

Proposal – Fighter Kite Team Competition

It has been suggested that new ideas regarding fighter competitions should be explored for next year's competitions at WSKIF, or in future competitions at other festivals. What follows is a format for a Fighter Kite Team competition.

This proposal is an exploratory submission, suggestions for changes, comments, and additions to this proposal are encouraged. No event organizers will be asked to implement this prior to completion of a full set of event rules, which will be submitted for comment to the fighter kite community and finalized well in advance of any event it may be used in.

Overview – Event Goals

The fighter team event is a means to bring together flyers of differing ability levels to cooperate in line touch competition. It will be a one-day event designed to introduce new flyers to experienced competitors, and through team interaction provide them guidance for sharpening their flying and competition skills. It will introduce strategy for competition pairing, and it will allow more flyers to experience the intensity of championship competitions. It will also foster cooperation between flyers.

Event Specifications

This event could accommodate up to eight 4-man teams in round robin competition, and the competition can be concluded in approximately 4 –7 hours, broken into two sessions. Team selection should be done well in advance of the competition, if the turnout is expected to be large. Efforts should be made to accommodate all flyers who wish to participate by adjusting team size and match duration. Ideal team size will be identified for this proposal as four, with three flyers also a possibility in order to adjust to the size of the flyer pool.

Team Selection

Flyers will register with the event coordinator, giving name and experience level, experienced or novice. Experienced flyers are those who have previously flown in major events. Team captains will be chosen from those who have been finalists at major fighter events such as WSKIF, AKA Convention, Newport RI festival, or similar. Novices are flyers who have not competed in major events, or those who have not placed in the top three of any novice competition at a major event such as those listed above. The event coordinator will be the final judge of who can be considered a novice flyer for the sake of team placement. Ideal team size is four members, consisting of a team captain, at least one novice flyer, and two experienced flyers placed on each team randomly by the event coordinator. Three man teams should have at least one novice flyer. It will be important for the event coordinator to be impartial in the drawing of competitors, in order to make the teams as balanced as possible. Decisions on team composition are the sole responsibility of the event directors. Once a team is formed, no swapping of

team members will be allowed. Any disputes over team composition should be brought to the event coordinator when the teams are announced, and the event coordinator will be the final judge of fair team composition. Flyers will be expected to uphold the highest level of integrity, and support their fellow team members to ensure an enjoyable competition.

Competition Format

Format for team competition should be a round robin competition among all teams participating. Match length will depend on the number of competitors per team. For teams of four, a match will last 25 points. For teams of three, a match will last 19 points. This will make each match decisive. The team captain will tell the touch judge who will be the first flyer into the circle. Once the captains tell the judge who will start, no substitutions can be made. The touch judge will begin the match by announcing who the first competitors will be. The judge will not tell the teams who is to begin the match before they are announced. Team captains will determine, by coin flip or other random method, which circle their team will use before the match begins. The touch judge will call points at random, according to NAFKA standards for line touch competition.

Once a flyer is in the circle, he or she must fly at least two consecutive points. A flyer may stay in the circle for no more than five consecutive points. Flyer changes must be announced by the team captains after a point (or touch) is awarded. The flyer in the circle must stay for one more point after the announcement. Thus, if a competitor is going to fly two points before substitution, the substitute should be announced between the first and second point flown. If the substitution is to be made after four points, the substitute should be announced after the third point is flown. Once a substitute has been announced to the touch judge and scorekeeper, that person must enter the circle to fly at least two points. No changes will be allowed once a substitute is announced. The two to five consecutive point rule will always apply. Each flyer on a team must fly at least five points in every match. No flyer may fly more than seven points in any match. As a result, substitutions must be made carefully. If each flyer has not flown five points, or if one flyer has flown more than seven, or if because of the substitution pattern a flyer is forced to substitute into the match on the last point, which breaks the two consecutive point rule, three points will be deducted from that team's final score for that match. Scorekeepers will help keep track of the substitution pattern, and provide information about substitutions and points flown to both teams, but each team will be responsible for keeping substitutions and points flown within these rules.

Winners will be decided by total points. In the event of ties, tiebreakers will be flown. Tie breakers for 4 man teams will be 9 points, each flyer to fly at least two points. Tie Breakers for 3-man teams will be 7 points. Each flyer will fly at least two points. Each flyer must fly all of their tie breaker points consecutively. Team captains will determine the order, and submit it to the touch judge before the tie breaker match begins. The flyer order cannot be

changed once it is given to the touch judge. The format for tie breakers is more rigid than the format for matches, but this is intended to make the matches more exciting, fluid and strategic in nature than a simple tie breaker.

This is intended only as a single proposal for conducting a team fighter competition. No competition rule stated here is the final word on how such an event is to be run, and all comments and proposals for changes to this format are welcome. Discussions and counter-proposals will be considered in a timely manner and released for further consideration. A deadline for submission of changes and comments will be distributed as soon as it is determined by the NAFKA President.

-Tom Humphrey
August 25th, 2003