

FIGHTER KITE LINE-TOUCH 2004 WORLD CUP CHAMPIONSHIP COMPETITION

Sponsored by
Washington State International Kite Festival
&
North American Fighter Kite Association

RULES, GUIDELINES & FLYER INFORMATION

The Fighter Kite Line Touch World Cup Championship is THE premier line touch event in the world. Part of the reason for its premier position is the fun enjoyed by the World Cup participants. Fun is what World Cup 2004 is all about! The increased level of fun is the result of each participant operating with honor and integrity and showing the highest level of respect for all opponents and judges. The Fighter Kite Line Touch World Cup is a high-energy exciting competition and is a game in which we all are proud to participate!

WHEN AND WHERE:

The 2004 Line-Touch Fighter Kite World Cup Competition will be held at the Washington State International Kite Festival in Long Beach, Washington. The World Cup will begin PROMPTLY at 9:00am on Friday, August 20 and continue through Saturday, August 21. The competition will be held on the fighter kite fields designated by the WSIKF organizers.

WHO IS ELIGIBLE TO ENTER:

The World Cup is an open competition and any experienced flyer is eligible to enter.

PRICE OF THE ENTRY FEE:

There is **NO entry fee**. Entry into World Cup is **FREE**.

WORLD CUP 2004 COMPETITION FORMAT:

The competition format will be a Round Robin. A round robin provides the most points for each competitor to fly and will allow each flyer to compete against the most competitors as well.

While a full Round Robin format is preferred, the number of competitors, combined with time constraints, may require that a partial or modified Round Robin format be used. The initial round robin matches are the preliminary rounds. After the preliminary rounds of competition, the 5 flyers with the highest number of **MATCHES** won will fly in the Championship 5-point Round Robin on Saturday beginning at 2:45 pm.

The Flyer with the highest number of **POINTS** scored at the completion of the **Championship round robin** will be the 2004 World Cup Champion. The flyer with second highest points scored will earn second place. The remaining 3 flyers will rank third, fourth and fifth based on their points earned in the final round robin.

Tiebreaker matches will be flown, if needed, to establish the 5 top scoring flyers and the final placing in the Championship heat. Tie-breaker matches will be a 3-point round robin format.

The World Cup 2004 winner has the honor and responsibility of being the 2005 World Cup event director.

CONTESTANT RESPONSIBILITIES

As a contestant in the World Cup you will serve two roles, one as a competitor and one as a judge or an assistant or ghost flyer. **AS A COMPETITOR** you have the responsibility to use your very best efforts to win each point. **AS A JUDGE** you have the responsibility to pay close attention to the competing flyers' lines, and to **honor the judging guidelines**. **AS A GHOST FLYER** you are expected to use your very best efforts to win each point. Assistants help flyers re-launch their kites.

FLYER INFORMATION

FLYERS' MEETINGS AND REGISTRATION:

Friday, beginning at 9:00 AM there will be a flyers' meeting to register, draw Flyer ID numbers, learn field locations, discuss rules and have questions answered. **PROMPTLY, AT 9:05 AM, WE WILL COUNT THE NUMBER OF COMPETITORS. THIS NUMBER WILL DETERMINE THE FLYERS' MATCH PAIRINGS. IF YOU ARE NOT PRESENT AND INCLUDED IN THE COUNT, YOU WILL BE DISQUALIFIED FROM COMPETING IN THE 2004 WORLD CUP.** On **Saturday** there will be a flyers' meeting at **9:00 AM** to discuss any issues that arose on Friday and/or changes. Flyers' meetings will be held at the square portable tent near the Sid Snyder Rd (this road used to be named 10th St.) beach approach on the East side of the fighter kite flying fields. The fighter kite flying fields are on the south end of the festival beach.

FLYER ID NUMBERS:

During the Friday flyers' meeting, each flyer will draw an identification number from a bucket of numbers. This will be the number that the flyer uses to register for the competition and to identify which group to fly with and what judging position they will hold. This is the flyer's Flyer ID number throughout the 2-day competition. Without a flyer ID# a flyer is not entered in the World Cup Competition.

TIMELINESS:

Competitors not present and ready to fly their matches at the time they are called will be replaced by a ghost flyer and will score zero for the missed match. The scorekeeper is responsible for starting matches according to schedule and will not delay the competition waiting for an absent or tardy competitor. **Arrive early to ensure you do not miss the opportunity to compete.**

POSTPONEMENTS:

There will be no postponements or cancellations because of inclement weather conditions, except when determined by the World Cup 2004 event director.

DISPUTE RESOLUTION:

The Starter judge of a match has the final word about any dispute or immediate scoring issue. The Starter judge's decisions are final and points will be scored accordingly. However, if a flyer has specific proof of a flyer or judge not following the World Cup rules and guidelines, the flyer should bring the specific proof to the attention of the event director. The event director will make the final determination about the appropriate action required, if any.

EQUIPMENT GUIDELINES

KITE GUIDELINES:

- a. Only single line kites are permitted.
- b. No sharpened protrusions are allowed.
- c. The kite's skin or covering must be readily visible in the sky. Any kite with disputed visibility will be put to the 75% test. If 75% of the flyers that must compete against the kite allow it, it will be allowed. Otherwise, it will not be allowed.
- d. Cutting devices of any kind are prohibited from being used in the competition.

FLYING LINE GUIDELINES:

Any non-cutting flying line of the flyer's choice is permitted. Kevlar, Manjha, or any cutting type line is not permitted.

FLYING AREA

COMPETITOR'S "FOOT AREA":

Circles made of plastic pipe approximately 12' in diameter will mark the boundary of each competitor's "foot area". The circles will be positioned so that the closest part of the 2 circles is 15' apart and as equal to the wind as is possible. A 15' long rope will be tied to each circle and will determine the correct separation distance. A streamer "wind indicator" will be placed between the flying circles to identify wind direction. If the wind shifts during a match, the starter judge will ensure the circles and DIVIDER be repositioned so that they again are equal in wind position for each flyer. Once positioned, flyers can not move their flying circles.

The circles define the competitor's "foot area" within which they may move their feet during a point. If your foot or your shoe touches the ground outside of the "foot area" while a point is in progress you will be called for "foot fault" and will lose the point. A flyer can touch the ground outside of the flying area with any part of their body except for their feet or shoes.

THE DIVIDER:

A rope called the DIVIDER will lie on the ground equidistant from each flying area and parallel to the wind as determined by the wind indicator. **The DIVIDER is the base or footprint of an "invisible vertical wall" separating the two competing flyers' neutral flying spaces. This wall extends in unlimited dimensions behind, above and in front of the flyers.** The DIVIDER rope will be highly visible and at least 30 feet in length.

NEUTRAL FLYING SPACE:

A flyer's **neutral flying space** is the space between the edge of the wind window on their side of the total flying area, the DIVIDER in the center of the total flying area and the field-ropes which determine the boundaries for the entire flying field.

FAIRSTART:

FairStart is a dual electronic random time generator. When the Starter judge activates FairStart, it will randomly determine when it will sound off and, independently, it will also randomly determine which of two sounds it will emit. When it does sound off, it will emit either **a steady tone indicating a 'TOP' point, or a beeping sound, indicating a 'BOTTOM' point. REMEMBER... TONE is for TOP -- and -- BEEP is for BOTTOM!**

FairStart has 4 selectable maximum delay times. For World Cup, the maximum delay will be set at 10 seconds.

COMPETING FOR POINTS

RIGHT OR LEFT SIDE:

Scorekeepers will have a short and a long straw which flyers will draw in advance of their match. The flyer drawing the shortest straw will fly on the left.

STARTING A POINT:

Soon after launching, flyers will maneuver their kites to their respective neutral flying space and keep them in their neutral flying space until FairStart sounds off. When the Starter judge determines both competitors are ready to compete, the Starter judge will ask "Are Flyers Ready?" Flyers must respond by yelling, "READY" or "NO". If one or both flyers say "No", the Starter judge will allow a short amount of additional time and then repeat the question. Soon after both flyers answer, "READY" the starter judge will yell "SET".

THE “SET”:

The starter judge will announce the activation of FairStart by yelling, “SET”. **The moment the starter judge yells “SET” THE POINT IS IN PROGRESS, however, the start of the battle for the point BEGINS AFTER FairStart sounds off.**

TIME BETWEEN “SET” AND FAIRSTART'S SOUND-OFF:

During the time period AFTER the Starter judge yells “SET”, indicating FairStart has been activated and the point is in progress, and when FairStart SOUNDS OFF, the position of your kite can be anywhere within YOUR NEUTRAL flying space. This is anywhere on **your** side of the DIVIDER and within the boundary of the flying field.

“BREACHING” THE DIVIDER:

If a flyer's kite crosses the DIVIDER after the Starter judge has yelled 'SET' but before FairStart's sound off, that flyer has 'BREACHED' the DIVIDER and will lose the point. The Starter judge's position, and eyes, will be directly in line with the DIVIDER from the time the Starter judge yells “SET” until FairStart sounds off. If a BREACH occurs, then the Starter judge will yell 'BREACH' and award the point to the flyer whose kite did not breach the divider. The starter judge is the **ONLY** judge that identifies and calls a BREACH of the DIVIDER.

GROUNDING AFTER “SET” IS CALLED:

If a flyer's kite is the first kite to make contact with the ground **ANYTIME** after the starter judge has yelled, “SET” and before the point is awarded, the flyer loses that point. **Remember, the announcement of “SET” means that THE POINT IS IN PROGRESS. FairStart's sound off indicates the direction of the point and the beginning of the battle for the point.**

TOP/BOTTOM DETERMINATION:

FairStart will determine whether a point is a top or bottom point when it sounds off. A steady tone indicates TOP and the beeping tone indicates BOTTOM. Because some flyers may have difficulty hearing or distinguishing the tones, **the Starter judge will announce the point by yelling “TOP” or “BOTTOM” immediately upon hearing the tone from FairStart. Remember TONE is for TOP -- and -- BEEP is for BOTTOM!**

FLYER'S AKNOWLEGMENT OF LOST POINT:

In keeping with NAFKA's model of expecting the highest level of **RESPECT, HONOR AND INTEGRITY** from each flyer; **when a flyer knows their line has been touched by their opponent's line they should call the loss of point to the judge** and the judge will then award the point to the other flyer.

AWARDING LINE TOUCH POINTS:

There will be a Starter judge and 3 line judges for each match. The judges will identify the line touches and call out the point winners unless a point loss is first called by the flyer that has been touched. **The judge will award a point to the first flyer whose kite line or bridle touches an opponent's flying line or bridle from the called direction of the point in a manner that makes the touch visibly noticeable to one or more of the judges AND the kite making the touch remains airborne until the touch is called.**

IMPORTANT NOTICE FOR FLYERS:

Only when a judge **SEES** a line touch as defined in the JUDGING GUIDELINES AND DEFINITIONS will it be called a '**TOUCH**' and a point awarded; and it will only be called if the kite making the touch is airborne at the time of the call. Because most flying lines are invisible, or nearly invisible, identifying a touch can be difficult. **IT IS THE FLYER'S RESPONSIBILITY TO MAKE THE TOUCH OBVIOUS TO THE JUDGES.** This may require extended periods where your line is in contact with your opponent's line. Obviously, highly visible line makes it easier for the judges to see the touch at the moment of contact! ***(Read the JUDGING GUIDELINES AND DEFINITIONS for more details about the definition of a line touch)***

ONLY JUDGES IDENTIFY AND CALL TOUCHES:

A flyer who believes their line is in contact with their opponent's line **cannot** call to the judges to look at the lines. Instead of calling to the judges, the flyer's responsibility is to make the touch in a way that it is visible to a judge. **Even when you think, or know, your line is touching your opponent's line; it is NOT a score UNTIL a judge SEES one of the line touch conditions and MAKES the call.**

“KAMIKAZE” OR CRASHING YOUR KITE IN AN ATTEMPT TO WIN A POINT IS HIGH RISK:

The reality is that it is much easier for a judge to see a kite ground than it is for a judge to see a nearly invisible line touch another line. If a judge does not see and call a line touch **BEFORE** your kite crashes, you lose the point, provided your kite was the first kite to touch the ground. **Remember - a judge must SEE and CALL a line touch while the kite making the touch is airborne in order for a point to be awarded.** If you believe the judge will SEE your line touch your opponent's line and CALL the point **BEFORE** your kite touches the ground, that's a high risk you've decided to take.

WRAPPED LINES:

If opponents' flying lines become wrapped when a line touch occurs, the point is considered earned. Unwrapping the lines by a judge will determine who won the point. If, while un-wrapping the lines, it is determined the winner of the point is different from a judges call, if there was a judges call, **un-wrapping the lines will take precedence over the judges call and will reverse the awarding of that point.**

STOPPING A POINT IN PROGRESS:

Once a point is in progress, the point remains in progress until the point is awarded, or for safety reasons, the judge stops the point.

SURRENDERING A POTENTIAL POINT FOR SAFETY:

Due to the current trend towards using relatively fine and non-breakable synthetic flying lines, the potential for flyer and observer injuries are a concern. For example, if your flying line is in contact with your opponent or an observer during a point and you continue pulling and maintaining tension in the line so your kite will remain competitively flying; you could seriously injure your opponent or an observer with your line. Should something like this occur, surrender the point and the point will be restarted. A judge may also call for a surrender of point and a restart if they determine an opponent or an observer is in harms way.

YOU WILL LOSE A POINT DURING A MATCH IF:

- a. Your kite line or bridle is touched by an opponent's flying line or bridle from the called direction of the point.
- b. Your kite is the first kite to contact the ground after “SET” has been announced and before a touch is scored.
- c. Your foot or shoe touch outside of your foot area circle during a point.
- d. You lose possession of your kite because of broken line before the point is called.
- e. Your kite is the first kite to fly beyond the boundary of the flying field during a point.
- f. A person assists you with your line or reel during the flying of a point.
- g. Your kite breaches the DIVIDER during the time between the starter judge yelling “SET” and prior to the FairStart tone.
- h. You intentionally physically interfere with an opponent's flying line causing the opponent's kite to ground.
- i. You use anything other than your flying line to maneuver your kite. You can not handle the bridle of the kite or the kite itself to maneuver or fly your kite.
- j. After the starter judge positions your flying circle for flying the point, you move it without the starter judge's authorization.

POINTS WILL BE RESTARTED IF:

- a. Both kites hit the ground simultaneously as called by the judge.
- b. The starter judge determines there is unresolved confusion on the part of the judges regarding the scoring of a point.
- c. Any judge determines there is a concern about the safety of a flyer or an observer.

- e. A flyer surrenders a potential point for safety to prevent injury to their opponent or an observer from their flying line.
- f. The starter judge makes an error in yelling the point direction i.e. the starter judge yells “TOP”, but the FairStart beeped, indicating the call should have been “BOTTOM”.

KITE TUNING, REPAIRS and ADJUSTMENTS:

Kites are to be tuned and ready to fly when a competitor enters the flying circle. **Once a kite is launched at the beginning of the first point of the match, it will be flown without adjustment until the first point is scored.** Once the first point is awarded, kites may be adjusted between all remaining points. **However, once a kite has been adjusted between points and is re-launched, no further kite adjustments will be allowed until after the next point has been scored. No test flying will be permitted between points. Repairs, adjustments and tuning must not delay the match.**

CHANGING KITES DURING A MATCH:

The kite you fly for the first point of a match is the kite you must fly for all points in that match unless it is lost because of broken line or damaged during a point of the match.

DAMMAGED OR LOST KITES DURING A MATCH:

If your kite becomes damaged during the flying of a point, the point will continue to completion. If your kite is lost from broken line prior to the awarding of the point, you lose the point provided your opponent did not ground their kite before your line broke. If it wasn't the last point of the match then your damaged or lost kite may be replaced before the next point begins. Your opponent will also have the option of changing kites. Competitors will not be permitted to chase their lost kite unless the loss occurred on the last point of a match.

CHANGING LINE DURING A MATCH:

The flying line a flyer uses at the start of a match must be the same line used for the entire match.

TIME OUT:

A competitor may not call for a “time out” except in the case of a genuine safety issue.

GHOST FLYERS:

A ghost flyer is a substitute flyer used to ensure all competitors are afforded the opportunity to fly an equal number of points and will be used:

- a. As a substitute for a disqualified flyer.
- b. In lieu of a flyer absent when the match is called to start.
- c. If there is a shortage of flyers to complete a flying group.

When you fly against a ghost flyer, **the points you earn from the ghost flyer are scored for you.** Points won by the ghost flyer are not scored for any flyer. **Ghost flyers are expected to compete to the best of their ability.**

DISQUALIFICATION

YOU WILL BE DISQUALIFIED FROM THE WORLD CUP IF YOU:

- a. Give points to other flyers.
- b. Attempt to trade flyer identification numbers and/or points with other flyers.
- c. Use cutting line or cutting devices of any kind.
- d. Are not present and counted in the flyer count at 9:05 AM on Friday at the portable tent on the east side of the fighter kite flying fields.

SCOREKEEPERS

In addition to accurately keeping score, the scorekeepers maintain the pace of the competition. The scorekeeper will call the flyers that are **next** to compete and have them draw straws for which side they will fly on. In order to complete the World Cup within 2 days, the flow of matches must be smooth and continuous. The scorekeeper is the person who facilitates the smooth flow of matches. **It is all flyers' responsibility to fully cooperate with the scorekeeper by being prepared to compete and by being within easy listening distance of the scorekeeper's voice during the entire heat.**

The scorekeeper will also have a set of the World Cup 2004 rules and extra batteries for FairStart.

JUDGING

JUDGING ASSIGNMENTS:

When flying groups are competing, the flying group who is assisting will provide the Starter judge, line and foot fault judges and field assistants/ghost flyers for the matches. The group assisting rotates just as do the groups who are competing. The assisting job assignments are as follows:

The Starter Judge will be the flyers with the most experience in fighter kite competition. Two of these competition experienced flyers will be seeded into each group to function as the starter judges. The Starter judge checks and verifies wind direction vs flying circle locations and makes changes if needed, makes sure the DIVIDER is properly located, asks flyers if they are ready, activates FairStart and yells "SET", watches for and calls breaching of the DIVIDER before FairStart sounds off, yells "TOP" or "BOTTOM" based on FairStart's sound off and watches for line touches and other faults.

Line and Foot Fault judges will be the flyers whose numbers are indicated on the scoresheet; they are support for part or all of a round. The line and fault judges will be responsible for intensely watching the flyers' lines and their feet and HONOR THE JUDGING GUIDELINES below.

Field Assistant/Ghost Flyer will be the person not already assigned a support function during the round or part of a round. If no ghost flyer is needed, this person will be field assistant and help flyers re-launch kites.

JUDGING ASSIGNMENT EXCEPTIONS:

There may be a situation where a flyer cannot judge. In this situation, that person will be a field assistant and/or ghost flyer and the person with the next lowest flyer ID# will take the judging assignment. Above all, it is important that each flyer, while competing, has the benefit of four (4) judges watching the lines.

JUDGING GUIDELINES AND DEFINITIONS

A judge's responsibility is to call points and faults based on the following guidelines and to be consistent in their calls from match to match.

Identifying Line Touches:

Judges have the responsibility to attentively watch the flying lines of both competitors. To their best abilities, judges will identify and call line touches **IMMEDIATELY** after SEEING either of the conditions listed below.

When a line touch is identified, a judge will immediately yell, "TOUCH".

Either of the following two conditions constitutes a line touch:

Line touch condition A. Actually seeing the point of contact of the two lines, a line and a bridle or bridle to bridle.

Line touch condition B. Seeing a line with a distinct change of angle. This abrupt change in line angle indicates one line is in contact with the other line causing a break in the natural curve or sag of the line.

JUDGES REMINDER: Because a kite must remain airborne after a winning touch has occurred it is imperative that judges call a "TOUCH" the instant they determine a touch has occurred. A judge is NOT to guess about a touch. If a judge has any question or doubt whether a touch actually occurred or if the judge only thinks a touch occurred then **IT IS NOT A TOUCH**. The judge must be **CERTAIN** of **SEEING** one of the two conditions above before calling a touch.

IMPORTANT JUDGING REQUIREMENT:

In order to see the lines and the line touches, judges will have to frequently move around. **Judges have a responsibility to the flyers to obtain an observation position with the BEST flying line visibility based on the light conditions and line angles at the moment.**

Foot Faults:

Judges have the responsibility to look for potential **foot faults**. **A flyer whose foot or shoe touches the ground anywhere outside of their 'foot area' circle has created a foot fault which will cause that flyer to lose the point.** If a foot fault occurs, the judge will notify the flyers and the point will be awarded to the flyer that did not have a foot fault.

Repositioning of Flying Circles:

Judges have the responsibility to identify and make the call when a flyer moves or repositions their flying circle without the authorization of the starter judge. When a flyer repositions their flying circle, without the starter judge's authorization, they lose that point.

Flying Using the Bridle or Kite:

Judges have the responsibility to identify when a flyer grabs the bridle of their kite or the kite itself in order to fly their kite. A flyer will lose the point if using anything other than flying line to maneuver or fly the kite.

Kite Grounding:

The first kite that makes any contact with the ground **AFTER** the starter judge yells 'SET' and **BEFORE** a touch is called is considered a 'GROUNDING' and the flyer of that kite loses that point. If only the **kite line, kite tail or bridle** touches the ground it is **NOT a GROUNDING** and no call will be made.

Flying Out of Bounds:

Judges have the responsibility to identify when a flyer's kite is beyond the roped boundaries of the flying field. The first flyer whose kite goes beyond the flying field's roped boundary loses the point in progress.

Breaching the DIVIDER:

The starter judge's position, and eyes, will be directly in line with the DIVIDER from the time FairStart is activated and the starter judge yells 'SET' until FairStart's sound off. If a Breach occurs the starter judge will immediately yell "Breach" and will award the point to the non-breaching flyer. The **STARTER JUDGE is the ONLY judge that can call a Breach of the DIVIDER.**

EVENT DIRECTOR: Bruce Lambert