



iFLY GKC 2026 Competition Rules

This document contains the official rules for the iFLY Global Kids Challenge.

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General Competition Rules

The iFLY Global Kids Challenge is a junior event intended to support young indoor skydivers by giving them competition experience and inspiring other young flyers to invest in their skills.

The rules outlined here are influenced by the FAI rules but are adapted to suit this specific junior competition. Judges are encouraged to remain aware of the fact that our Global Kids Challenge competitors range from those starting their journey in indoor skydiving right through to those who intend to or who are working toward competing at a national / international level.

All host tunnels and judges commit to run a fair competition by applying these rules.

Tunnel Safety

Tunnel safety is our number one priority and is to be considered paramount in this competition. Host tunnels and staff agree to run a safe competition and apply all relevant safety and training procedures as detailed within Sky Venture Manual of Operations and the IBA Training manual, which includes assuring flyer competency and currency in the chosen event.

Appropriately Skilled

All flyers are to be assessed by their home tunnel and deemed appropriately skilled and approved (signed-off) as defined by the IBA Flight Progression System, for the competition category in which they wish to participate.

It can be assumed that less experienced flyers will be best suited to the 2-way formation skydiving discipline as this is all belly flying, whereas the freestyle requires a higher experience level, even in the rookie category.

The minimum IBA level requirements are detailed below for each discipline and category. You must be approved/signed-off for *all* of the IBA levels listed in your chosen criteria.

2-way Formation Skydiving	
Rookie	Flyer Level 1 Formation Skydiving Level 2
Intermediate	Flyer Level 1 Formation Skydiving Level 2
Advanced	Flyer Level 1 Formation Skydiving Level 2

Solo Freestyle	
Rookie	Flyer Level 1 Back Flying Level 2
Intermediate	Flyer Level 1 Back Flying Level 2 Static Flying Level 3
Advanced	Flyer Level 1 Back Flying Level 2 Static Flying Level 3 Static Flying Level 4 Dynamic Flying Level 3

Age of Entry

Competitors must be between the ages of 3-16 years (from the day of the 3rd birthday to the day before the 17th birthday) on the date of competing.

In the category “2-way formation skydiving – beginner”, a minimum of one participant in the team must be between the ages of 3-16 years and it is acceptable for the second participant to be an approved coach or instructor whose age is greater than 16.

Entering and Exiting the Tunnel

For 2-way FS, the timer starts when the first grips of the star formation are released. The star formation means both competitors are facing each other with grips between the arms

For solo freestyle, competitors may choose to walk in or fly into the tunnel. The timer starts when the performer’s body is entirely in the wind with no part touching the door or the net.

The host tunnel must ensure appropriately qualified IBA rated instructor(s) are supervising the teams through the competition.

Wind Speed

Host tunnels are to ensure that the wind speed is set appropriately to the competitor, noting experience and approvals.

Safeguarding

iFLY is committed to safeguarding children and vulnerable adults, and protecting them from potential abuse and emotional harm, while they experience the ‘dream of a flight’

with us. As a company we acknowledge our duty of care to our customers and employees, and we believe that everyone who participates in the sport of indoor skydiving should be able to do so safely and without concern.

Host tunnels are to ensure that the GKC is conducted in a manner that supports this statement and each tunnel is responsible for ensuring that the event complies with their specific local/Regional/State/National Safeguarding Laws.

Spectators are encouraged providing that their presence aligns with safeguarding policies of the host tunnel.

Participation in the competition is considered “consent” for photos/videos to be used by iFLY for marketing purposes, although an opt out option is available on the sign-up form.

Spirit of Competition

This competition welcomes junior flyers from across the globe to participate, with the intention of inspiring the next generation of indoor skydivers.

Host tunnels and involved parties agree to host a fair competition within the spirit of welcoming junior flyers and motivating them to continue their indoor skydiving journeys.

Local vs. Global

This is a global competition in which competitors' rounds will be submitted to a central judging panel. All scores will be consolidated to find the ultimate winners in each category and discipline.

Each host tunnel is also encouraged to award winners within their own local competition; however this is separate from the Global Kids Challenge and any prizes, judging processes and rules are at the discretion of the host tunnel.

Videos

Host tunnels must provide footage of each competitor's round to iFLY's central judging team via the designated upload system. Guidelines and regulations for video uploads are provided directly to the host tunnels.

Competitors are responsible for familiarising themselves with the camera set up and any considerations relating to camera angle or orientation noting that anything not visible on the camera cannot be judged by the remote team of judges.

Formation Skydiving

2-Way Formation Skydiving

2-way formation skydiving refers to the performance of formation skydiving moves as per the dive pool provided for the entered category.

The basic requirement is for two flyers to fly in a belly-down orientation to complete a series of manoeuvres by taking hold of one another and completing as many formations as possible within the “working time” as described below.

This competition consists of 4 rounds of 2-way formation skydiving. The team with the cumulative highest number of points by the end will be the winner.

Categories

For the Global Kids Challenge, 2-way FS is split into the following categories:

Rookie	Ideal for kids just starting out, who are approved to fly on their belly and are welcome to partner with an approved coach or instructor, who can be older than the competition age range, for the competition
Intermediate	Both team members should be of an equal skillset and approved to fly the formations and block moves in the belly down orientation. No coaches or instructors are permitted in this category
Advanced	Both team members should be of an equal skillset and comfortable flying basic formations and advanced block moves in the belly down orientation. No coaches or instructors are permitted in this category

The minimum IBA sign-off requirements for this competition are listed in the general competition rules. All competitors will be required to show proof of their IBA sign-offs before competing.

Point Scoring

Point scoring is achieved in formation skydiving by taking grips on one another according to the prescribed dive pool and in the allowed scoring regions.

Dive pool

This competition will use the complete dive pool provided by Axis here:

[https://formations.axis.center/pdf/_DivePool_FS_2Way_\(AXIS\).pdf](https://formations.axis.center/pdf/_DivePool_FS_2Way_(AXIS).pdf)

The table below defines which formations are to be used by category:

Rookie	Random formations: ALL
Intermediate	Random formations: ALL Block formations: 1, 2, 4, 5, 7, 9, 13
Advanced	Random formations: ALL Block formations: ALL

Note that the Rookie category requires only *static* moves, the intermediate includes only *in-facing* formations and advanced requires competitors to also be able to *out-face*.

Scoring regions

Points are scored by taking grips on one another; below is a list of what counts as a 'scorable region'; grips must be taken within these criteria to be scored.

Grip Type	Description of scorable area
Leg	From the ankle to the hip, fingers closed
Foot	From the toe to the heel, fingers closed
Arm	From the wrist to the shoulder, fingers closed
Head	On top of the helmet, fingers spread

Order and number of formations

Formations must be completed in the order prescribed in the draw. No deviation or omission is allowed. Omission of a formation (where no attempt is made to complete it) will be given a score of minus one.

Each round of the competition will comprise the following number of formations, depending on the category and depending on the mix of random and block moves:

Rookie	3
Intermediate	3 or 4
Advanced	4 or 5

Working time

The working time for 2-way formation skydiving is 35 seconds. It is at the discretion of the host tunnel to decide how much time should be flown but only 35 seconds from the clock starting will be judged.

Competitors are required to start in a 2-way 'star' formation, facing one another with grips between the arms. The timer starts when all grips on the starting 'star' are released.

If the competition draw for a round starts with a 'star' formation, that round will be redrawn, guaranteeing that a 'star' will never be the first formation of a round (though it can appear later in the dive sequence).

Busts

The following busts are applicable to this competition:

Rookie	Incorrect formation
Intermediate	As above, plus incomplete separation and incorrect inter
Advanced	As above, plus non-stationary grip

Inkeeping with the spirit of the Global Kids Challenge, our judges are encouraged to award any benefit of the doubt to the competitors.

Judge replays

Judges in the Global Kids Challenge are permitted to watch a video no more than three times, including one slowed-down watch.

Tie breakers

In the event of two or more competitors ending the meet on the same score, tie breaker rules will be applied in the following order:

1. Highest scoring round; the team which achieved the highest number of points in one round wins, regardless of which round that occurred on
2. Fastest last grip; the team with the fastest time, measured to hundredths of a second, to the last common scoring formation in the last completed round, wins

Solo Freestyle

The Global Kids Challenge welcomes solo freestyle artists who will compete to be judged the most successful freestyle flyer based on the criteria listed in these rules.

Solo freestyle is an artistic discipline in which performers are judged on a combination of technical difficulty and presentation – like diving or gymnastics. Freestyle is an advanced indoor skydiving skill and as such, the requirements for entry are more than those for the 2-way formation skydiving.

We welcome competitors in three categories – rookie, intermediate and advanced – and they will complete four rounds, comprising two ‘compulsory’ (where they must perform a prescribed set of moves) and two ‘free’ (where they perform a routine they have designed) rounds. Competitors in solo freestyle MUST meet the minimum IBA sign-off criteria laid out in the general rules section of this document.

While we recognise that the freestyle skills and the IBA approvals do not match exactly, our number one priority is safety, and this does provide a basic benchmark of skill. It is important junior flyers are not rushed through skills just to compete in a higher category, and it is important that flyers, coaches and instructors, manage the progression safely and appropriately. The prizes are the same in each category so pick the one that you can excel in.

Categories

There are three categories:

Rookie	Intended as an introductory category for competitors who have the required IBA sign-off
Intermediate	Intended for flyers with experience in freestyle who have the required IBA sign-off
Advanced	Intended for flyers with a high level of experience in freestyle and the required IBA sign-off (though it does not mimic FAI world level event setup or judging)

Competition Setup

Competitors in solo freestyle will be judged on 4 rounds of flying comprised of:

- 2 compulsory rounds
- 2 free routines

The rounds will be flown in the following order:

Free – compulsory – free - compulsory

Point Scoring

Scoring for freestyle is done over 4 rounds of competition. The total score for each participant across those 4 rounds is their overall score on which the results of the competition are decided.

Compulsories

Scoring

The compulsory routine comprises a series of moves which must be performed in the order prescribed.

The difficulty of the moves increases with the categories, with *Rookie* representing the least technically challenging compulsory moves and *advanced* the most technically challenging. *Intermediate* falls in the middle.

Competitors will be required to complete six compulsory moves across two rounds of the competition.

Each competitor is awarded points on the following criteria, up to a maximum of 10 points per round:

Criteria	Explanation	High Score
Execution	Did the competitor do/attempt the required/stated move	3
Presentation	How well did the competitor manage their body position during the move – minimal ‘wobble’, pointed toes, smile!	3
Technical	How accurately did the competitor perform the move – stopping on correct heading, maintaining level control	4

Compulsories by category

The table below indicates which moves apply to which categories. Note that some moves belong in multiple categories. If the move does not have a check/tick mark in the category column, it will not be requested of competitors in that category.

Move	Rookie	Intermediate	Advanced
Belly 360	✓		

Back 360	✓		
Half barrel roll (back to belly)	✓	✓	
Half barrel roll (belly to back)	✓	✓	
Belly to back transition through feet	✓	✓	
Back to belly transition through feet	✓	✓	
Head up 360		✓	
Head up side slide		✓	
Head up front flip		✓	✓
Barrel roll			✓
Front layout			✓
Back layout			✓
Head down 360			✓
Manna's Space Lab			✓

Compulsory rounds

Below are the compulsory rounds for the Global Kids Challenge 2026. There are two compulsory rounds, which should be flown as rounds 2 and 4 of the competition.

Competitors must complete the set moves in each compulsory round and will be scored on *execution* for each of those (i.e. did they do it). Competitors will earn *technical* and *presentation* points based on how well they do each prescribed move, and can add to those points through the way they choose to put the moves together and other moves they include to make a full 'routine', within the scoring time.

Round 2

Rookie	Belly 360	Belly 360 must start and stop on the same heading
	Half barrel roll belly to back	Half barrel roll must start and stop on the same heading
	Back 360	Back 360 must start and stop on the same heading
		Heading can change between moves
Intermediate	Half barrel roll belly to back	Half barrel roll must start and stop on the same heading
	Back to belly transition through feet	Back to belly transition must end on a heading 180 degrees from the original (so if head is facing 12 o'clock to start, it is facing 6 o'clock to finish)

	Head up 360	Head up 360 must start and stop on the same heading and maintain consistent level (no up or down)
Advanced	Front layout Head up 360 Barrel roll	Layout must end on a heading 180 degrees from the original (so if head is facing 12 o clock to start, it is facing 6 o clock to finish). The starting heading should be facing the judging camera Head up 360 must start and stop on the same heading and maintain consistent level (no up or down). The starting heading should be facing the judging camera Barrel roll must start and stop on the same heading. The starting heading should be facing the judging camera

Round 4

Rookie	Belly to back transition through feet Half barrel roll (back to belly) Belly 360	Belly to back transition must be completed without contact with the net Half barrel roll should start and stop on the same heading Belly 360 should start and stop on the same heading
Intermediate	Head up front flip Head up side slide Belly 360	Head up front flip should start and stop on the same heading with minimal changes in levels Head up side slide should maintain heading throughout Belly 360 should start and stop on the same heading. The starting heading should be facing the judging camera
Advanced	Head down 360 Manna's Space Lab	Head down 360 should start and stop on the same heading. The starting heading should be facing the judging camera

	Back layout	Manna's Space Lab should comprise 3 'steps' with the foot pointing at 6 o clock, then 3 o clock, then 12 o clock and then 9 o clock, returning to the starting point and maintaining levels and heading Back layout should end on a heading 180 degrees from the original, meaning that if the competitor's head is facing 12 o clock to start, it is facing 6 o clock to finish
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Free Routine

The free routine is the competitor's opportunity to showcase their skills and creativity. Competitors should have fun with their routines and remember that judging of an artistic category like Freestyle is about flow and enjoyment of the routine, as well as the technical difficulty. Flyers must only include skills for which they are approved to fly and must not include more advanced moves within their routines

Scoring

Before the competition, competitors will be required to submit a routine card (provided in appendix) which outlines their planned free routine for the judges.

Competitors can be scored for the moves they complete from their routine card, and any additional moves. Competitors will be *deducted* points for any moves they declare but do not do. *It is better to declare less and do more than declare more than you can do.*

Each competitor is awarded points on the following criteria, up to a maximum of 10 points per round:

Criteria	Explanation	High Score
Presentation	How well did the competitor manage their body position during each move – minimal 'wobble', pointed toes, smile!	3
Technical	How accurately did the competitor perform the moves – stopping on correct heading, maintaining level control	3
Creativity	How well do the moves flow together, is there enough content to fill the time but not so much that it feels rushed, how well does the competitor differentiate each move vs doing the same thing multiple times	4

Competition Timings

- Each **compulsory** round will be scored on 45 seconds of working time
- Each **free routine** round will be scored on 60 seconds of working time

Competitors may choose to walk into the tunnel, or fly into the tunnel.

- Fly in: time starts when the competitor's full body is in the wind and no part of the body remains outside of or holding onto the door
- Walk in: time starts when both of the competitor's feet leave the net

Busts

A bust is applied only if the competitor fails to complete a manoeuvre.

Judge Replays

For the free rounds, a judge may watch the video of each round a maximum of two times. No slowed-down watches are permitted.

For the compulsory rounds, a judge may watch the video of each round a maximum of two times, where one watch can be slowed-down.

Tie Breakers

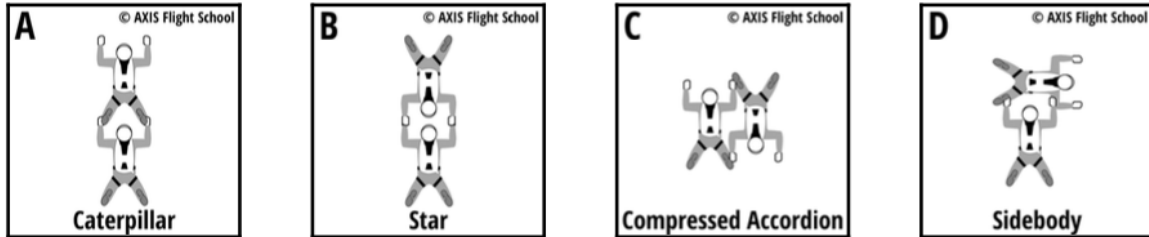
In the event of two or more competitors ending the meet on the same score, tie breaker rules will be applied in the following order:

1. The competitor with the highest scoring free round, wins
2. The competitor with the highest scoring compulsory round, wins

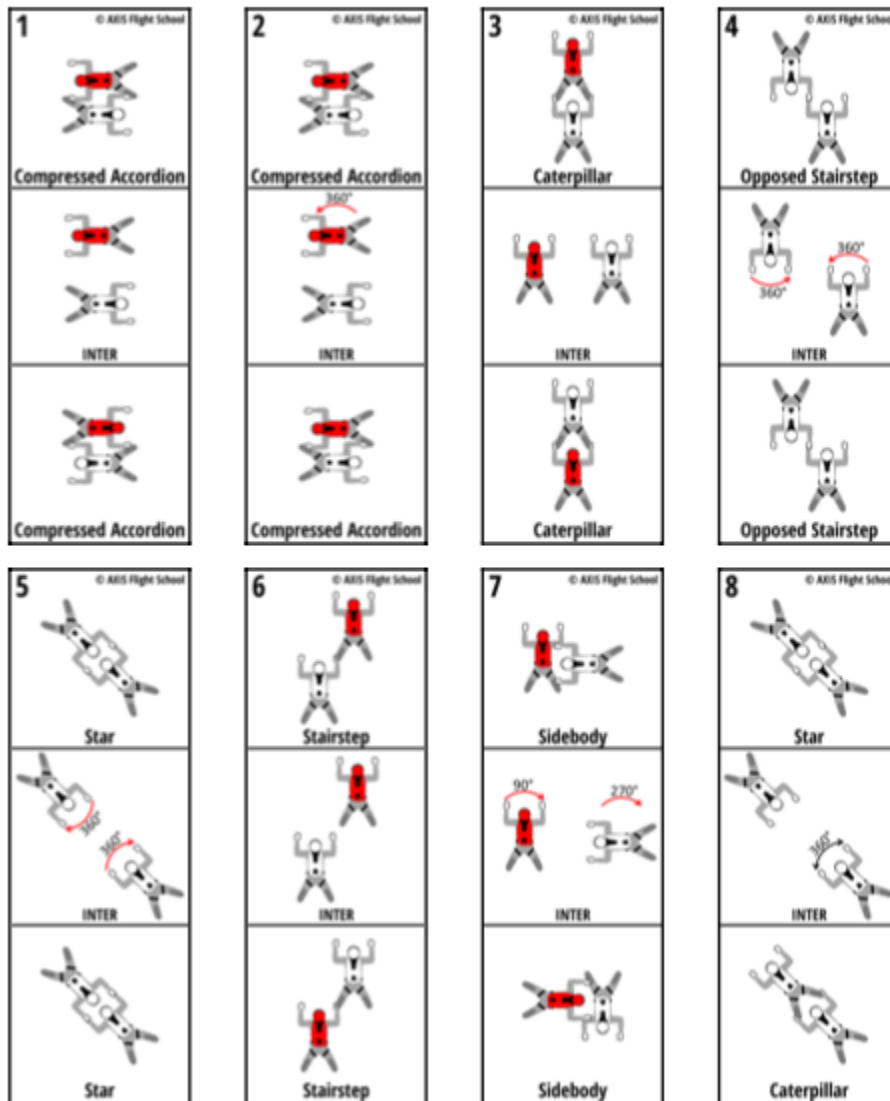
Addendum

2-Way FS – Dive Pool

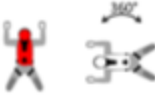
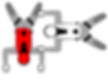
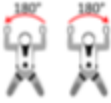
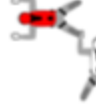
Random Formations



Block Formations



Block Formations

9 © AXIS Flight School  Sidebody  INTER  Sidebody	10 © AXIS Flight School  Caterpillar  INTER  Star	11 © AXIS Flight School  Opposed Stairstep  INTER  Stairstep	12 © AXIS Flight School  Stairstep  INTER  Skew
13 © AXIS Flight School  Turnstile  INTER  Turnstile	14 © AXIS Flight School  Skew  INTER  Stairstep	15 © AXIS Flight School  Caterpillar  INTER  Sidebody	

Definitions for Building a Formation

Scoring Zones

Head Above the jaw line.
Shoulder The upper part of the body between the neck the upper arm. The shoulder blade is excluded.
Arm Below a line from the tip of the shoulder to the armpit, including the hand, excluding the shoulder.
 Upper Arm: between shoulder and elbow.
 Lower Arm: between elbow and wrist.
Hand Wrist to finger tips.
Leg Below a line from hip joint to crotch, including the foot.
 Upper Leg: between hip and knee.
 Lower Leg: between knee and ankle.
Foot On or below the anklebone (slight protrusion of the "medial malleolus").
Sole Underside ("planter aspect") of the foot.
"Name" (arm, leg, foot) left to left -or- right to right
"opposite" (arm, leg, foot) left to right -or- right to left

For MTS grips only

A depicted grip by hand A on arm/hand B of another jumper may be substituted with a grip by hand B on arm/hand A, or by both grips simultaneously.



Legend Point of View / Camera Position

S.A.R.T. = Depicts Airflow Relative to Turn

All parts of the dart can be seen. This symbol indicates an **edge-on** view.
 The camera flyer is on level with the subjects.

Only the flight and shaft can be seen. This symbol indicates a view from **above**.
 The camera flyer is trailing or above the subjects, looking into the relative wind.

Only the point, barrel and parts of the flight can be seen. This symbol indicates a view from **below**. The camera flyer is leading or below the subjects.

A dart will orient itself parallel to the relative wind, with its tip towards the oncoming wind.

We have chosen three different views of a dart to indicate from which point of view the formation was drawn. It corresponds with what we think is the optimal position from which to film a particular formation, if the draw for the round permits it.

If the draw for the round forces the camera flyer to film a formation from a different position, the subjects might need to make adjustments in order to properly present the required grip to the camera.

The camera view depicted is for reference only.
 Camera positioning is not a performance requirement.

Legend for INTER Moves

A Turn is a rotation around the vertical axis and can be executed left or right. The person's location relative to the center of the formation does not change.

A Curve involves a turn combined with horizontal translation (change of a person's location relative to the center of the formation).

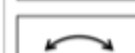
A Flip is a pitch transition (rotation around the lateral axis) and can be executed front or back. The person's location relative to the center of the formation does not change.

A Loop involves a flip combined with horizontal translation (change of a person's location relative to the center of the formation). A half loop is indicated by an added «180°».

For a complete analysis of body-flight movements, reference the paper «Body-flight Theory» by Niklas Daniel (click on this legend or -- if you are looking at a printed version of this dive pool -- go to axisflightschool.com).



Indicates direction of turn by a sub-group.



Indicates turn by sub-group in either direction. Sub-group can only accumulate the necessary degrees in the initially committed direction.



Indicates clarification of intent.



Indicates approximate degrees of turn to show intent of the transition maneuver.

180° 270°
360° 540°

Freestyle – Technical Score

The technical score is the combined result of several factors. Moves are classified from very easy to very difficult. The overall performance of the Flights (poses, moves and transitions) counts for difficulty.

For the **Global Kids Challenge**, judges should avoid comparing junior flyers to their adult counterparts.

In general, technical factors are:

Easier	More Difficult
Fixed orientation with large support base Horizontal axis rotation with small support base	Fixed orientation with small support base Horizontal axis rotation through large support base
Stable, easy to balance move	Unstable, difficult to balance move
Moves executed individually	Moves executed in a connected sequence
High drag moves flown with slow tunnel speed	High drag moves flown with fast tunnel speed, the longer the duration of high drag move(s), the more difficult
Low drag moves flown with fast tunnel speed	Low drag moves flown with slow tunnel speed, the longer the duration of the low drag move(s), the more difficult
Random Movements	Precisely Choreographed Movements
Body position lost during move(s)	Ideal body position maintained throughout move(s)
Changing heading or position (drifting) during static move(s)	Remaining on a constant heading and level during static move(s) (not drifting)
Easy natural body positions	Awkward body position and/or grip(s), such as a hand grip on one's own foot with that grip behind
Move does not require flexibility	Move requires flexibility
Move does not require strength and power	Move requires strength and power
Symmetrical body shape held on heading Asymmetrical body shape not held on heading	Asymmetrical body shape held on heading
Basic Move(s)	Move(s) that requires long learning progression
Performing previously seen Move(s)	Performing new Move(s)

Rotations on one (1) axis	Rotations on more than one (1) axis (in which use of three (3) axes is more difficult than use of two (2) axes)
Performing moves, carving/rotating always in a preferred direction	Performing moves, carving/rotating in both directions
Short duration in rotation (no dizziness)	Long duration in rotation (dizziness)
Performer flying in clean airflow	Performer flying across burble of doorway
Fast transitions through burble of doorway	Performer remaining in burble of doorway for extended time
Transitions between moves with the same axes	Transitions between moves with different axes at a precise heading/orientation
No direction change	Reversal of direction at a precise heading/orientation
Carving/vertical orbits without embedded move(s)	Carving/vertical orbits with embedded move(s)
Complex moves using arms and legs to control flying	Variety of complex moves without using arms or with arms and/or legs in fixed pose or in creative, artistic gestures
Consuming the entire space of the flight chamber, including the diffuser	Deliberate, controlled use of a portion of the available space
Landing on the cable floor to exit and end routine	Landing exactly in the doorway with a complex move to exit and end routine

Combinations of multiple factors further increase the technical score. Performers are not expected to demonstrate all of the above factors within one routine. A difficulty factor may sometimes have the opposite effect of making a Move easier, e.g., retracting the arms keeping them fixed to the body may decrease the difficulty of certain moves. Judges are expected to apply additional knowledge and understanding of difficulty.

Solo Freestyle Routine Card

Please complete your freestyle routine card using this Google Form:

[Solo Freestyle Routine Card](#)

This must be completed and sent to gkc@iflyworld.com before midnight on **9 September 2026**.