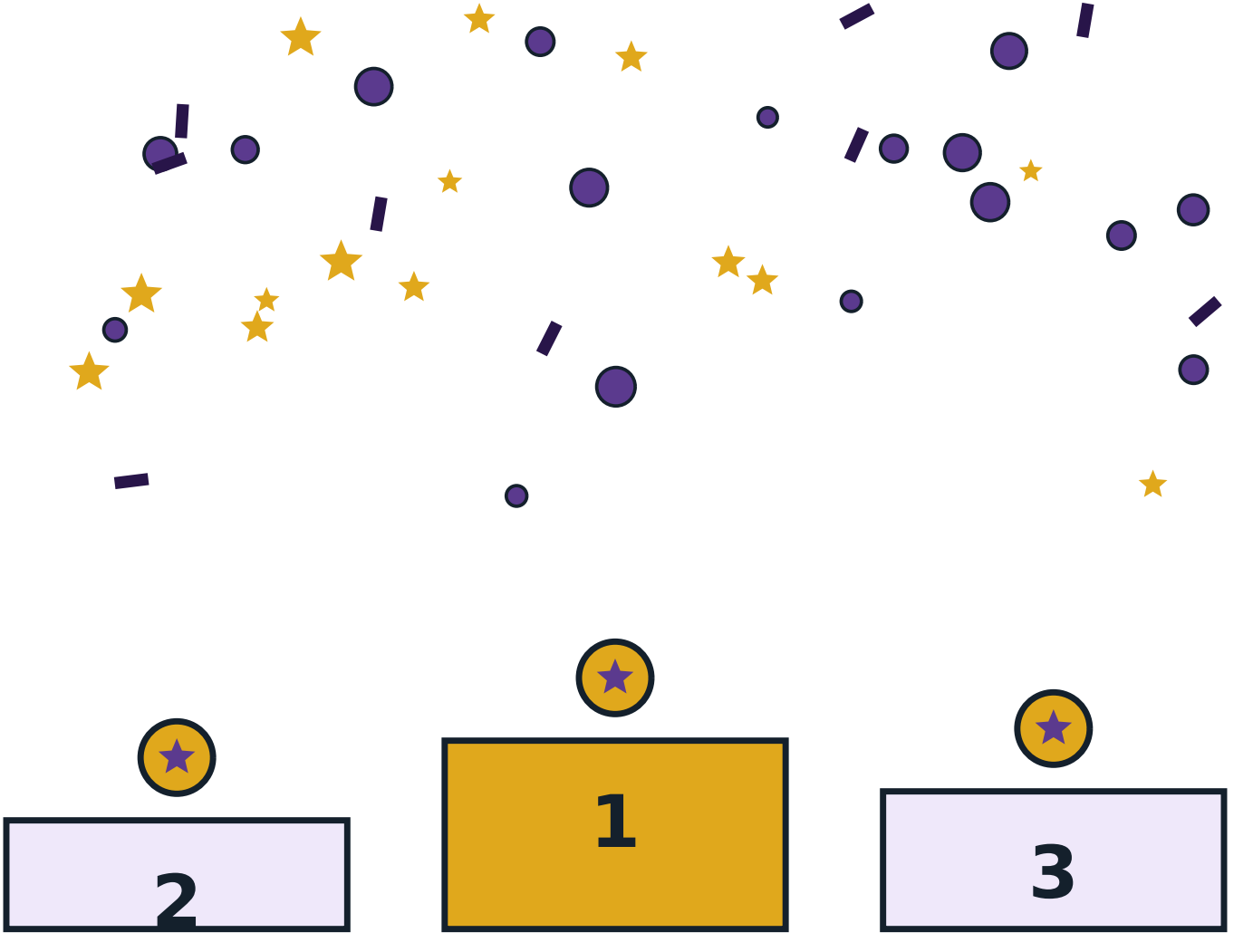
*How many can you count? Write the number here: _____*

# My Favourite Part of Indoor Skydiving

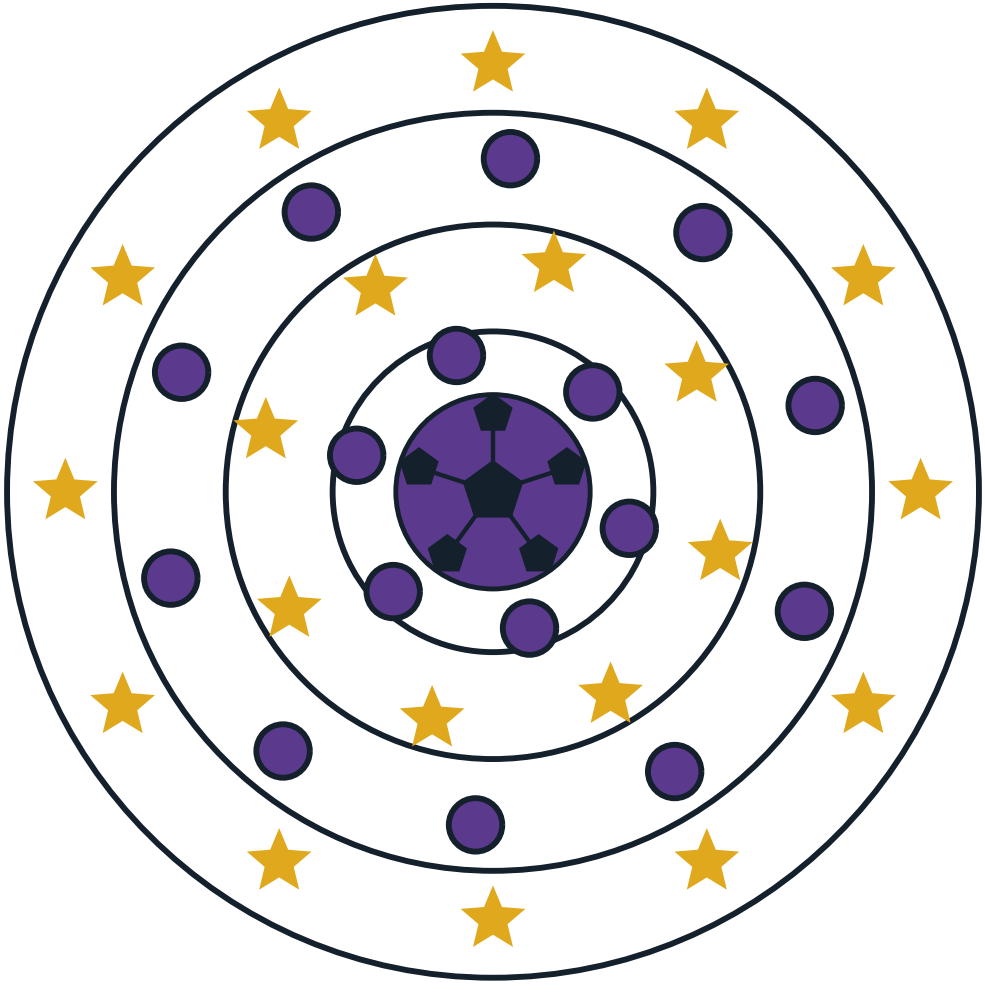
# Gear Close-Up



# Champions!



# The Mandala of the Game



# About This Book

Governing body: International Bodyflight Association (IBA). Laws edition the site's rules file follows: IBA Competition Rules 2018-2019 Editions (effective 1 April 2018). Everything in this book comes from Sport on Earth's own verified sport files — the same words you can read on the sport's page at Sport on Earth. The illustrations are original artwork drawn by computer for this book series. They are not pictures of real players, real teams or anybody else's characters.

# More Books in the Family

- The Cartoon Book of Skateboarding
- The Cartoon Book of BMX
- The Cartoon Book of Sport Climbing
- The Cartoon Book of Parkour and Freerunning
- The Cartoon Book of Chase Tag
- The Cartoon Book of Ultimate Frisbee
- The Skateboarding Colouring Book
- The BMX Colouring Book

# My Notes

# Indoor Skydiving

The Cartoon Book of Indoor Skydiving — a Sport on Earth Book.

Text from Sport on Earth's verified sport files. Illustrations: original programmatic artwork created for this series, including the site's own sport mark. No copyrighted characters, team logos or player likenesses appear in this book.

Collect the whole shelf: a cartoon book and a colouring book for every one of the 442 sports and games on Sport on Earth.

