



Basic Team flying standard

Starting point for new team members

HAVE FUN TOGETHER

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Version control

Version	Change date / writer	Description
0.001 English	January 2013 / Roelof	Draft translation based upon published Dutch version
0.002	January 2013	Review Marc & changes, text style pictures changed, kites hovering
1.000	2013 February	Review John Barresi

Content:

Introduction	4
General	4
Varying composition	4
Main Objective	4
Sub Objectives.....	4
When and where to practice?	5
Basic required skill set.....	6
Equipment	7
The Kite	7
Lines.....	7
Handles.....	7
Dress code.....	8
Explanation of the used symbols.....	9
Basic rules in a team.....	10
Caller	10
Odd & Even	11
Position the air.....	11
GRID	12
Problems	12
The basic set of calls	13
Format of a call	13
50%, 75%	13
Go	14
Right	14
Face right.....	15
Left	15
Face Left.....	16
Up.....	16
Face up	17
Down.....	17
Face Down	18
Turn up.....	19
Turn Down.....	19
180	20
Slide	21
Follow	22
Stop.....	23
In line	23
Landing	24
Training instructions.....	25
Instructions for a larger team flight.....	26
Form of the standard	27
Attachments.....	27

Introduction

General

Revolution flying provides you big fun. But there is more. Team flying!!! As stated in the introduction of the Revolution Mega-Fly figures by Mike Kory: "the wonderful thing about flying a Revolution kite is that you can fly shoulder to shoulder with strangers and soon you are laughing with friends".

As newbie in team flying you are not familiar with the call's and less with the figures and you longs to step into this wonderful world.

This standard accommodates the little step between a good Revolution pilot and the mega fly manual on the Revolution site.

It is not necessary to be a member of a demo team, just when you meet other Revolution Pilots with the same background you can fly together in short notice.

The main objective of this document is to create "FUN" in flying together.

Just for Fun / Jst-4-Fn

Varying composition

As stated before you do not need to be a member of a demo team, all people familiar with the Jst-4-Fn standard are able to fly together.

Main Objective

Fly in varying compositions with pleasure. The individual skill level is not a blockage. All Revolution pilots are welcome to participate.

Sub Objectives

- A simple standard for team flying, with the purpose to hold the connection with international used calls, figures and rules;
- Obtain basic skills and knowledge of team flying
- Improve your individual flying skills
- Have fun in team flying

When and where to practice?

Anywhere, anytime you meet a Revolution Pilot. All experienced Revolution pilots are willing and able to help you with your questions, that is the Rev family 😊.

Basic required skill set

You have knowledge and some experience of the six basic flight controls and manoeuvres based upon these controls as described on the Revolution home page. www.revkites.com/learn-to-fly/revolution-techniques

1. Basic flight controls:

- Forward flight (all directions),
- Turns- left right, sharp & gradual,
- Stop and hover (all directions),
- Reverse flight (all directions),
- Speed control (forward and reverse),
- Speed slide (lateral flight).

2. Speed and spacing:

- Speed; be able to fly evenly, with the same speed.
- Spacing; maintain fixed distance to the kite in front of you

Important is to become familiar to fly using a lot of "brake", see the tip upon the setting of the handles

Equipment

The Kite

No rules upon the kite to be used. Sensible is the use of the same type four-line kite (e.g. all pilots a Revolution full sail or mid vented)

Spars, matter of taste. Keep in mind to choose your spar set-up in such a way it is possible for you to fly with the other pilots with the same speed and spacing.

Lines

Preferably smooth lines LPG, Shanti, Climax, any professional line. Length 120 ft is the international standard to be used in a team flight.

Handles

This is a matter of taste. Most important your leaders should have the possibility to fly with a lot of break.

Tip 1:

If you set up your leaders as depicted below you will be assured to cover almost any wind condition and to perform well in a team.

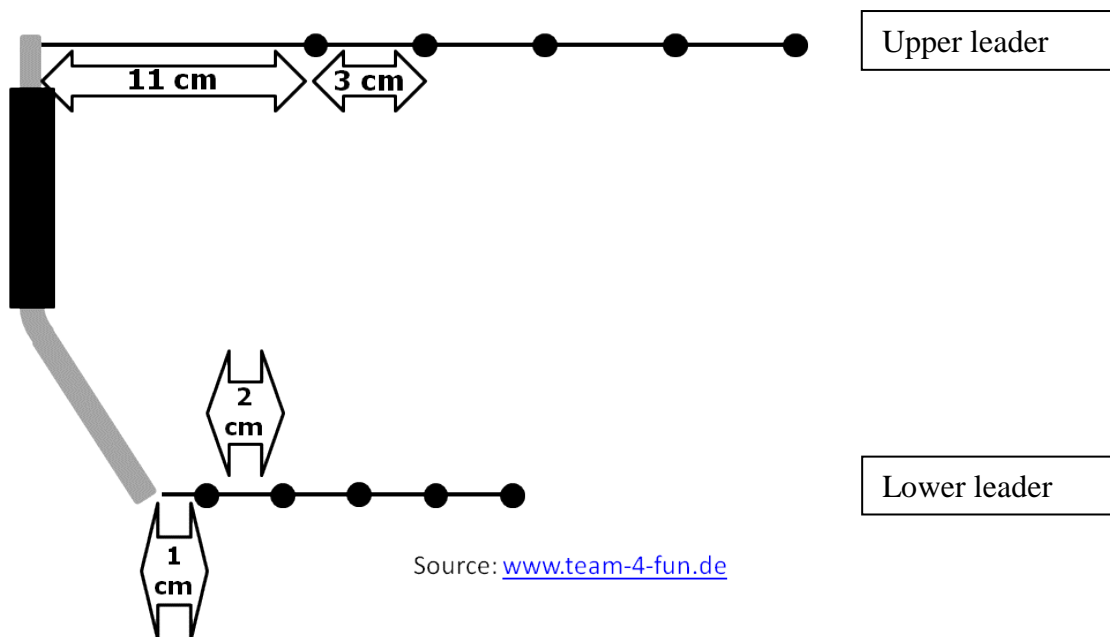


Figure 1

Tip 2:

Try to fly with the most possible amount of brake.

Start with the upper line at the end of the upper leader (the knot as far as possible away from your hands).

The break line attached to knot closest to your hands.

Launch the kite.

Succeed to fly the kite? Even if it is less comfortable as your were used, okay!, keep on flying.

If it is absolute not possible for you to launch the kite, move one knot up and try again.

This set up of your leaders may look strange. Your old settings did fly so easy. Bear in mind you start team flying and you need absolute control over the speed and spacing of your kite. This setting provides you the maximum control over your kite. Keep this setting and after half an hour / one hour practicing you will feel more comfortable.

Dress code

None, just take good care of yourself and make yourself comfortable.

Wind and waterproof clothing, good waterproof shoes or boots. If it is cold more layers of clothing and gloves. A cap or a hat and have good eye protection in case of sunny weather.

In case of sunny weather do not forget to protect your skin with a sunscreen agent.

In case of heath be aware: drink enough water.

Explanation of the used symbols

The calls are in English. The standard is also available in other languages. In the none English standards the calls are in English. This opens the way to fly in multinational teams. A great way to expand your contacts.

Where appropriate is indicated in the drawings if the kite flies or hovers in a position. In flying condition the flight direction is indicated.

The word "Face" is used for the Leading Edge of the kite.

Drawing Symbols

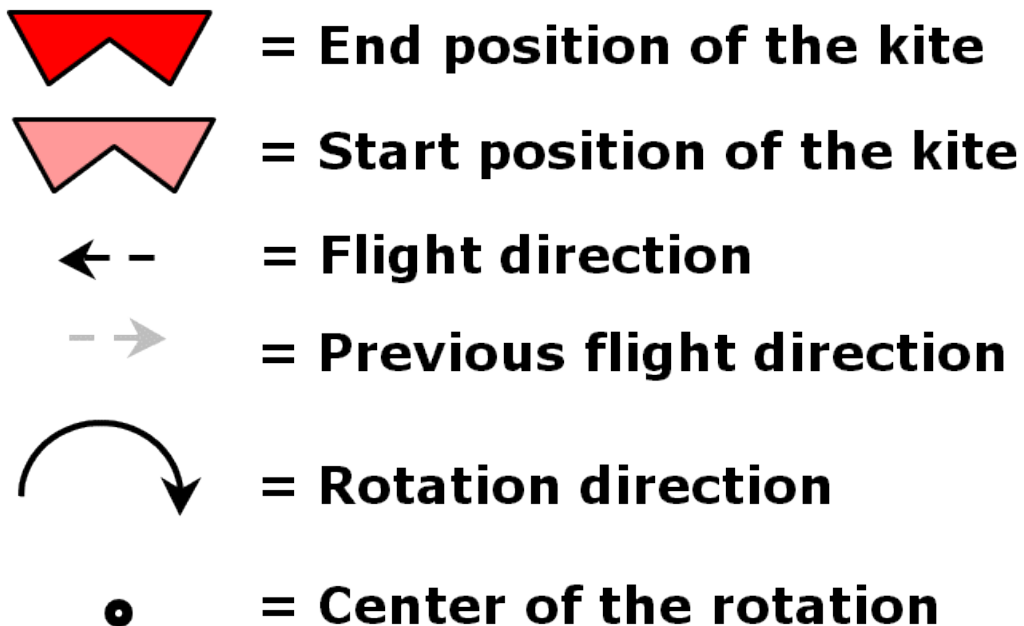


Figure 2

Colours used are the same as in Mega fly Rev Manual. Each position in the team line has a colour and a number and is used in the drawings (see "Numbering")

Basic rules in a team

Numbering

Looking from behind team numbering starts from the right. Starting with number 1 etc. The colour of the kite is connected to the number in the row.

Numbers in the team

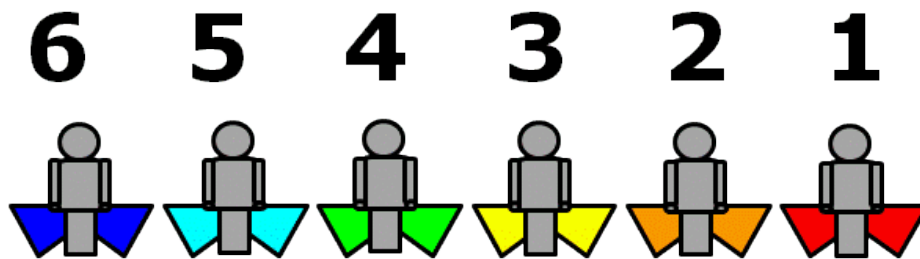


Figure 3

Caller

As Caller you have some extra responsibilities. It might be the situation you have less experienced team flyers in your team. And the pilots are less anticipated with the teammates.

Try to have a feel of the level of experience in your "temporary" team. Start with simple calls or use Rev sticks for a dry-run of the intended moves.

And most important keep between the "call" and the "Go" a extra second to provide a team member an option to shout "Say What"

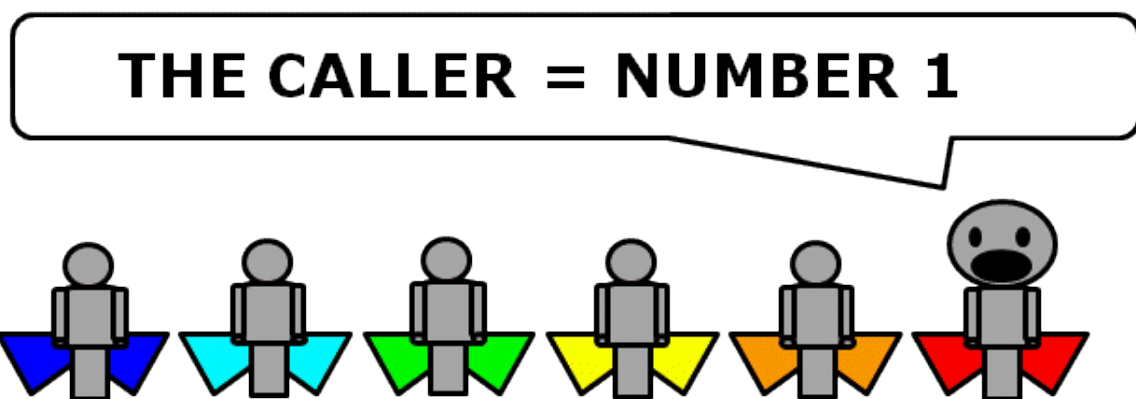


Figure 4

Odd & Even

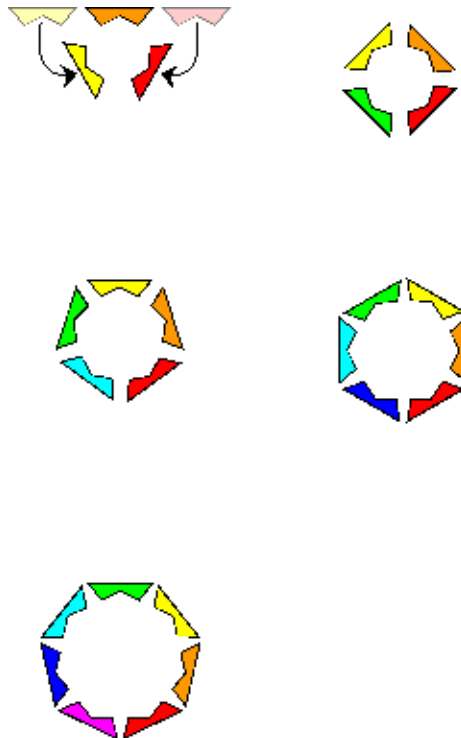
Your place in the team line is also your number. Known your number, the caller uses these numbers or specifies Odd/Even in the call. For example Face left, even,.../Go



Figure 5

Position the air

The same position as in the Revolution mega-fly Figures manual. For example Ball:



Source [Revolution Mega-Fly Figures v1d.pdf](#)

(version 1.4)

Figure 6

GRID

In grid: Not for this standard, see discussions on the USA Rev forum.

GRID POSITIONS

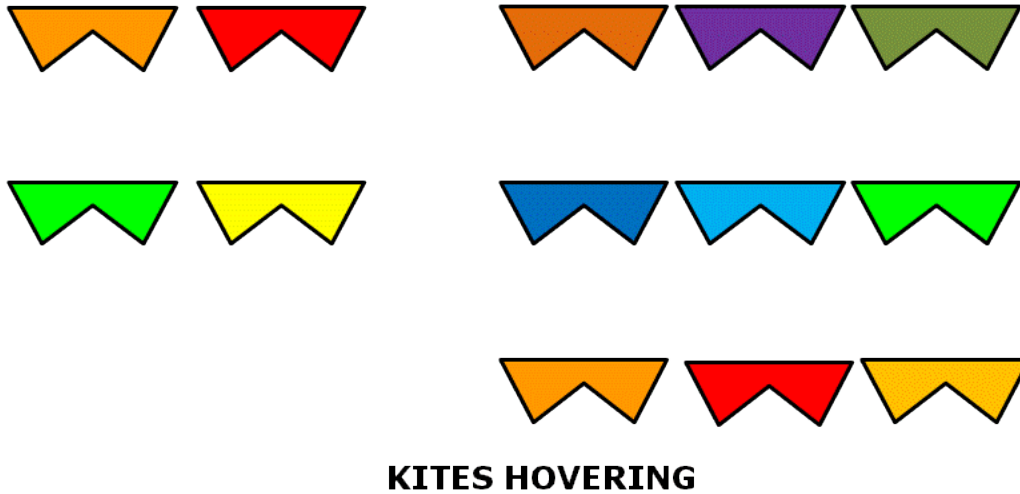


Figure 7

Problems

In case a pilot loses the control over the kite, neutralize the flight in a way suitable for the situation (stop in the air or force a landing). Give the pilot the opportunity to recover and time to rejoin on the correct place.

Another option for the caller is to shout "Fire Drill". Pilots choose independent a safe spot in the air or on the ground. Experienced pilots mostly fly to 100% (top of the window) and wait there.

As teammate shout "SAY WHAT" in case you do not understand the given call. As caller never give a "Go" in case of a "SAY WHAT".

In the situation of a major knot in the fly Lines..... stay relaxed and start to disentangle. Do not be upset, it happens to all of us someday☺.

The basic set of calls

Format of a call

The Caller shouts:

- The move to be made or a figure
 - For example "Face left"
- *Optional* an extra specification
 - For example "ODD face right"
- A little waiting time ...
 - In case of a pilots "Say What"
- And "GO"

Example:

- Without specification:

FACE LEFT,...GO

- With specification:

FACE LEFT, *ODD FACE RIGHT*,...GO

50%, 75%

Is the indication where to fly in the wind window.

% in the air

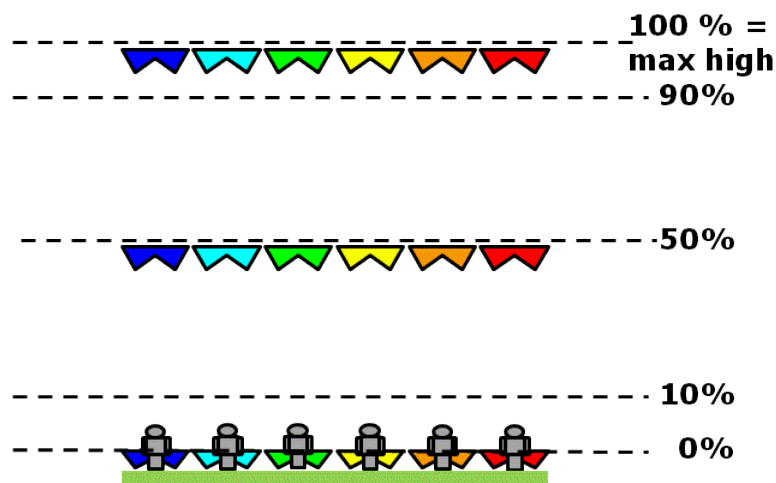


Figure 8

Go

In Holland is GO common, in the UK and the USA you will hear often NOW.

After the "GO" the instruction from the caller is performed by all team members.

Pay attention to those calls where the caller gives specific instructions to specific team members.

Eg. Face Right, number 1 and 3,...GO The numbers 2 and 4 remain in their original position.

Right

The Kites move all in a direction and simultaneously perform a 90 degree right turn around the centre of the kite. Continue flying in the new direction.

RIGHT...GO

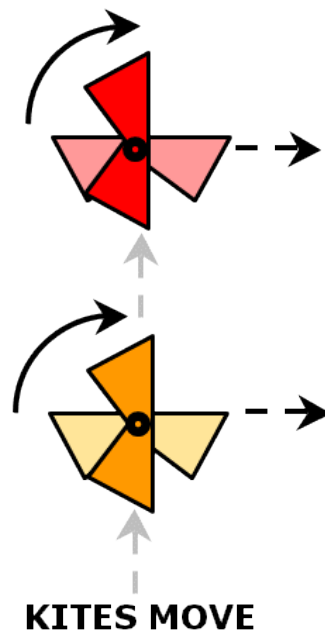
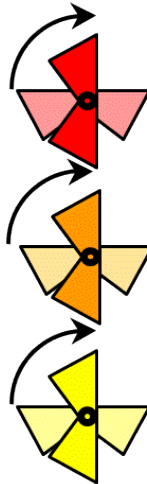


Figure 9

Face right

The kites hover in position and make a clockwise 90 degree rotation around the centre of the kite.

FACE RIGHT...GO



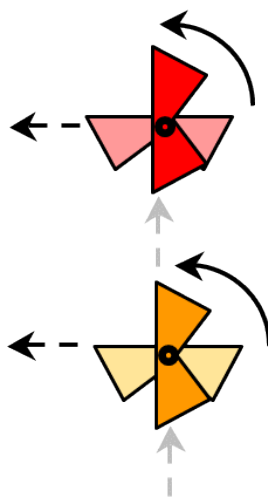
KITES HOVERING

Figure 10

Left

The Kites move all in a direction and simultaneously perform a 90 degree left turn around the centre of the kite. Continue flying in the new direction.

LEFT...GO



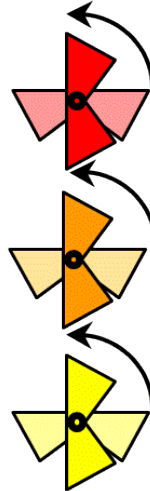
KITES MOVE

Figure 11

Face Left

The kites hover in position and make a counter clockwise 90 degree rotation around the centre of the kite.

FACE LEFT...GO



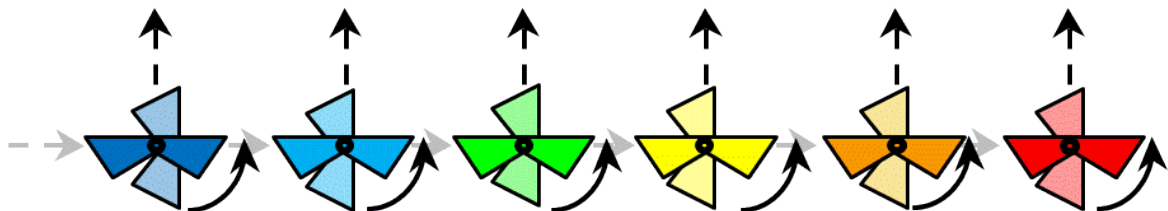
KITES HOVERING

Figure 12

Up

The Kites move all in a direction and simultaneously perform a 90 degree turn up around the centre of the kite. Continue flying in the new direction.

UP...GO



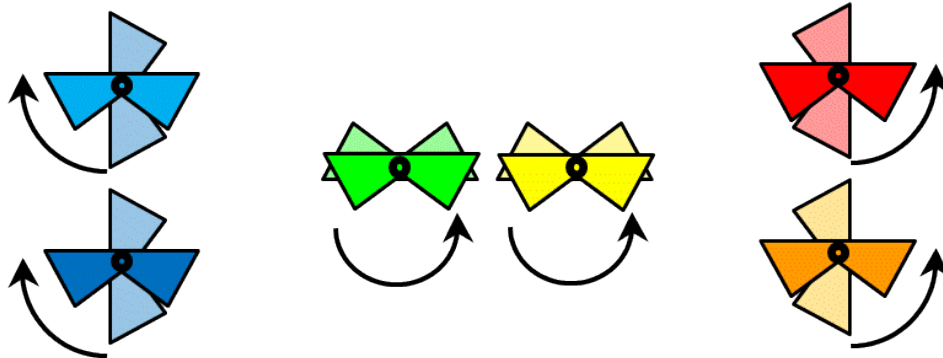
KITES MOVE

Figure 13

Face up

The kites hover in position and make a 90 or 180 degree rotation upward around the centre of the kite. The position in the wind window determines the rotation direction.

FACE UP...GO ALL POSITIONS



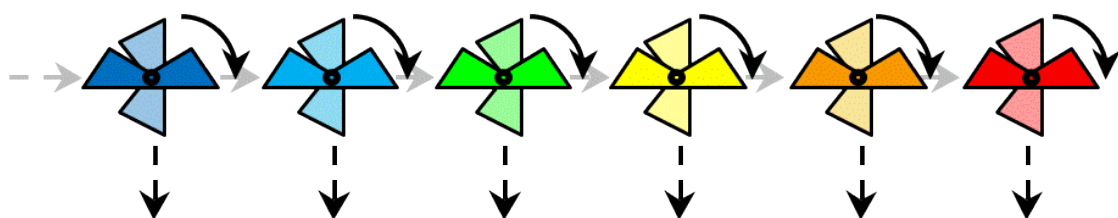
KITES HOVERING

Figure 14

Down

The Kites move all in a direction and simultaneously perform a 90 degree turn down around the centre of the kite. Continue flying in the new direction.

DOWN...GO



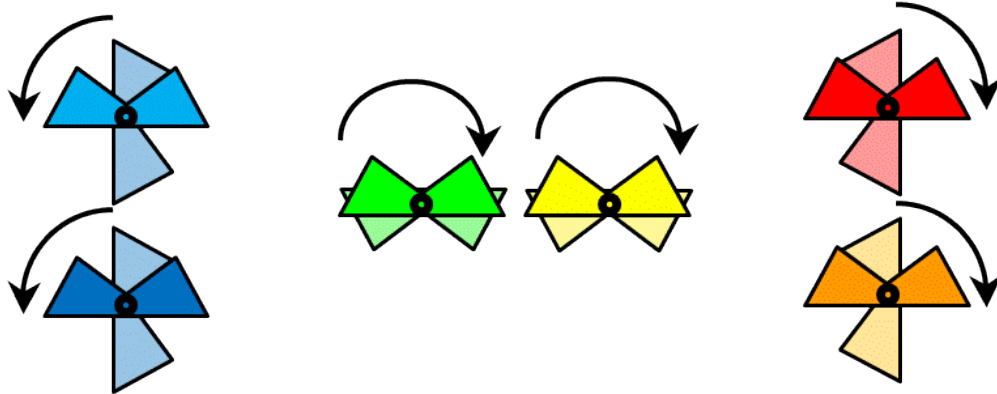
KITES MOVE

Figure 15

Face Down

The kites hover in position and make a 90 or 180 degree rotation upward around the centre of the kite. The position in the wind window determines the rotation direction.

FACE DOWN...GO ALL POSITIONS



KITES HOVERING

Figure 16

Turn up

A Turn up is performed by kites flying in a horizontal line and on the Go the kites make a half turn around the wing tip upwards. After the turn keep on flying in the new direction. This call can also be done flying a vertical line.

If the kites are hovering during the call the kites end up in 1 position higher in the opposite direction.

TURN UP...GO

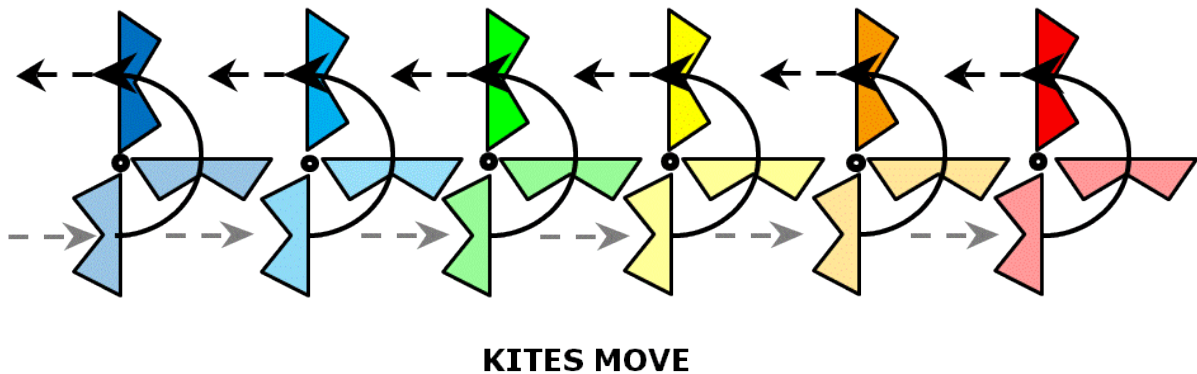


Figure 17

Turn Down

Same instructions as Turn Up. Only the kites make a half turn downwards.

TURN DOWN...GO

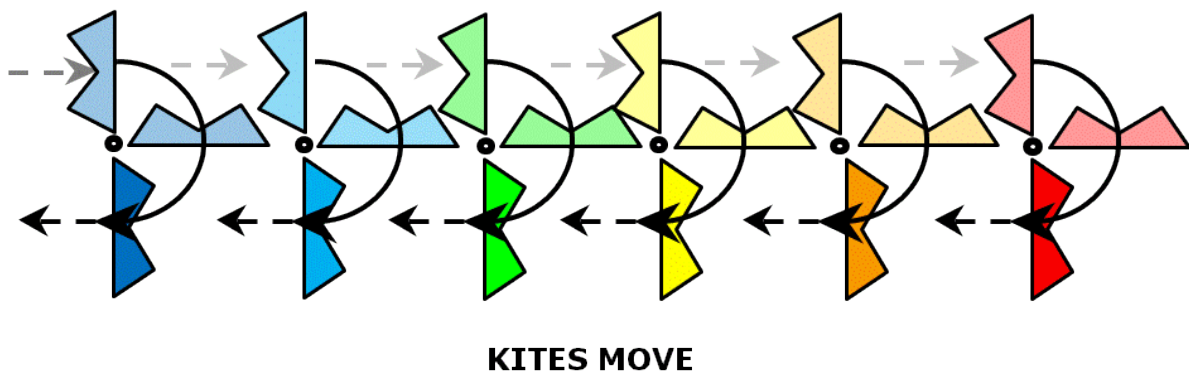


Figure 18

180

The kites make halve a turn around the centre of the kite and continue flying in the new direction.

Special attention for the rotation direction, this is determined by the position in the wind window (see figure 19 below). In the centre of the wind window the caller indicates the turn direction E.g. "180 clock wise / 180 clock" or "180 counter clock wise / 180 anti clock".

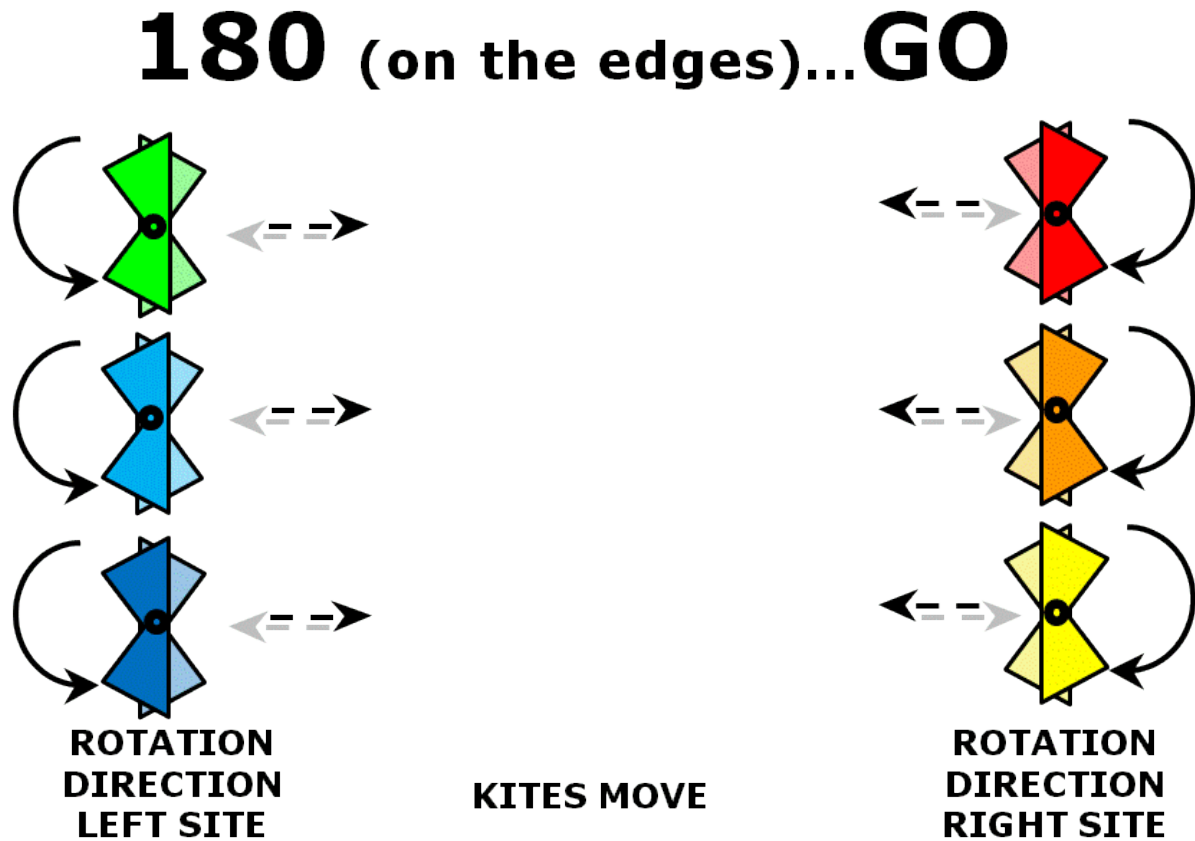


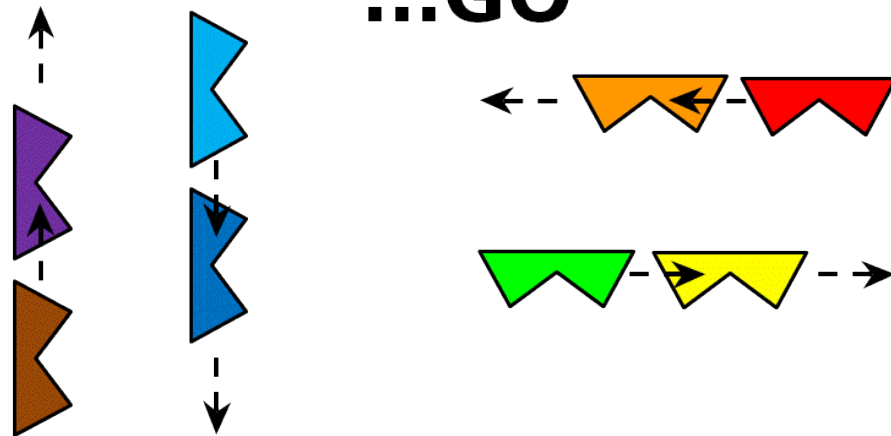
Figure 19

Slide

This call has a number of varieties based upon the position of the kites. May also performed in inverted position.

SLIDE UP/DOWN/LEFT/ RIGHT

...GO



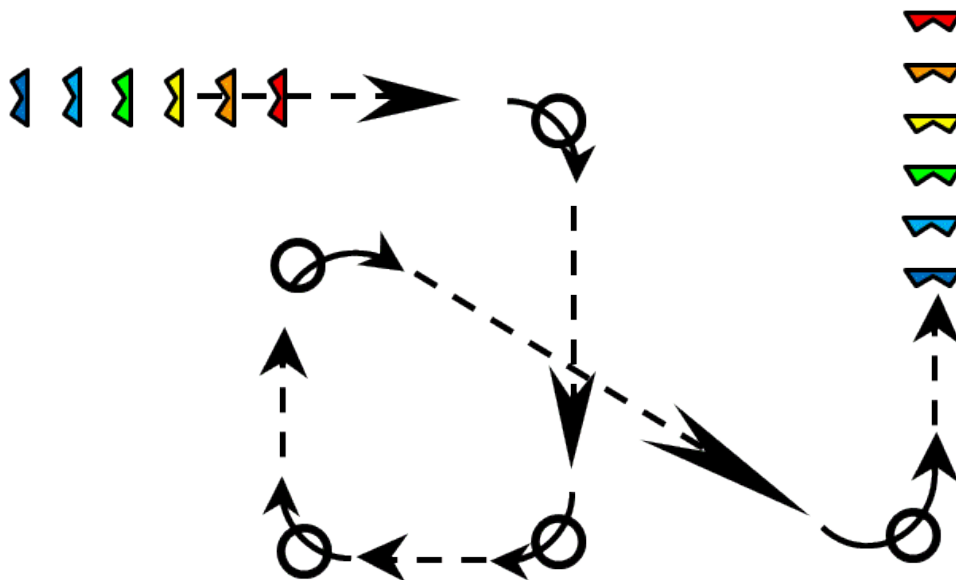
KITES START FROM HOVERING

Figure 20

Follow

The first kite determines speed and direction. The other kites follow exactly the path of the first kite. Pay attention not to cut corners, turn were appropriate around the centre or the wingtip of the kite. The First kite is not always the number 1. In de picture below after a "180" determines number 6 the direction.

FOLLOW...GO



Turns : all kites turn over the same spot, rotation point center of the kite

Figure 21

Tip: → Speed and spacing

In a "FOLLOW" please pay extra attention to speed and spacing. The first kite should not fly to fast, be aware of your teammate following you. An extra argument to apply enough "brake" in your handles settings.

Stop

A simple call, all kites stop simultaneously. The caller has to keep in mind he knows what his next call will be. After the call wait a little bit before you stop.

STOP = STOP

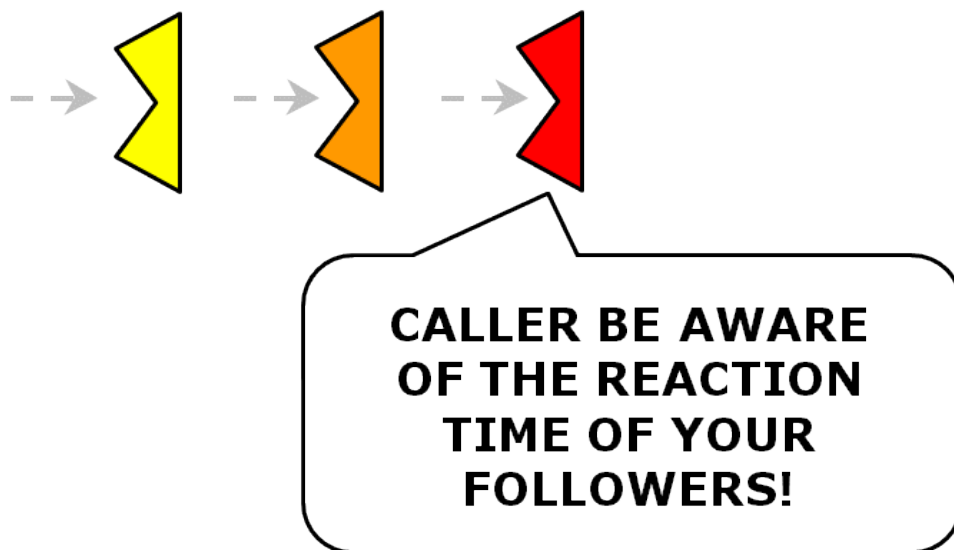


Figure 22

In line

For example return "in line" after a "BALL" figure.

IN LINE...GO

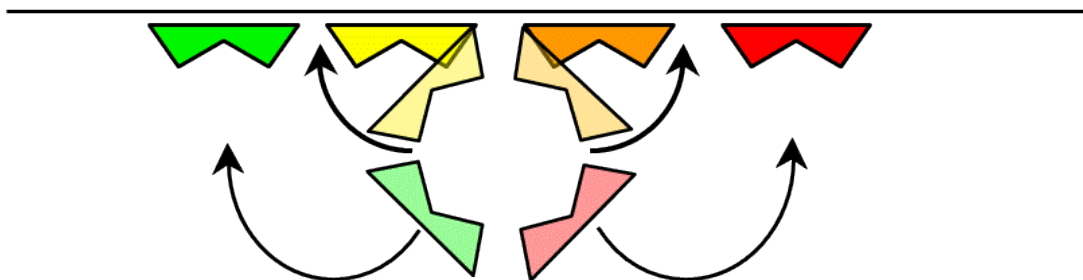


Figure 23

Landing

Caller specifies in the call how to perform the landing.
For example "Into Landing, **tip landing** GO"

INTO LANDING,.....GO

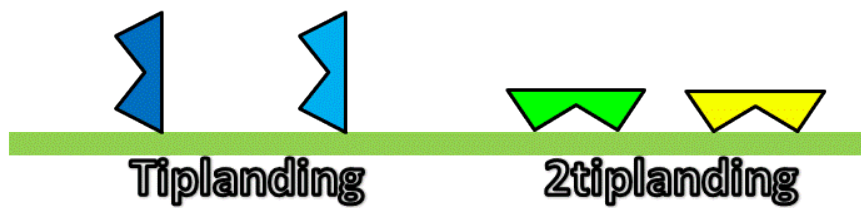


Figure 24

Training instructions

What can you do to train for the team flying?

- Read this standard. For questions please contact the author via the email address revolutionvliegen@hotmail.nl
- Perform if you fly single the figures like if you were in a team flight. E.g. do not cut corners in RIGHT, LEFT, UP, DOWN. Revolve around the centre of the kite.
- Train the turning around the wing tip for the TURN UP / DOWN.
- Practice to fly straight lines with a steady pace (horizontal and vertical lines).
- If you start to fly together, keep it simple. Start with just "follow" and try to keep the speed low and watch closely on the distance to the kite for you.
- If you fly with multiple pilots, use often STOPS to explain the next "new" call or to solve raised questions.

Start simple with a formation with less experienced pilots.

In line

Starting:

FOLLOW, STOP, GO, STOP, 180, FORWARD, STOP etc

In Line

FOLLOW, ...GO

Fly in the centre of the wind window a vertical with face up

STOP

1 and 3 FACE RIGHT...2 AND 4 FACE LEFT... GO

TO THE EDGES...GO

STOP

180... GO

GO...STOP IN THE MIDDLE

TO THE EDGES...GO

STOP

180...GO

GO...STOP IN THE MIDDLE

FACE UP ...GO

FOLLOW...GO

Create a horizontal line above the field

STOP

FACE DOWN ...GO

INTO LANDING, face down,...GO

Instructions for a larger team flight

Check in advance your lines (equal length);
Make sure you have your REV stick at hand;
Identify who the caller is, rotate the number 1 position;
If you are the Caller, know your participants, what is everyone's level,
keep it pleasant for everyone;
Decide on the ground what will be done;
Make sure you have the basic team routine with you for practicing, dry
run with the REV sticks;
Explain that if a pilot does not understand the command: the pilot should
call SAY WHAT;
Get a dose of good humour.

Form of the standard

PDF handout for print and publication on websites,
Centrally available is a Word document with PowerPoint pictures;
The source of this standard is stored on multiple locations as contingency against loss;
Simple layout;
Kiss (Keep It Simple Stupid) principle, no animations;
There is one writer, is not a fixed person but a person well motivated and with available spare time;
Current author's last name in the chapter "version control";
Group of reviewers for the technique and the use of language;
This standard is the worldwide free of copyright;
Changes are made by the writer;
Each year is determined how often a new release of the document is issued;
The author uses a neutral hotmail address for contact purposes:

revolutionvliegen@hotmail.nl

Attachments

There are no attachments. However, a number of separate documents are created with figures which, although not part of this standard, can be flown using the calls in this standard.

At this time (November 2012) is available:

-Examples of creative ways to start a team

At this time (November 2012) in available:

-Basic team routine

o For training purposes it makes sense to have a standard routine available. This routine, built with the calls in this standard should be simple but attractive to fly and watch...