THE CARTOON BOOK OF

WINGSUIT FLYING AND BASE JUMPING



AERIAL / JUDGED / ACTION

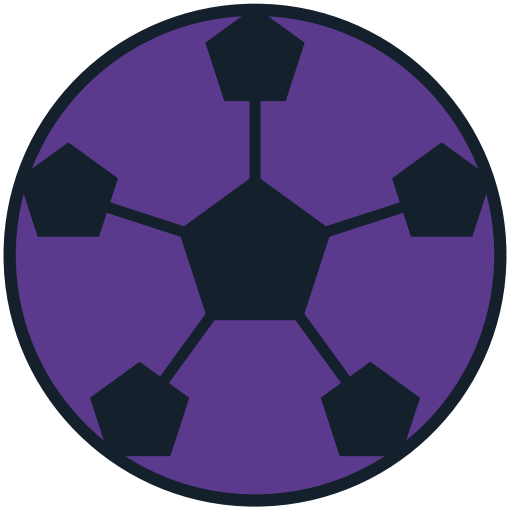
SPORT ON EARTH

Sport on Earth Books · The Extreme & urban Family

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

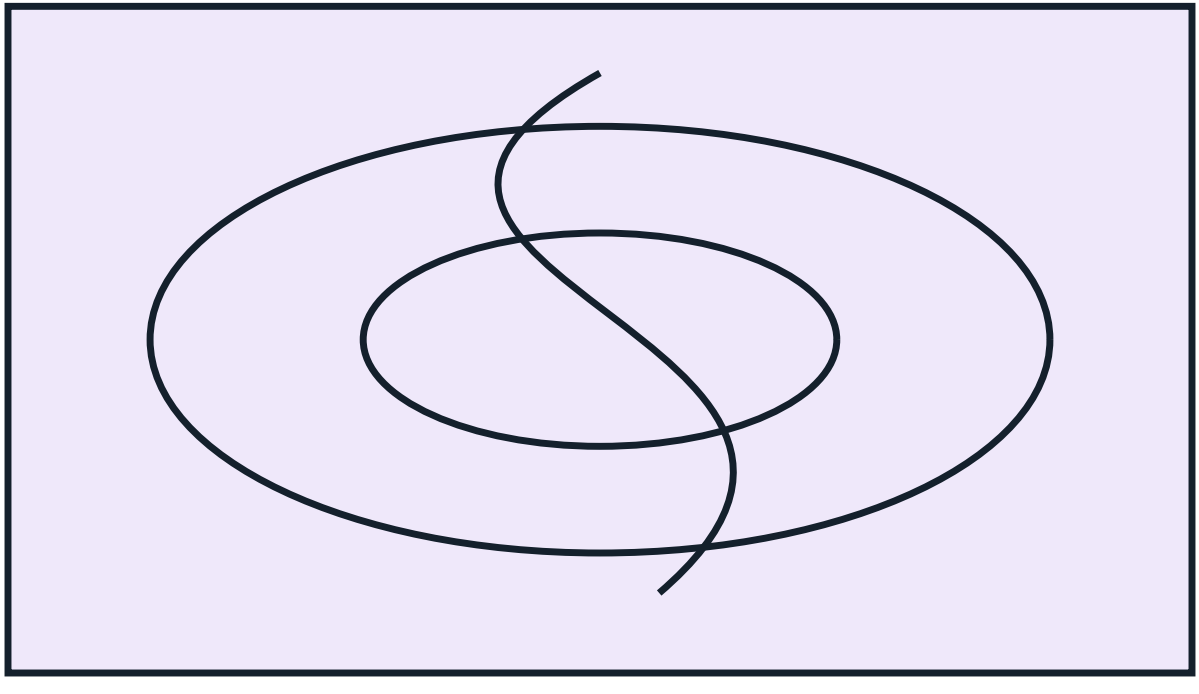
Meet Wingsuit Flying and BASE Jumping!

Gliding off cliffs in a wingsuit.



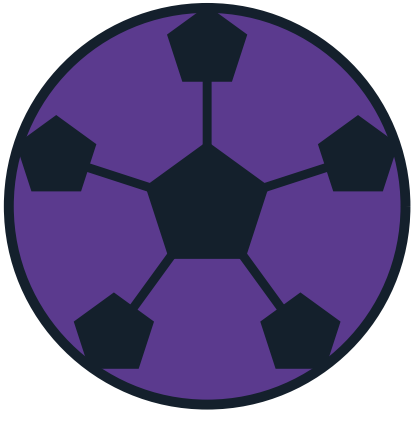
Where It Is Played

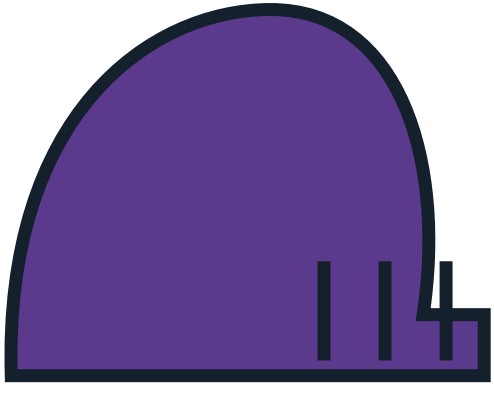
Skydiving airspace above a designated landing area for wingsuit events; BASE exit points are cliffs, buildings, antennas and bridges where jumping is permitted.



The Gear

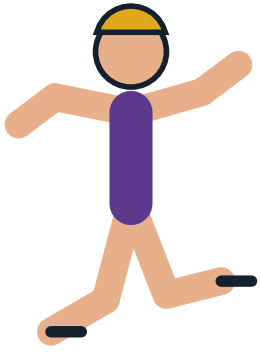
A wingsuit, parachute rig and helmet; BASE uses a dedicated single-canopy BASE rig rather than a skydiving rig with reserve.





How It Starts

Become a licensed skydiver first and build extensive experience (the community standard is at least 200 skydives before a first wingsuit course); BASE is only approached after long skydiving and wingsuit experience with experienced mentors.



How to Play

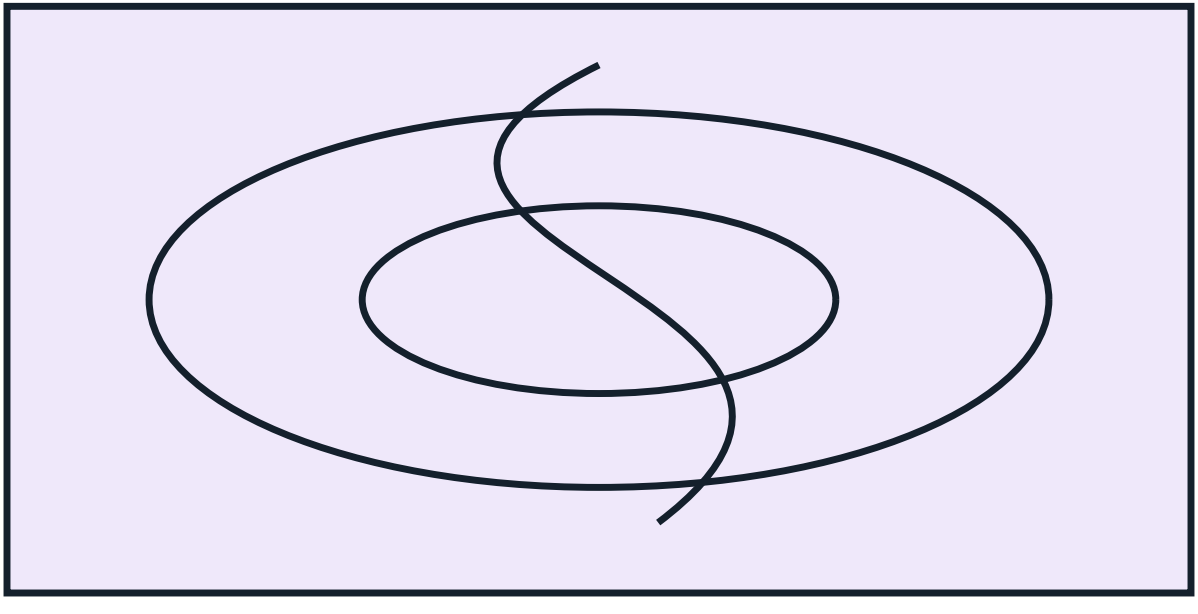
- Format (wingsuit acrobatic): a team is two performers plus a videographer; the videographer's footage is the evidence judges score from.
- An acrobatic competition has seven rounds in the order Free-Compulsory-Compulsory-Free-Compulsory-Compulsory-Free — four compulsory and three free routines.
- Each compulsory round flies three sequences drawn at random from the dive pool, in the drawn order, repeated until working time ends.
- Free routines are the team's own choice and are scored on style, dive plan (variety, difficulty, originality, choreography) and camerawork.

More of the Game

- Exit altitude for acrobatic jumps is between 12,000 ft and 12,500 ft, with working time measured over a 7,500 vertical-foot window recorded by a position logging device.
- Competitors must not carry additional or removable weight, and must not use any propulsion system — using propulsion scores zero for that jump.
- A grip counts only as defined: a hand grip is contact with the front or back of the hand on or below the wrist; gripping wingsuit fabric alone does not count.
- BASE jumping (Building, Antenna, Span, Earth) is jumping by parachute from fixed objects rather than aircraft; it has no governing body, no licence system and no competition rules — access is controlled by landowners and national law, and it is prohibited in many places including US national parks.

The Shape of a Match

Wingsuit competition: teams of two performers and a videographer fly drawn and free routines from about 12,000 ft for judged scores; BASE is non-competitive fixed-object parachuting with no governing body.



More of the Extreme & urban Family

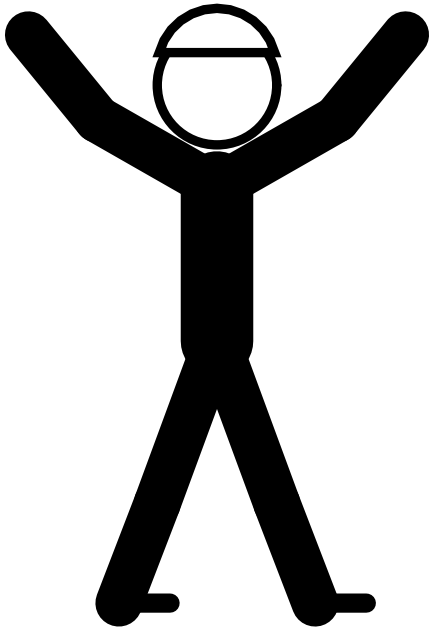
- Skateboarding — Street and park skating, an Olympic sport and X Games staple.
- BMX — Racing and freestyle on small bikes.
- Sport Climbing — Boulder, lead and speed climbing, an Olympic sport.
- Parkour and Freerunning — Move through obstacles with vaults and jumps.
- Chase Tag — Pro format of the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

A Note on the Rules

Wingsuit flying and BASE jumping are governed loosely by the FAI's skydiving commission (IPC) for competition formats (wingsuit performance and acrobatic classes with defined measurement rules) atop a discipline where legality and site access — not sport law — dominate: BASE jumping's regulation is mostly land-manager and national law. No major documented sporting rule change is carried for this dossier.

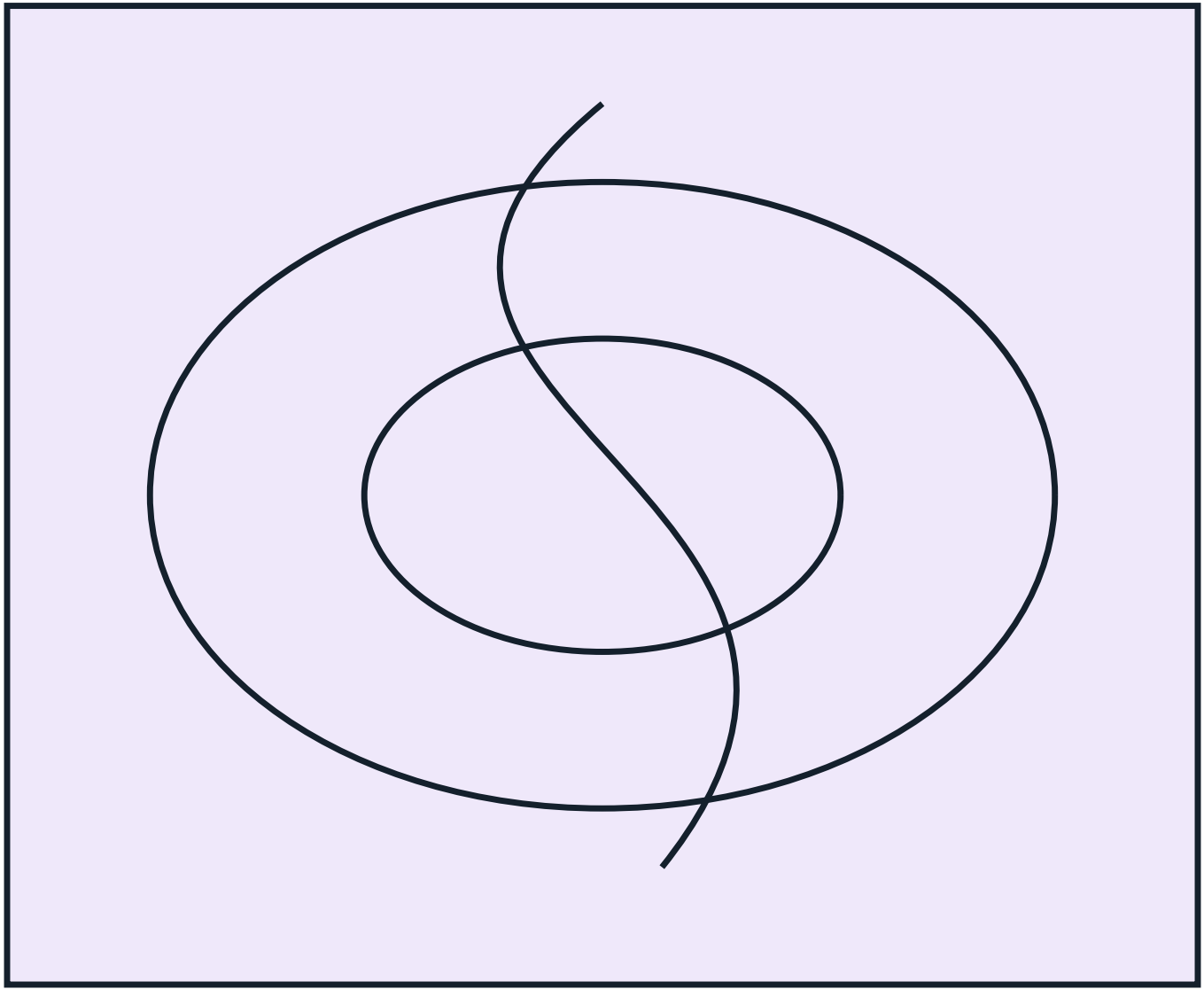


Colour the Action

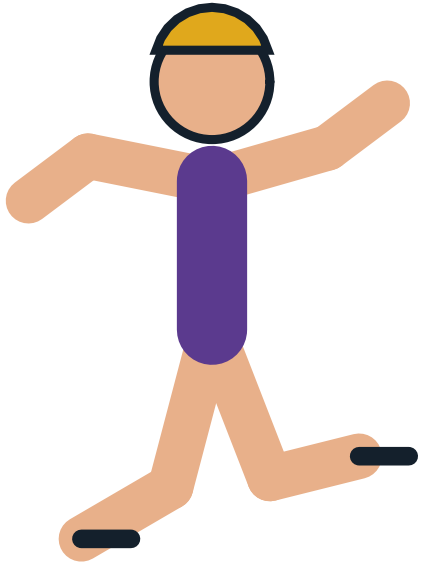


Psst — this page is a colouring page!

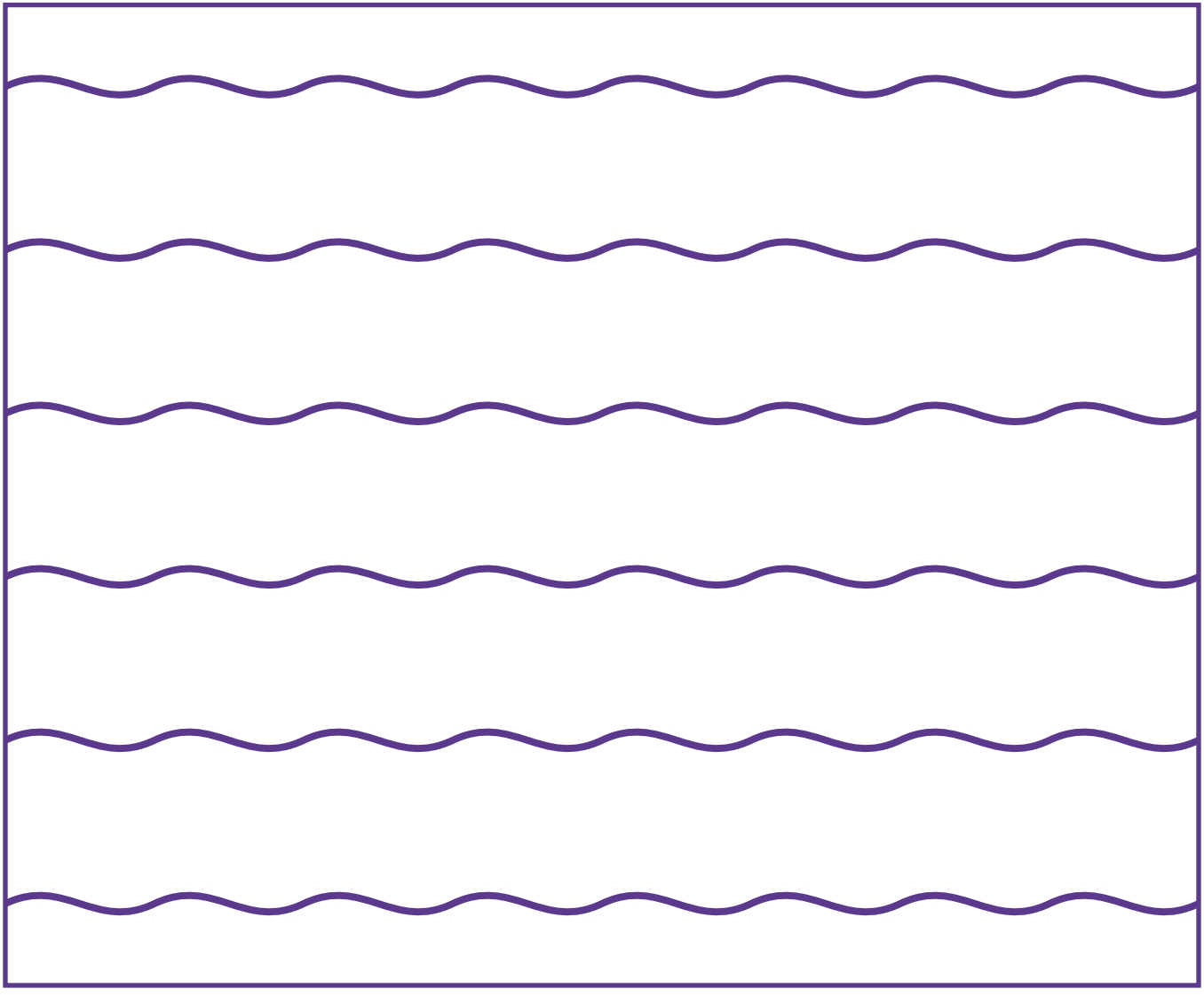
The Sport Today



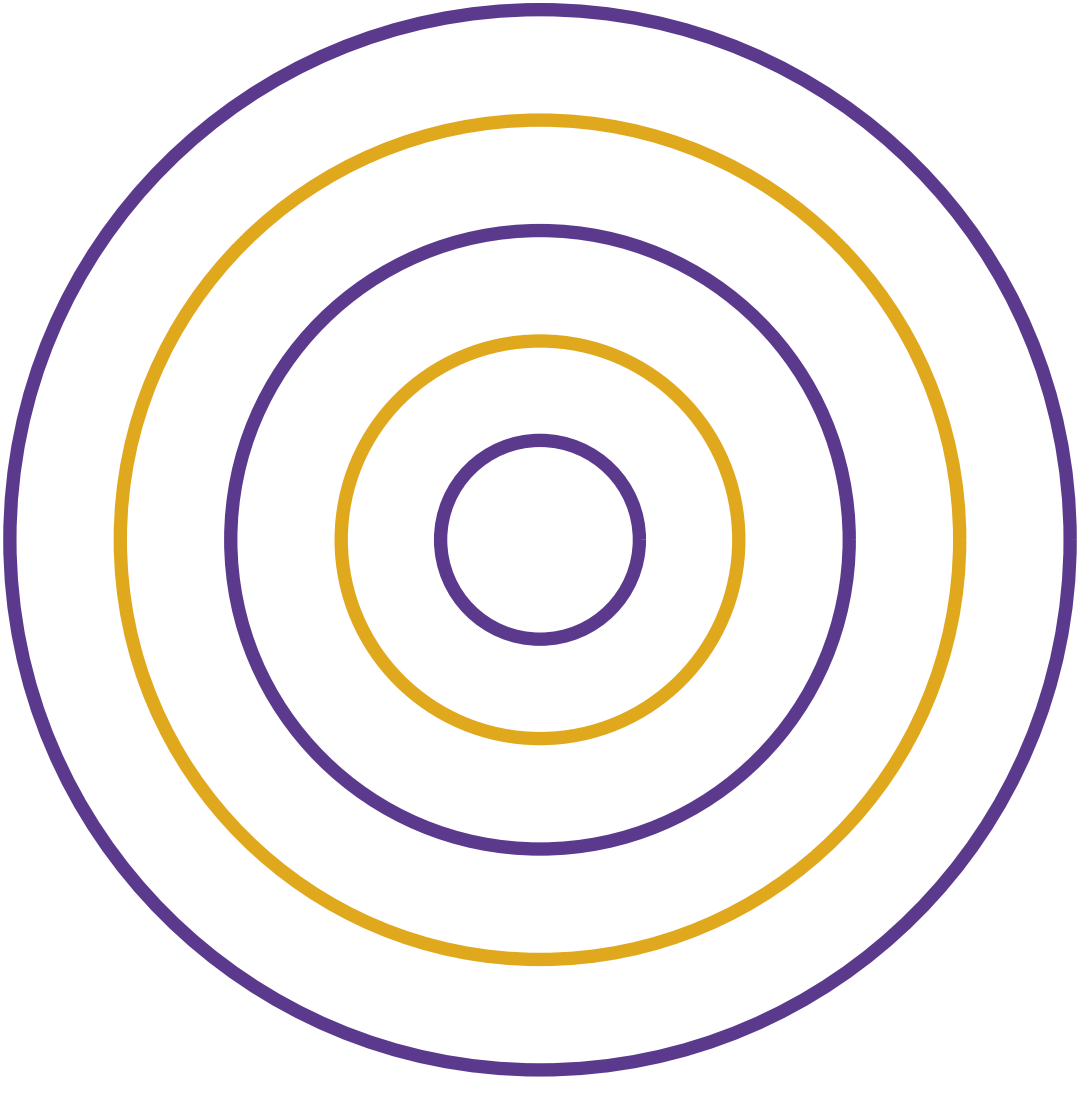
At School and College



Play It Near You



Through the Year

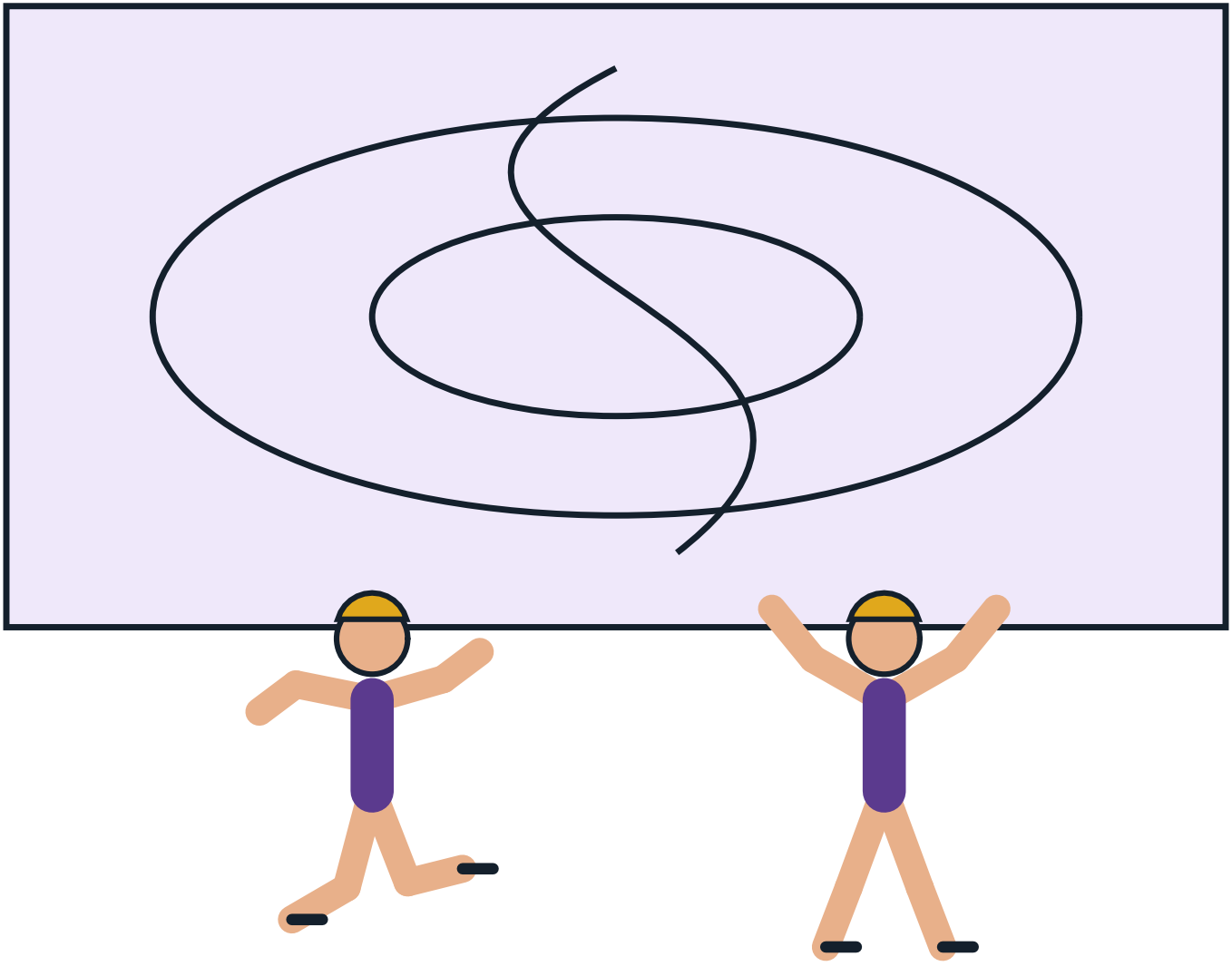


The Extreme & urban Family

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.



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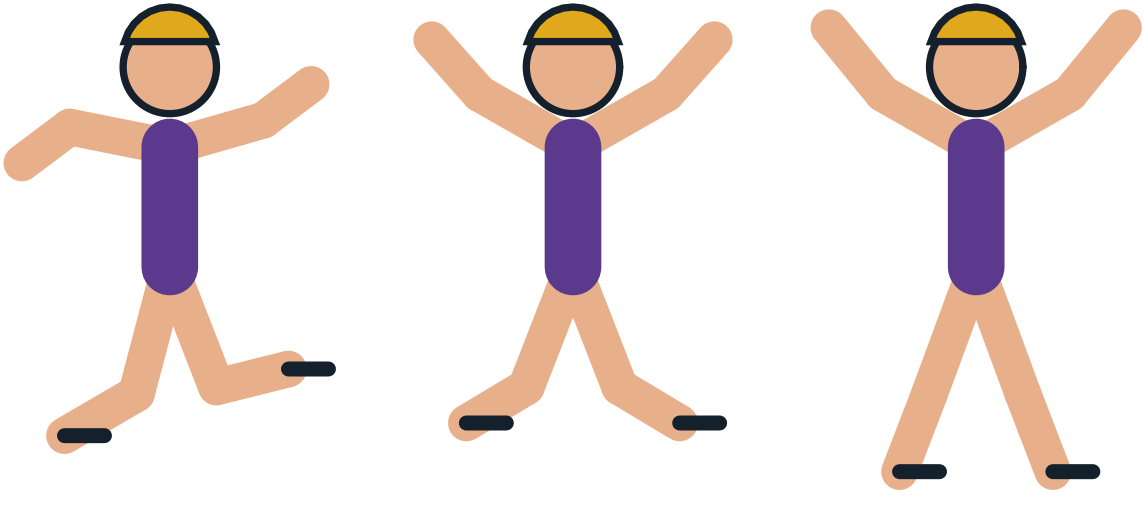
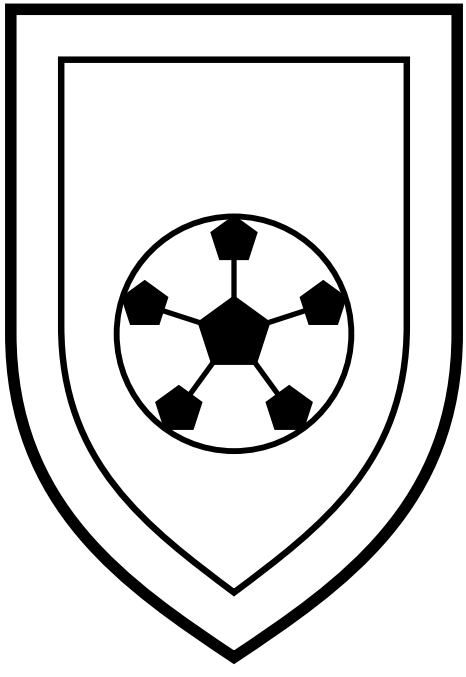
Moves of the Game

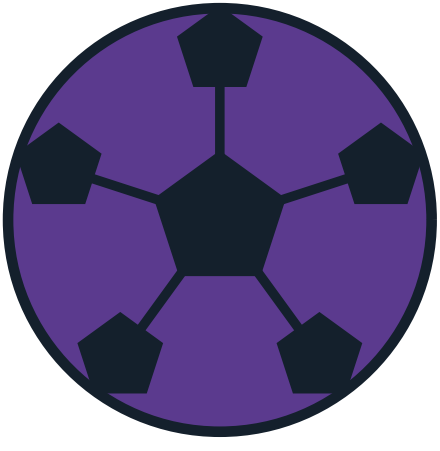


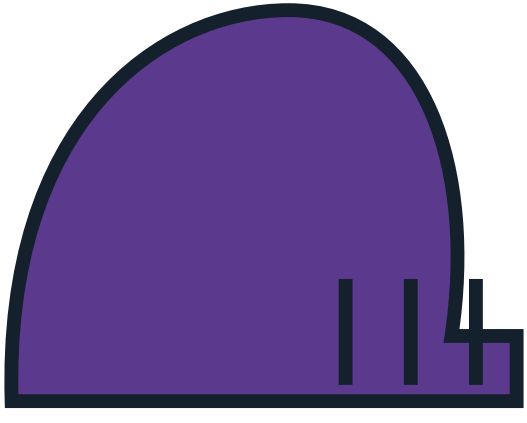
Design a Badge



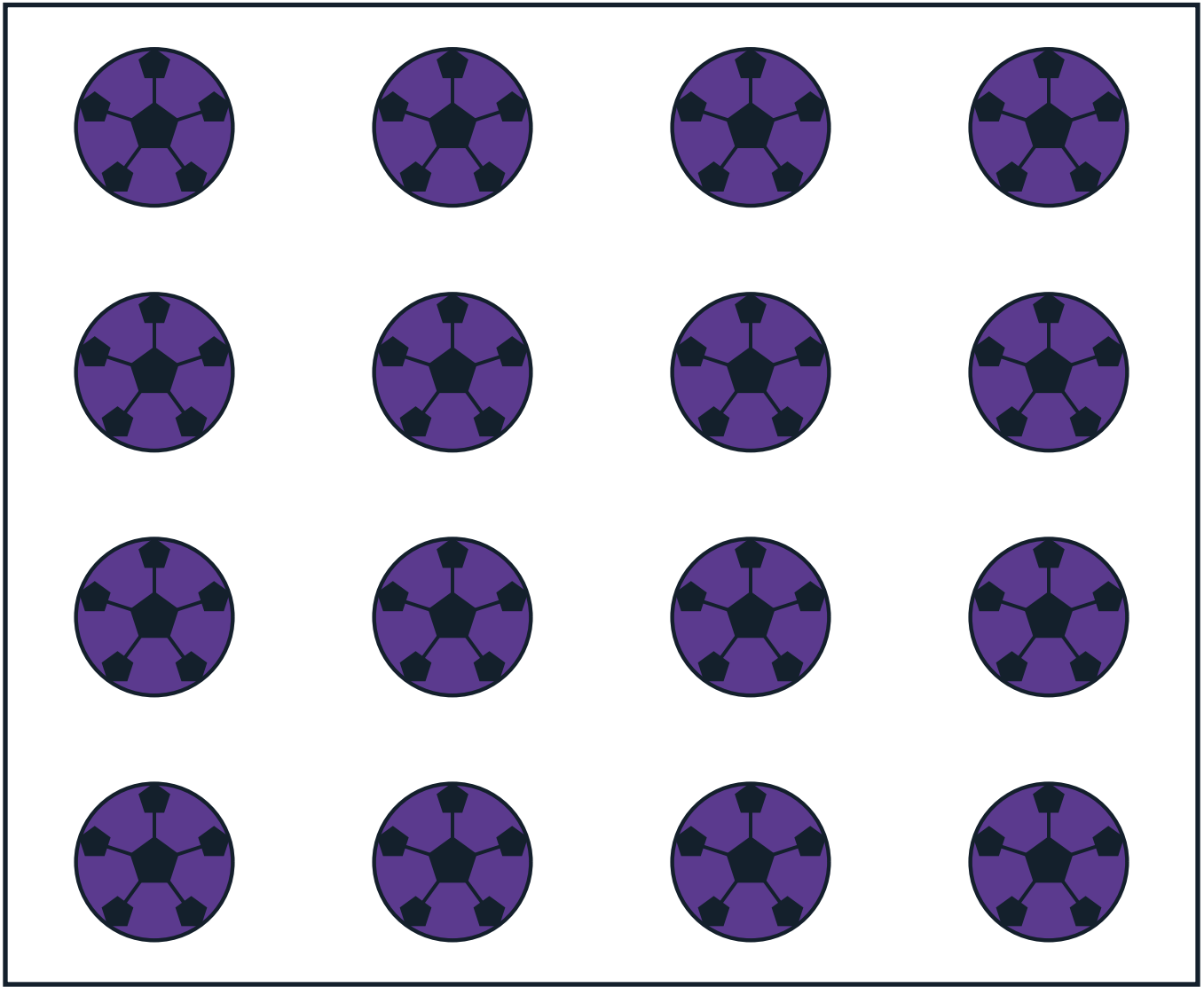
Draw and colour a badge for your own team.

The Gear Parade

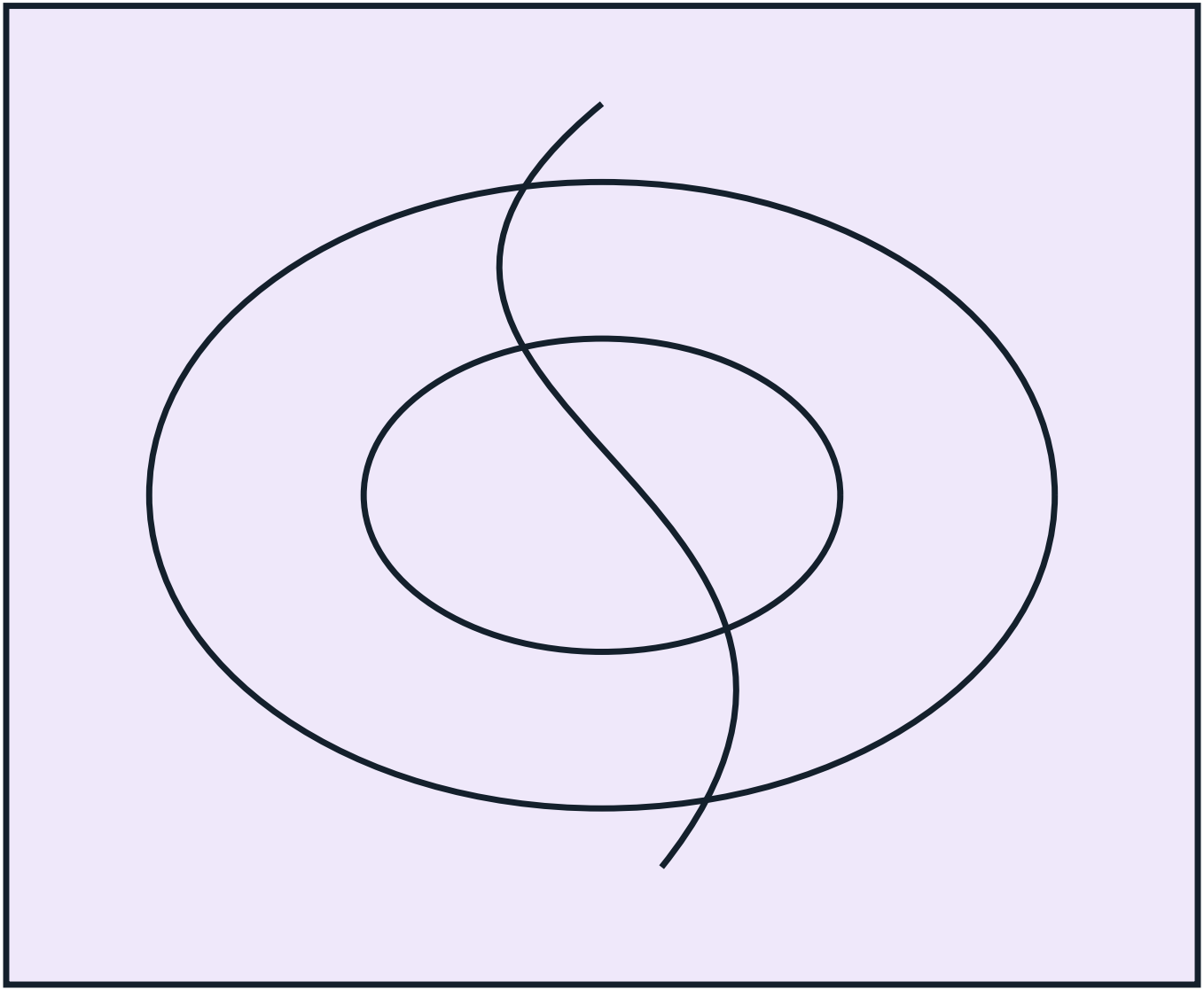




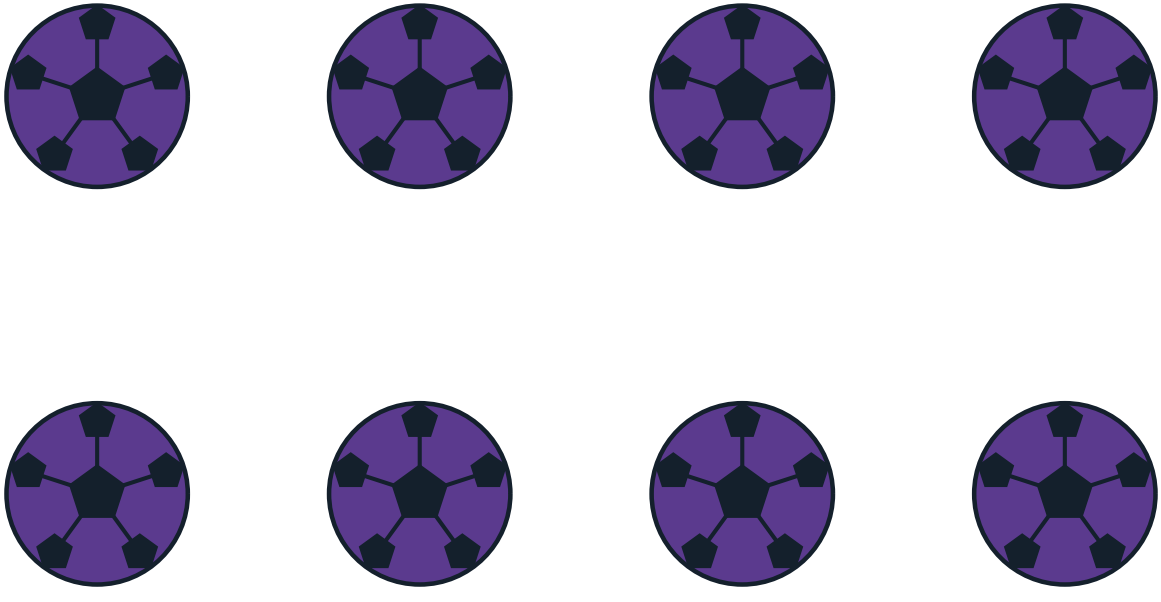
Pattern Play



The Arena From Above



Count the Balls!



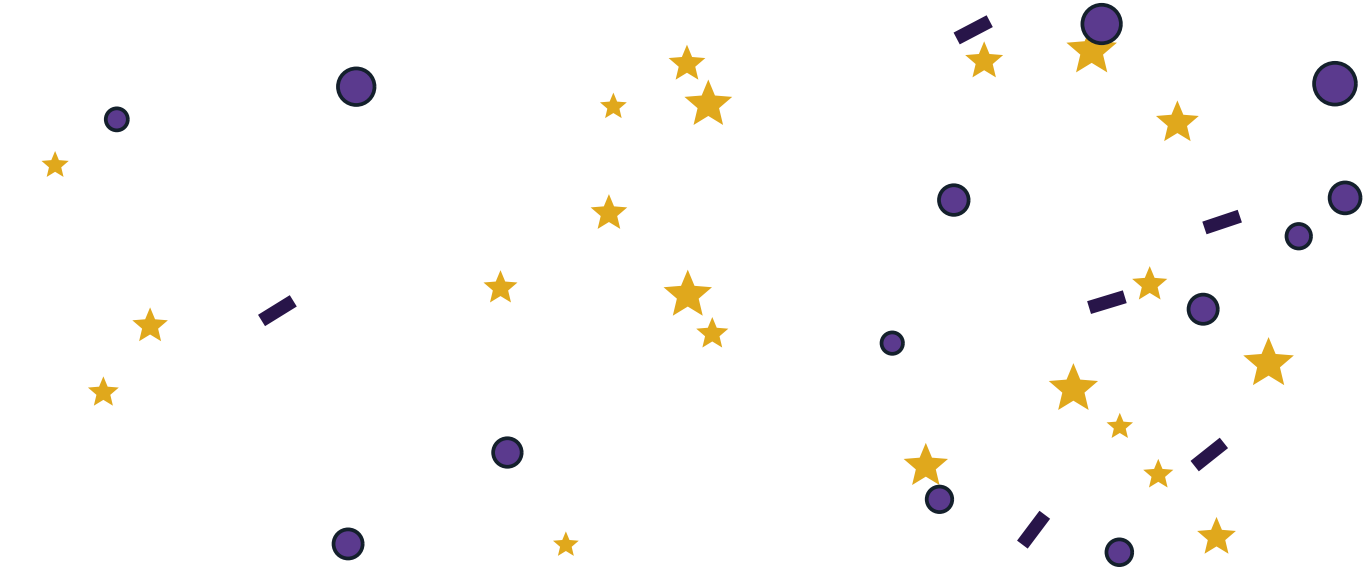
How many can you count? Write the number here: _____

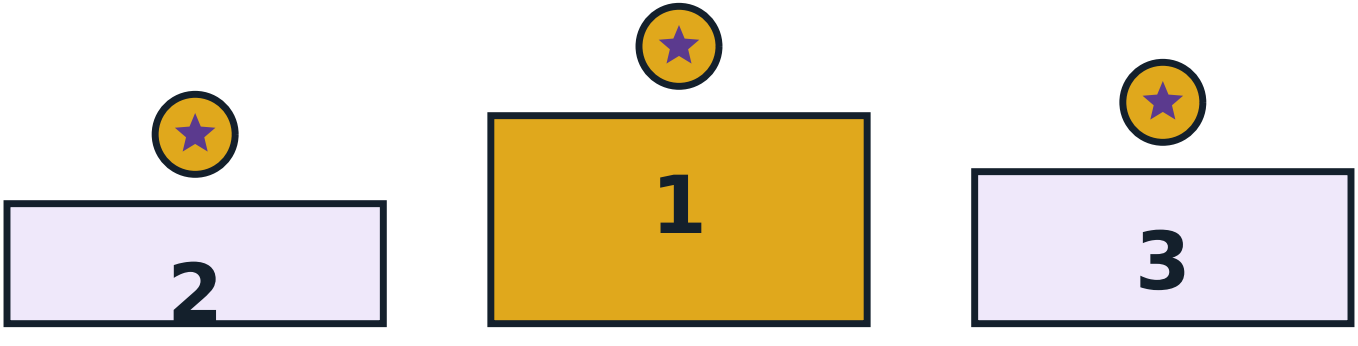
My Favourite Part of Wingsuit Flying and BASE Jumping

Gear Close-Up

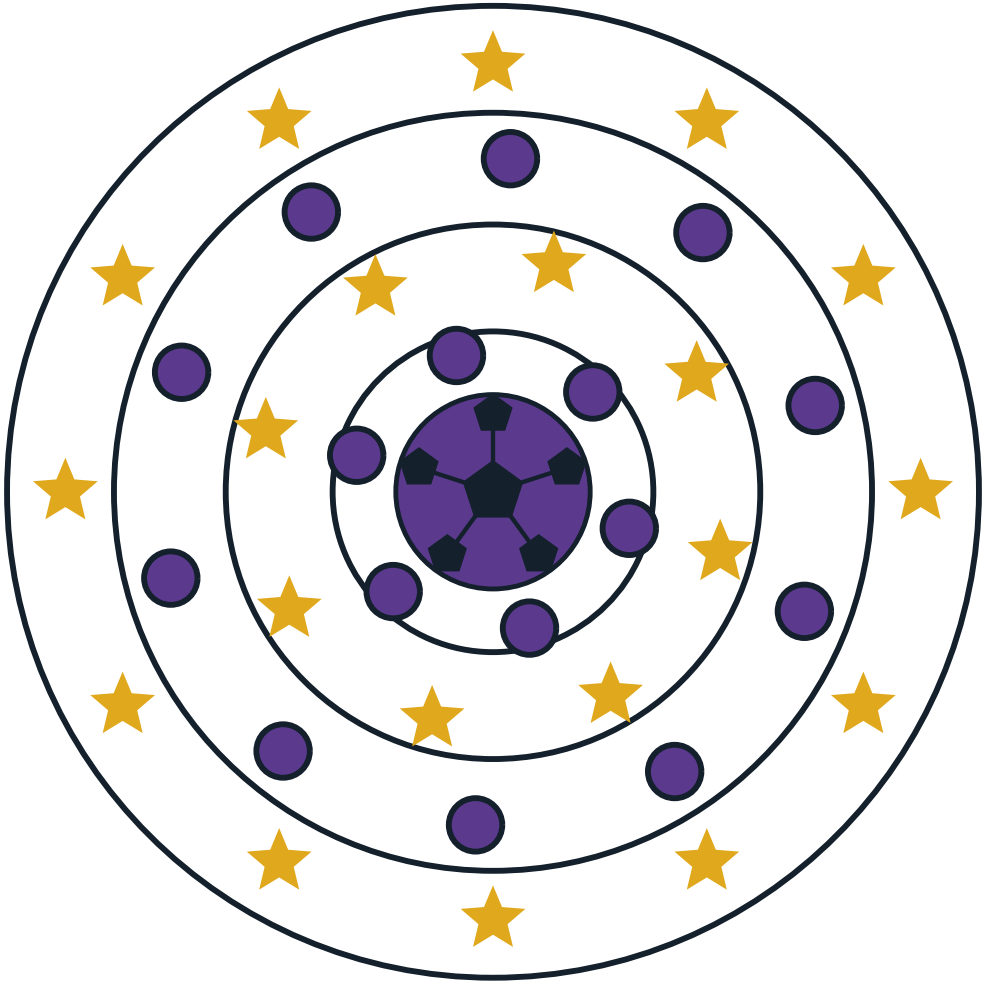


Champions!





The Mandala of the Game



About This Book

Governing body: FAI International Skydiving Commission (ISC, formerly IPC) — wingsuit competition only; BASE jumping has no governing body. Laws edition the site's rules file follows: FAI/IPC Competition Rules for Wingsuit Flying, 2018 Edition (effective 1 March 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

Wingsuit Flying and BASE Jumping

The Cartoon Book of Wingsuit Flying and BASE Jumping — 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.

