



# PARACHUTIST INFORMATION MANUAL

## *Competition Manual*

PIM 4B

## *NATIONALS EVENT RULES*

JUNE 2011

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## CSPA COMPETITION MANUAL

### PIM 4B

### **The Canadian National Parachuting Championships Event Rules**

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The Competition Manual has been prepared by the Competition and National Teams Committee under the authority delegated to it by the Board of Directors of the CSPA.

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## CHAPTER 1

### Competitor Information

Information about the Nationals will be sent to CSPA members by way of Canpara, and will also appear in the minutes of the board meeting at which the site was selected. Further information may be obtained by contacting CSPA directly or accessing the CSPA Home Page.

The National Championships are open to Canadian citizens and to those with landed immigrant status and more than one year's residence in Canada. Others may compete as guests of the CSPA Board of Directors but may not be awarded trophies or medals for their placement in competition. (Please see Chapter 11 for further details.)

### Required Documents

CSPA Membership may be acquired directly from CSPA at least 15 days prior to the start of the Championships or at the site of the Championships. Each contestant, at the time of registration, will need the following documentation:

- current CSPA membership card (or an FAI affiliate membership, if non-resident)
- a CSPA "A" Certificate of Proficiency for the individual events
- a CSPA "B" Certificate of Proficiency for the Formation Skydiving, Canopy Formation and Artistic events
- jump logbook

Certificates of Proficiency will not be issued or be available at the site of the Championships.

### Performance Requirements

Competitors must be able to show signed logbook entries to document the jumping performances required for their events. It is the competitors' responsibility to ensure they are registered in the correct event. Performance requirements are:

#### Accuracy Landing:

- Open Accuracy Landing: no specific requirements
- Intermediate Accuracy Landing: no more than 500 jumps at registration
- Junior Accuracy Landing: no more than 200 jumps at registration
- Team or Sport Accuracy: no specific requirements

#### Canopy Piloting

- Intermediate Distance: 500+ jumps at registration
- Open Distance: 1000+ jumps at registration

#### Freefall Style:

- Open Freefall Style: three corrected series in 15.0 seconds or less (signed by a CSPA-rated judge, instructor, or past national freefall style team member)
- Intermediate Freefall Style: no more than 100 style jumps at registration

Formation Skydiving:

- **Open 4-way FS:** ten 3-way or larger FS jumps
- **Senior 4-way FS:** same performance requirements as the open class. For teams not wishing to enter the open event and choosing to compete in a class made up of teams not trying out for the National Team.
- **Intermediate 4-way FS:** 3 team members may have no more than 750 jumps each while the fourth team member may have an unlimited number of jumps at registration. In addition, the alternate may have an unlimited number of jumps, however on any round, only one team member with over 750 jumps may participate.
- **Women's 4-way:** same performance requirements as the Senior and Open class. All competitors must be women except the videographer
- **8 way and 10-way Speed FS:** ten 8-way or larger FS jumps
- **VFS:** at least 10 VFS jumps

Canopy Formation:

- **Open Canopy Formation** (Rotations, Sequential): at least 10 jumps during which a successful CF hookup has been achieved and at least 5 of the jumps must be successful 4-way or larger formations.
- **2-way CF:** at least 5 jumps during which a successful CF hookup has been achieved.

Artistic Events:

- **Free flying:** at least 10 Free flying team or group jumps.

Vertical Formation Skydiving (VFS)

- as above Formation Skydiving

Costs. All foods and accommodation costs will be the responsibility of the contestant. However, facilities will be available within a reasonable distance from the DZ. Competitors should verify beforehand whether or not personal cheques will be accepted at the Nationals, but payment of registration and entry fees may be made using cash, credit card, certified cheque or money order.

Travel Assistance. Financial Assistance may be available to competitors from provincial sport organizations to cover travel expenses. Contact those organizations before the meet takes place.

## CHAPTER 2

### Operation of the Nationals

The ultimate purpose of the championship is to determine the best sport parachutists in each event. The "spirit of the rules" then, dictates that individuals and teams enjoy a fair and equitable opportunity to demonstrate their skills in competition. Exemplary sportsmanship will be required of all contestants. The competition will run with six days of competition.

English and French are the official languages of the meet, with interpretation to be based on the English version of rules and regulations. All announcements should be in both languages.

### Registration

Registration for the meet will take place on site, at previously advertised times, at least two days before the meet starts. Competitors are encouraged to register early to avoid the last minute rush. At the time of registration, the competitor must state which events he/she wishes to enter. Registration will close at the commencement and reopen on completion of the opening ceremonies. Each competitor must complete and sign the appropriate liability release.

At the time of registration, competitors will pay a non-refundable registration fee, together with the appropriate event entry fees. These fees cover the cost of all scheduled competition jumps. The cost of the Nationals banquet may be included in the registration fee or may be charged separately. Alternates registered with teams are only required to pay the registration fee.

### Late Registration

Late registration is defined as any time after the commencement of the opening ceremonies. A late registration fee may be applied to National Team selection events only. The following rules apply:

- a) Until the first 30 minute call for Round 1 of each event
- b) For all events with drawn rounds the competitor(s) will waive consideration for the time requirements for public notification of the draws.
- c) Late registration may be allowed without penalty of a late fee.
- d) If a late registration fee is charged it will not exceed \$10.00 per competitor. Late registration fees are in addition to the registration and entry fees.

### Registering in Multiple Events.

Competitors may register in multiple events. Reasonable effort will be made to enable competitors to complete all events they are registered in. However, due to time or other constraints, they may not be able to meet their manifest call in each event. The Meet Director will consult the competitor; the competitor will choose his event priority. In the case of a missed round in an event the Chief Judge shall award a maximum/minimum score as appropriate.

All personal parachuting equipment used in the competition must be inspected and passed by the Meet Safety Officer before commencement of the competition. (See chapter 3 for details)

### Practice Jumps

Practice jumps will be available at the site for some period of time during the week prior to the championship and prior to the close of registration. Check with meet management for details.

Once the championships have begun, jumps other than competition jumps will be allowed as follows:

All competitors are entitled to make fun jumps during the course of the Nationals but once an event commences or once rounds are published no competitor registered in that event is allowed to make any jump (whether fun or practice) in that discipline or in a format resembling that event. For example, no CF or FS 4-way competitor may make 4-way jumps; no Freefall Style competitor may make Freefall Style jumps; no Free flying competitor may make Free flying jumps and no Accuracy Landing competitor may use any kind of target on the tuffet or in the field when landing. Competitors are not allowed to use a wind tunnel (freefall simulator) after the draw has been made.

Any competitor who violates this (these) rule(s) may be expelled from the event in question.

#### Opening Ceremonies

Opening ceremonies will take place prior to the commencement of the meet and will be followed by a competitors' briefing. The Meet Director, Chief Judge or Event Judges will give further briefings as required. Jumping will commence as soon as possible, weather permitting.

#### Cost of Jumps, Aborted Jumps, Re-jumps, and Refunds

Unless otherwise stipulated, all aircraft rides will be paid for by the competitor. In the event that a competitor or team has to abort a jump for reasons beyond their control (insufficient altitude, poor visibility or other unforeseen circumstance) and land with the plane, the cost of the airplane ride shall be born by the competitor or team.

In all situations where a competitor or team exits the aircraft and the judges are unable to score the jump, the cost of the jump shall be born by the competitors.

The cost of re-jumps in all events (regardless of reason) is to be paid by the competitor to the organizer, and will be assessed at standard jump rates.

No refund will be given if the competitor or team misses a jump and receives the maximum/minimum score for that round.

If the maximum number of jumps in an event are not made (regardless of the reason), the organizer will refund to the competitor the full price paid per jump not made.

#### Awards Ceremony and Banquet

The Medals will be awarded at the conclusion of each event at the end of the days jumping.

An awards ceremony will take place either on site or at the Nationals banquet, depending on whether or not all events have been completed by the time of the banquet and on the facilities available. The Nationals banquet will be held at the conclusion of the Nationals and may be held at the site of the Nationals or in a different facility.

### **CHAPTER 3**

#### **Equipment**

The equipment of each competitor; will be inspected by the Meet Safety Officer, or his appointed staff, immediately prior to or at competition registration. The inspection shall ensure that parachuting equipment to be used by a competitor is TSO'd, manufactured to the standards comparable to the SAE AS8015A,B or of a standard which has been approved by the Technical and Safety Committee. Experimental equipment will not be passed by the Meet Safety Officer as being acceptable for use in the competition.

The equipment will also be thoroughly inspected for abnormal wear and unauthorized or untested modifications and will undergo the standard riggers' safety check. The reserve parachute-packing card must be valid and repacked within 180 days of the completion date of the Nationals. A seal or other clearly visible marking will be attached to the competitor's equipment to indicate that the equipment has passed inspection for use in the competition. This identification will not be removed throughout the duration of the competition. The Meet Safety Officer may exercise the prerogative of inspecting equipment at any time during the competition. A competitor who changes his equipment from that initially approved must have said equipment approved by the Meet Safety Officer before continuing in the competition.

A competitor, whose equipment has not passed the initial or a later inspection by the Meet Safety Officer, has the right to appeal the decision to a representative of the Technical and Safety Committee.

In addition, any equipment, which malfunctions during the competition; will be inspected by the Meet Safety Officer prior to the competitor being permitted to continue in the competition using that equipment.

The Meet Safety Officer's inspection does not include the main parachute and its steering lines and mechanism and the means of attachment to the risers. The competitor is solely and wholly responsible for the airworthiness of these items.

Competitors should ensure that outer body garments are visible from a distance. Judging difficulties caused by hard-to-see jumpsuits will not be grounds for a re-jump.

Contestants must use instruments in accordance with CSPA BSRs, and may wear an AAD if desired. Premature activation caused by an AAD will not be grounds for a re-jump.



## CHAPTER 4

### General Event Rules

This section applies to all competition events.

1. There will be a competitor's briefing before each of the events. Further briefings will be held as required.
2. Manifest. It is the duty of the competitors to meet their correct manifest. Competitors will be called three times: "Stand by", 30 minutes prior to take-off; "gear up", approximately 15 minutes prior to take-off; and "load", approximately 5 minutes prior to take-off. Should a competitor/team not arrive in time to board the aircraft, he/it will be disqualified from that round, receiving the maximum/minimum score, as appropriate, unless he/it has previously notified the Meet Director of a necessary delay (e.g., reserve repack, etc.)

In the FS event while the jumping of a round is ongoing, the timing of the "Stand by" call may be increased to 40 minutes at the discretion of the Meet Director.

A competitor or team should report to the boarding area for the load in sufficient time to receive a gear check and final instructions (i.e., exit order and location of exit point) from the Loader. The gear check will include the inspection tag, the use of an instrument and protective clothing. No individual (competitor or staff) will be permitted to board any aircraft without an inspection tag and without being fully dressed.

3. If any round, in any event, is interrupted for any reason, that round will be completed at the earliest opportunity. It is the responsibility of the competitors to remain available in such an instance. Precisely similar meteorological conditions are not necessary to complete portions of any round or event.
4. (Not used)
5. Each contestant or team will be allowed no more than two (2) jump runs per jump, except where they are unable to jump for reasons beyond their control, or where the pilot and/or judges authorize another pass; or when it is apparent that the jumper is exhibiting common sense or safety in making additional passes. A satisfactory reason must be given to the judges upon landing; otherwise the jump will receive the maximum/minimum score.
  - 5.1 Where the exit is controlled by the judges; from the ground and if three jump runs are made without an exit command being given, the contestant or team may refuse to jump and may ask to land.
6. Behaviour
  - 6.1 The CSPA Basic Safety Rules shall govern the conduct of the Championships. The CSPA recommended procedures shall also govern the conduct of the Championships, except as specifically stipulated by the Meet Safety Officer.
    - 6.2.1 Competitors will abide by the rules of good behaviour, follow the timetable set by the Meet Director, be on time for the events, obey the judges and respect the order of jumping.
    - 6.3 Competitors will comply with the standards for anti-doping as stipulated in CSPA PIM 5, policy 5 which adheres to the Canadian Anti-Doping Program ([www.cces.ca](http://www.cces.ca)) and in accordance with the FAI Anti-Doping Rules and Procedures (FAI 3.11.2). Athletes are responsible for familiarizing themselves with the anti-doping policies.

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- 6.4 Failure of an individual or team to:
- a) Observe the rules of good behaviour;
  - b) to follow the Basic Safety Rules and recommendations;
  - c) to display good sportsmanship; or
  - d) to obey the rules of competition
- shall result in either a written warning, a monetary penalty, a maximum/minimum score for a round or expulsion from an event or the championships. The responsibility for the investigation of any incident will rest with the Meet Director who, depending on the severity of the matter, will either deal with the incident himself or pass it to the jury. The jury shall operate according to the rules of natural justice and for a description of the duties of a Jury see Chapter 12.
7. All scores will, as soon as they are determined, be indelibly recorded on a master score sheet displayed in a central location.
8. Allowable variations in exit altitude shall be 50 metres (165 feet) above and 50 metres (165 feet) below that prescribed for the event.
9. Aircraft Flight and Ground to Air Communication
- 9.1 Aircraft flight and/or patterns must be established by joint agreement of the pilots, Meet Director and Chief Judge. The interests of safety must be maintained at all times.
- 9.2 Communication between the Meet Director or the Judge on the ground and the aircraft shall be by radio communications.
- 9.3 Deliberate disobedience of radio instructions from the Meet Director, Chief Judge or appointed agents thereof, will constitute grounds for disqualification from a round or event.
10. Re-jumps
- 10.1 If any principal judge observes a circumstance which merits a re-jump for a competitor or team, he will inform the Chief Judge or Event Judge, describing the incident. Upon a decision by the Judges involved, the competitor or team should be immediately informed of the award of re-jump.
- 10.2 If any competitor or team feels that his/its performance ability has been impaired by circumstances beyond his/its control, such that he/it believes a re-jump is warranted, he/it may make a written request to the Event Judge for a re-jump.
- The competitor or team must clearly state the reason for the request and provide names of witnesses and ensure their immediate availability to provide information if called on by the Judges.
- 10.3 A request for a re-jump by a competitor or a team may not be based on the evaluation of the particular jump by the Judges, but rather on the underlying principles and/or interpretation of the rules. The judges shall not consider or take action on any re-jump request simply because the competitor or team is dissatisfied with the results of his/its performance or with a decision of the judges.
- 10.4 The request for the re-jump must be made within one hour of the score being posted on the master score board. Time from official stand down to official start is not considered in this determination.
- 10.5 Each of the principal judges present during and observing the circumstances involved in the incident shall have a vote.

- 10.6 The Chief or Event Judge shall convene a meeting to consider the request, discussing matters only with those judges knowledgeable of the incident and with any other parties he feels can contribute pertinent information. As soon as the Chief Judge is satisfied that the matter has been handled judiciously, the judges will discuss the request and ballot will be taken to decide the issue.
- 10.7 If a competitor or team is dissatisfied with a decision of the judges, he/it may appeal to the jury on matters of rule interpretation. Such appeals against a decision of the judges must be submitted to the jury in writing within one hour of the competitor/team being informed of the decision. For a description of the duties of a Jury see Chapter 12.
- 10.8 Any appeal contesting the decision of the judges shall not be based on the decision itself, but on underlying principles and/or interpretations of the rules. The Jury will not consider or take action on any appeal against a decision of the judges simply because the individual or team is dissatisfied with the decision or the results of his/its performance.
- 10.9 Each written appeal; to the Jury; must be accompanied by a fee of **\$20.00**. This fee will be refunded if the appeal is upheld or contributed to the Team Fund if denied. The Appeal shall contain the following:
- a) a description of the incident and the time at which it occurred;
  - b) the particular Rule(s) on which the Appeal is based; and
  - c) supporting arguments or reasons why the Appeal should be granted.
- 10.10 Any decision or ruling rendered by the Jury shall be final and without appeal to any other party.
- 10.11 Re-jumps will be made as quickly as possible. If practical, re-jumps will be made at the end of the particular round. In individual accuracy the desire to have re-jumps made as quickly as possible will take precedence over the intent to manifest particular groups (ie: women) together. It is the duty of the competitors to report to manifest as quickly as possible, packed and ready for the re-jump.
- 10.12 If a re-jump is granted to a competitor or a team who has requested it, it must be made. If the competitor or team does not jump, he/it will receive maximum/minimum score, as appropriate, for that jump.
- 10.13 If a re-jump is offered to a competitor or a team who has not requested it, the choice of making the re-jump is with the competitor or team. The decision to make or not to make the re-jump must be made within five minutes of the offer in the case of individual events and within 30 minutes of the offer in the case of team events. If the offer of a re-jump is refused, the competitor or team will receive the score as judged from the original jump in question.
11. & 12. (not used)
13. Normally only one event may be conducted at any one time (with the understanding that the men's and women's individual events are not considered separate events and are not subject to this rule). However, having due consideration for safety and efficient running of the competition, the Meet Director may, with the agreement of the Chief Judge, conduct more than one event at the same time.
14. (not used)
15. (not used)
16. Jumping may take place as long as there is; in the opinion of the Chief Judge, sufficient light and meteorological conditions to allow competition to be fairly conducted.

- 17.1 Speed of Jump Aircraft  
During individual competition, the speed of the jump aircraft at the time of exit shall not exceed 87 knots (100 mph) indicated. Any slower speed desired will be in accordance with joint agreement between pilot and competitor.
- 17.2 During FS and CF competition, the speed of the jump aircraft at the time of exit will be as follows:  
Twin Otter, King Air and Cessna Caravan - 85 knots (+/-5 knots) indicated airspeed  
Other aircraft - as determined by meet management.
- 17.3 It shall be the responsibility of the pilot to maintain airspeed within the limits. The team or competitor may request a second pass if it/he knows the aircraft speed is not within the limits specified at the time of the intended exit.
- The time of intended exit in the FS and CF events for the purposes of this rule means the time at which any team member starts to put his body or equipment outside the door of the aircraft prior to a team member or the team falling away from the aircraft.
18. Refusal to Jump
- 18.1 A team or competitor may refuse to jump for any just cause (eg: clouds, other aircraft, lack of oxygen, increased winds, premature parachute activation, high G jump runs, etc.). The cause must be validated by the pilot and the judges; upon explanation by the competitor or team captain.
- 18.2 If a competitor or team refuses to jump in accordance with rule 18.1, he/it must ride down with the aircraft, unless permitted to jump by the judges or ordered to do otherwise by the pilot.
- 18.3 If a competitor or team exits the aircraft, whether the aircraft speed is outside the limits in rule 17.1 and rule 17.2 or not, the jump will be declared official and will be scored unless the jump was permitted by the judges or ordered by the pilot. No re-jump will be granted by reason of an exit under such circumstances, but may be granted for other valid reasons in accordance with rule 10.
- 18.4 Aborted Jump: A team may choose not to exit the aircraft for any pertinent reason, and land with the aircraft. Once any team member (other than the videographer) has left the aircraft the jump shall be evaluated and scored. A team that has landed with the aircraft, shall be given a new opportunity to jump as soon as possible.
19. Aircraft Inspection. Prior to the start of the competition the Meet Director and the Meet Safety Officer will inspect the aircraft to be used to ensure that they present no hazard to the competitors (ie sharp edges etc). Once inspected and pronounced satisfactory, no protest may be filed concerning the structure of the aircraft.
20. Minimums for Valid Event. No winners will be declared or trophies awarded in a particular event unless the minimum requirements for a valid event have been completed.  
In addition to the minimum number of jumps specified in the rules for each event, an event will be considered valid only if at least two teams or two individuals, as appropriate, are entered in the event. If a valid event cannot be constituted, the Meet Director, after consulting with the Chief Judge and the competitors concerned, may decide to include those competitors in another event provided they meet the performance requirements of that other event.
21. Ties in the Standings
- 21.1 If two or more competitors/teams in a particular event have the same score in first, second or third place, the standings shall be determined by making additional jumps (maximum of three jumps) until the tie is broken or according to the rules for the event in question.

22. Elimination Cuts  
Should time and circumstances dictate, the Meet Director, in consultation with the Chief Judge, may employ an eliminations cut to ensure the completion of the Championships.
23. Any rule, definition, circumstance, etc. not specifically covered in these regulations shall be resolved by reference to the current edition of the FAI Sporting Code and the relevant IPC Competition Rules.
24. All contestants, by entering the Championship, agree to accept and abide by the CSPA Basic Safety Rules and Recommendations and these Competition Rules.



**CHAPTER 5**  
**Accuracy Landing Rules**

**Individual Accuracy Landing Event**

1. Each competitor will make ten (10) precision landing jumps, with delays of from 0 to 5 seconds all of which shall be scored. Three rounds will constitute a valid event.
  - 1.1. Altitude and Exits. The exit altitude will be 2800 ft. with two competitors out per pass.
  - 1.2. Speed of Jump Aircraft. The speed of the jump aircraft at the time of exit shall not exceed 87 knots (100 mph) indicated. Any slower speed desired will be in accordance with joint agreement between pilot and competitor.
  - 1.3. Maximum Jumps. A competitor will make as many jumps in a day as may be required to ensure the smooth running of the event. The Meet Director in conjunction with the Chief Judge will make the final decision keeping in mind the principles of sportsmanship and fair play.
  - 1.4. Practice Jumps. See Chapter 2.
  - 1.5. Wind Drifts. Prior to starting the accuracy landing event, or if accuracy landing jumping has been interrupted for more than sixty minutes (60), at least one wind drift indicator will be dropped by a Judge or by an experienced parachutist appointed by the Event Judge, from the designated opening altitude above the target.

The wind drift indicator will have approximately the same rate of descent as the parachutes used by most of the competitors. Its landing point will be marked on an aerial photo or plan of the area. Uninterrupted continuity of the accuracy event and the opportunity for competitors to observe canopies in the air will be considered as sufficient for all competitors to evaluate the opening point.
  - 1.6. National Team in Training. In any "off year", when there is no National Team selection, the current National Freefall Style and Accuracy Landing Team members may jump together in a team accuracy stack for training purposes in rounds one through nine. All the rules for the Individual Accuracy event shall apply to the team members except sections 8 and 9. In addition, if the AMD cannot be repositioned because of insufficient separation between team members, and if the team member lands on the AMD, he or she shall receive the score indicated. If the AMD cannot be reset, the score will be the maximum measurement of the AMD.
2. Wind Indicators
  - 2.1. The direction of the wind at ground level will be indicated by a sensitive wind direction indicator (streamer) or other suitable device capable of responding to winds of less than 2 m/s. and placed within 25 metres of the target. The position will be decided by the Event Judge. Its position is no grounds for a protest.
  - 2.2. A windsock capable of measuring direction and wind speed from 2 to 9 m/sec. (5 to 20 mph) will be mounted at canopy height within 100 metres of the target.
  - 2.3. The wind indicators to be used shall be approved by the Championship Jury before the start of the accuracy landing events and once approved, the construction and/or design of them will not be grounds for any rejump request or appeal to the Jury.

3. Wind Speed. The maximum allowable ground wind velocity will be between 6 and 8 m/sec for accuracy landing events. The wind limit will be set by the Chief Judge; in consultation with the Accuracy Event Judge and the Meet Director. Competitors will be informed of the wind limit at the initial briefing. The speed of the wind shall be indicated by an anemometer, which shall function without interruption and shall be installed at canopy height within 25 metres of the target area.

If the wind speed at any time exceeds the prescribed limit, any competitor who lands 10 seconds before or 30 seconds after such an occurrence may elect to make a rejump.

If the wind speed continually keeps going over the limit (8 m/sec) or where it is apparent that the wind speed will remain in excess of the limit, the Automatic Measuring Device (AMD) will be removed or covered and a hold of at least five minutes will be instituted. The AMD will not be replaced or uncovered and jumping will not resume until a period of five minutes has elapsed following any recorded wind speed in excess of 9 m/sec.

4. Change of Wind Direction. An abrupt change of more than 90 degrees in the ground wind direction, when the average wind speed exceeds 3 m/sec (6 mph) shall require a suspension of jumping and the dropping of a wind drift indicator. This decision shall be made by the Judges and is not subject to protest. Any competitor in the air at the time when a decision has been made to suspend jumping because of high winds or a change in direction shall be granted a re-jump.

5. Manifest Order

- 5.1 Prior to the beginning of the first round of the accuracy landing event, the Meet Director will select the manifest order by "blind" draw or other suitable means. The competitors will jump consecutively in manifest order, subject to re-jump requirements, from the number starting each round. Competitors are prohibited from making a change in the manifest order or the manifest for an assigned aircraft, but may rearrange the exit order within an aircraft load in order to avoid simultaneous landings.

- 5.2 Competitor Rotation. When there has been an interruption in the accuracy landing event, such that a wind drift indicator is dropped, and such an interruption occurs at the end of a complete round, or in the last quarter of the jump order, the first one-quarter of the competitors in the manifest order will be placed at the end of the jump order for the next round.

- 5.3 The blind draw and manifest order will be organized in such a manner as to allow: a) the women in the open class to jump consecutively in order; and b) competitors in the intermediate and junior classes to jump consecutively in order.

- 5.4 Reverse Order of Standing. In the tenth round of individual accuracy landing the open class men and women will jump together and the manifest jump order will be in reverse order of standing after nine rounds.

6. Re-jump Considerations. Reasonable grounds for a re-jump in the accuracy event include the malfunction of the main canopy; a fault in the steering mechanism not due to careless packing or maintenance; turning off the target to avoid an imminent mid-air collision, etc. Re-jumps will not be considered where a competitor has been judged to have had a reasonable opportunity to perform.

The subsequent failure of equipment; other than the main parachute, steering mechanism and riser attachment (see Chapter 3), which has been inspected prior to the meet may be grounds for a rejump. All situations will be judged individually as they occur.

- 6.1 If a re-jump is granted to a competitor who has requested it, it must be made. If the competitor or team does not jump, he/she will receive maximum score, as appropriate, for that jump.

7. If a higher competitor is descending to a level that could present a potential hazard to another jumper who has set up for a final approach, the higher jumper should turn off and signal the Judges that he is doing so for reasons of safety. Only if the Judges agree that he made the proper decision, will he be granted a re-jump. The judges will not grant a re-jump if they feel the decision to turn off was a sudden whim or impulse and was not called for, or was the result of the competitor's dissatisfaction with his target approach -or if the competitor thereafter makes an attempt to land on target.
8. During the accuracy event, should two or more competitors approach or land simultaneously and in the process interfere with each other, the Judges may grant a re-jump to one or both. In these circumstances, the Judges should order one competitor to turn off and land clear by waving a large red flag or by using smoke. However, if no such wave-off is given, the competitor should continue a target approach, unless he chooses to comply with paragraph 7.
9. The signal to be used by the competitor to abort an approach will be arms outstretched horizontally or other clear unmistakable signal as circumstances dictate.

On an aborted approach where the competitor has canopy control problems, a reasonable attempt shall be made to use the outstretched arms signal as long as a safe landing is not compromised. When there is a canopy control problem, the competitor will not touch his equipment; until it has been inspected (after landing) by a Judge.

10. No competitor assistance is permitted other than that supplied by the competition management. Specifically, signals spoken aloud or made by signaling devices are prohibited. Such signals, verbal or otherwise, could result in a maximum score being awarded for the jump or in disqualification from the event or the entire championship. The Meet Director will make the decision, after consultation with the Judges.
11. Observing Judge. In the accuracy event, at least one Judge will be assigned as the Observing Judge and will check delayed fall of each competitor, exit point shifts, competitor interference, winds (ground and aloft - speed and direction changes), obscured target or any other conditions that would constitute grounds for a re-jump. It is the duty of this Judge to record all observed incidents and to immediately notify the Event Judge of developing circumstances so that possible incidents or merited re-jumps might be evaluated and handled as quickly as possible.
12. Winds Aloft.  
If the Observing Judge notes two or more successive competitors experiencing winds aloft that prevent them from making a reasonably accurate target approach, even though having exited at the indicated point, he shall immediately inform the Event Judge. If a decision is reached that the winds aloft have changed to this extent, the affected competitors will be granted re-jumps, and the Event Judge may call for a new Wind Drift Indicator drop to be made.
13. "Winds Aloft" shall be defined as any point above the height of the anemometer up to the exit altitude.
14. Measurement.  
14.1 In the open class landings will be scored by an AMD. Any landing point off the AMD will be given a score of 16 cm.

- 14.2 In the intermediate and junior classes landings will be scored by an AMD or by manual measurement for landings off the AMD by measuring from the first point of body contact with the surface to the edge of the dead centre disc.
- The score for the jump will be the distance in metres and centimetres. All landings beyond 10 metres will be scored as 10.00 metres.
- 14.3 Any competitor achieving a perfect score (0.00) will be awarded with a "dead centre cookie". However, if the judges are unable to supply the competitor with a cookie this will not be grounds for a rejump.
15. (not used)
16. Target.
- 16.1 The target area will be a "tuffet" acceptable to the Chief and Accuracy Landing Event Judges.
- 16.2 The target itself, placed in the centre of the target area, shall be an AMD, acceptable to the Chief Judge, with a dead centre disc having a diameter of 2 cm. The system will be kept as flat as possible, may be mounted centrally on an underlying pad, and must measure to a distance of at least 15 cm. from the edge of the disc. If an AMD with a 2cm disc is not available an AMD with a 3 cm disc may be used.
17. Automatic Measuring Device
- 17.1 If the Judges determine that the first point of body contact on landing is on the AMD, the score for the jump will be the measurement registered by the AMD. The judges will not override the AMD except in circumstances outlined in 17.2.
- 17.2 If the judges determine that the AMD is defective and the first point of body contact is on the AMD, the competitor may elect to make a rejump or may accept a score of 15 cm.
- 17.3 If the AMD becomes defective such that a round of jumping has to be continued using a "backup" AMD, no re-jumps will be awarded to competitors having already jumped in that round whose score was measured by the original AMD, unless the Judges determine the original AMD was defective in its function for a period of time prior to it being declared defective. Those competitors having jumped and their first point of contact being on the AMD, during the period in which the AMD was declared defective, shall have the option of making a re-jump. Once the decision has been made to make a re-jump the original score for the round will be deleted and the competitor's score on the re-jump will be the score for that round.
- 17.4 In order to avoid damage to the AMD, suitable footwear must be worn. The Judges have the right to decide what footwear is suitable and may refuse to allow certain footwear to be worn. This decision is not subject to any appeal to the Jury.
18. Judging Procedures
- 18.1 Three judges will work at the target to determine if the first point of body contact is on the AMD or not. If it is on the AMD, see rule 17.1.
- 18.1.2 If, the competitor is in the intermediate or junior class and if the first body contact is not on the AMD, the three judges will lay their fichets flat on the surface at the landing point. When the judges have agreed on the landing point (being the average point of all fichets), a fichet will be placed vertically and the measurement in metres and centimetres will be made to the nearest lower centimetre, taken from the axis of the fichet to the nearest edge of the dead centre disc.

- 18.1.3 If the competitor is in the intermediate or junior class and the judges determine that the first point of body contact was not on the AMD and the ficht triangulation results in the mark being within the circumference of the AMD, the score given shall be the maximum score measured by the AMD plus 1 cm.
- 18.2 At least one judge (leg judge) will be positioned at the 5 metre circle to observe which part of the body made first contact with the surface. The opinion of the leg judge(s) will be used if the three judges in the centre do not all agree on the landing point.
- 18.3 A training judge may work at the target, but his or her opinion will not be used for scoring.
- 18.4 If the AMD is not repositioned before the competitor lands, a re-jump must be offered.
- 18.5 If the AMD is repositioned but is not reset or does not register and the first point of body contact is on the AMD, the competitor may elect to make a rejump or may accept the maximum score measured by the AMD.
- 18.6 If the AMD is repositioned and the first point of body contact is not on the AMD, no re-jump will be awarded, whether the AMD is reset or not.
19. The event winner will be the competitor (male and female, separately) whose total distance for all jumps is the lowest. In the event of a tie for the first three places, the standings shall be determined by making additional jumps until the tie is broken. However, no more than three such tie breaking jumps shall be made and if the standings are still tied after three jumps, then the competitor with the greater number of low scores (i.e. dead centers, 1cm, etc) obtains the higher place. If the tie remains, the competitor with the lowest score, starting with the last completed round and continuing in reverse order, round by round until the tie is broken, obtains the higher place. If the tie cannot be broken, the competitors concerned shall be given co-placement. All other ties will be treated in the same manner with the exception of the jump-off.



### **Team Accuracy Event**

20. The Accuracy Landing Event will take precedent over the Team Accuracy Event. The Team Accuracy event may be run if it is not possible, due to ceiling restrictions, to run any other event or other events are completed.
21. Each team will make three jumps from 1100 metres (3500 ft), all of which shall be scored. Two rounds constitute a valid event.
22. A team shall consist of four parachutists of either or both sexes. A team may, however, register five names, no more than one of who is registered with any other team and any four of the five team members so registered may jump in any round of the competition, subject to 22.1 below. No other substitution will be permitted. Any team that, for any reason, is permanently reduced to three or fewer members shall be eliminated from the event.
- 22.1 No competitor may jump with more than one team during the same round. If any competitor is registered with more than one team in one event and has already jumped with one team and for any reason jumps with a second team during a subsequent round, that competitor must not jump again with the first team. In the event that a team is awarded a re-jump for a round and if a team member is injured and is unable to make the re-jump, then this provision will not apply to the re-jump, in that a registered member who has already jumped that round with another team may make the re-jump, in order to allow the team to complete the re-jump. The question of valid injury shall, be decided by the competition management - specifically, the Meet Director, Chief Judge, Meet Safety Officer and any medical doctor present.
23. All four team members shall jump on the same pass to the same target and be scored. Each team member will be measured to a maximum of 10 metres. Lowest team total for all rounds wins.  
  
Interference between team members will not be grounds for a re-jump and the provisions of Individual Accuracy Landing, ss.7 and 8 do not apply.  
  
Should a competitor be injured, it may be necessary for the judges to wave off another team member. This will only be done with a large red flag or smoke, as per Individual Accuracy, s.8. All other signals should be ignored by the jumper.
24. There must be clear separation between all jumpers on exit. Violation of this provision may be a breach of CSPA Technical Recommendation 3.17 (no FS below 3500ft.) and, if so, will result in the provisions of Chapter 4, s.6 being applied.
25. All rules for the Individual Accuracy Landing Event apply, as written, to this event with the exception of 7, 8, 13, 14.1, and 19 except if the AMD cannot be repositioned because of insufficient separation between team members, in which case, if the team member lands on the AMD, he shall receive the score indicated. If the AMD cannot be reset, the score will be the maximum measurement for the AMD.  
  
If the team member does not land on the AMD, he will be measured to the original place of the dead centre disc, except that the minimum score that can be awarded will be the maximum score for the AMD plus one centimetre.
26. The team accuracy event will only be run after the individual accuracy event is complete and it is not possible due to ceiling restrictions to run any other event.
27. Special consideration should be made to allow the National Accuracy Team to jump together for training purposes. Where the National Accuracy Team has elected, at the start of the event, to jump with all five of its members, all five scores shall count for the total score for each round.

### Sport Accuracy Event

28. The Accuracy Event will take precedent over the Sport Accuracy Event. The Sport Accuracy event may be run if it is not possible, due to ceiling restrictions, to run any other event or other events are completed.
29. The Meet Director, after consultation with the Chief Judge and Meet Safety Officer, may choose to run the Sport Accuracy event at the same time as the Accuracy event if, in his/her opinion, the manifesting of the competitors and the layout of the landing areas is such that the competitors in either event would not interfere with each other.
- 29.1 Purpose and Objective. Sport Accuracy is a competition where competitors using fast or sport canopies aim to land standing up within a 15 meter circle with their first point of contact as close as possible to the dead center.
- 29.2 Canopy Types. Competitors with fewer than 300 jumps may jump any single canopy. All other competitors must compete with a single canopy with a high glide ratio.
30. Each competitor will make three precision landing jumps all of which shall be scored. Two rounds will constitute a valid event. The exit altitude shall be 3500 feet, individual passes will not be used unless deemed appropriate by the Meet Director.
- 30.1 Wind Drifts. Prior to starting the Sport event at least one wind drift indicator will be dropped by a Judge or by an experienced parachutist appointed by the Event Judge, from the designated opening altitude above the target. The dropping of wind indicators is not necessary if there have been any canopies in the air within the last 60 minutes.
31. Target. The dead centre shall be a flat disc of approximately 20 cm. diameter set on flat ground. Concentric circles will be marked out with chalk or flour with approximate radius of two, five, ten and fifteen metres from the edge of the disc.
32. Scoring. A competitor's score shall be assessed as follows:
- a) zero points for first point of contact (FPC) on the dead centre and the competitor does not cross over the two metre circle;
  - b) one point for FPC on the dead centre and the competitor does cross over the two metre circle;
  - c) two points for FPC between the edge of the dead centre and the five metre circle;
  - d) three points for the FPC between the five metre circle and the ten metre circle;
  - e) four points for the FPC between the ten metre circle and the fifteen metre circle;
  - f) ten points if the FPC is outside the fifteen metre circle.
33. Penalty Points. Competitors will be assessed penalty points as follows:
- a) Fall-down penalty: five points will be added to the score if the competitor allows any part of his or her body other than their feet to touch the ground prior to their coming to a controlled standstill; and
  - b) Crossing the line penalty: three points will be added to the score if the FPC is within the 15 metre circle but the competitor crosses over the 15 metre circle prior to coming to a controlled standstill;
  - c) Only one Fall-down penalty and one Crossing the line penalty may be awarded on a single jump.
- 33.1 Judges shall record each competitors FPC points, penalty points and total score (sum of the FPC and penalty points) for each round.
34. The assessment of penalty points may not be protested to the Jury.
35. Either the Event Judge, Chief Judge or Safety Officer may remove any competitor from the event who is deemed to be performing in an unsafe or irresponsible manner.

36. The event will be run with modified scoring procedures. The Event Judge may assign as few as two Judges to monitor and assess performance. The Accuracy rules may be referred to as a guide in solving unforeseen matters but re-jumps will not normally be granted.
37. Event Winner. The event winner will be the competitor (male and female together) whose total points for all jumps is the lowest.
38. Ties. If there is a tie in Sport accuracy, a maximum of 2 jump-off jumps will be made. If after two jump off rounds there is still a tie, co-standings will be awarded.



## Chapter 6 Canopy Piloting Event

### 1. Definitions:

**Course:** The designated path that competitors must navigate as indicated by a series of course markers.

**Gate:** Consists of two markers or electronic sensors separated laterally by a variable distance. Gates are used to define the flight path of the course.

- i) Entry Gate: The first gate set at the beginning of the course.
- ii) Exit Gate: The last gate set at the end of the course.
- iii) Water Gates: the series of gates positioned on the water portion of the course

**Scoring Gates:** The entry gate is scored when any part of the competitor's body or equipment passes through the imaginary plane between the two markers forming the entry gate, or breaks the electronic beam. Failure to do this by vertical extension or any other means will result in the minimum score for that round.

**Course markers:** Objects to mark and indicate the boundaries of the course. The construction of all the markers must be acceptable to the Chief Judge, the Course Technical Director and the Meet Director.

**Body:** All, or any part of the human anatomical structure, including normal prosthetic appendages, that make up a competitor's physical being.

**Vertical Extension:** A penalty assessed when a competitor passes between but above the course markers of a gate, so that no part of the body breaks the imaginary plane between the two markers that make up that gate.

**Marker Strike Penalty:** Assessed in the Speed Event when any part of the competitor's body or equipment contacts the course marker and causes the marker to become non-functional or to need repair of any description.

**Zones:** In the Zone Accuracy Event, zones are landing areas that have been assigned point values.

**Maximum Penalty:** the minimum score for a round

Distance:       0 meters  
Zone Accuracy   0 points  
Speed:           0 points

**Closing the course:** For any reason, such as excessive wind speeds or an accident, the course will be closed with a red cross; floatable, orange smoke canister; or other suitable device placed at the beginning of the course or other location mentioned during the pre-event competitors' briefing. In this case, the next competitor is not allowed to navigate the course. The competitor should stay outside the course, but if an alternative landing area is not available, the competitor may make a non-aggressive landing on the course. If the competitor does not follow this procedure, the competitor will receive the minimum points for that round.

**Course Technical Director:** A person proficient in course planning, appointed by the organizer and accepted by the Chief Judge and Meet Director for that position. The Course Technical Director is responsible for planning, setup and maintenance of the courses before and during the competition.

**Safety Zones:** Zones outside the course as specified in Addendum A.

**Stand-up landing:** A landing performed where no other part of the body but the feet comes in contact with the surface.

**Surface Contact:** The point at which any part of the competitor's body or equipment (except the pilot-chute, where separately stated) comes in contact with any part of the earth's surface, including grass, ground, trees, water, etc.

**Kited (Kiting):** A situation in the Speed Event in which the competitor keeps the canopy (excluding the pilot chute) flying without it coming in contact with any part of the earth's surface.

### Events

**Speed:** The competitor navigates his parachute through a course as fast as possible.

**Distance:** The competitor navigates his parachute through a course for the longest distance possible.

**Zone Accuracy:** The competitor navigates his parachute through a course collecting points for contacting the surface of the water and for a precision landing.

## 2. Equipment

- a. Hard Shell protective head covering must be worn by all competitors. Full-face helmets must have the visor removed.
- b. Footwear that covers the whole foot must be worn by all competitors.
- c. Failure to wear protective head covering and footwear as per 2a and 2b while navigating a competition course will result in the minimum score for that round.
- d. Protective body equipment may be worn and is strongly recommended. This must be of the type that will not hinder the competitor's parachute equipment or compromise safety.
- e. If additional weight is carried, the IPC formula for allowable maximums shall be used (refer Addendum E of CP FAI). The maximum amount of additional weight in accordance with addendum E is calculated in relation to the competitors dressed weight and parachuting equipment. A competitor will be allowed one additional kilogram of weight above the maximum amount shown in addendum E.
- f. Additional weight must have quick releases, not come loose by itself and must be acceptable to the Meet Director.

## 3. Safety Violations

- a. The first safety violation by a competitor will result in a yellow card warning from the Chief Judge to that competitor. Yellow cards will be issued for unsafe actions such as (but not limited to): low turns or low approaches into the course, crowding or cutting off of lower competitor, erratic canopy control.
- b. A second safety violation, resulting in a second yellow card, is the equivalent of the issue of a red flag or card (see 3c below).
- c. The issue of a red flag or card will result in the disqualification of the competitor from the competition, which includes eliminating the competitor from further jumping in the competition and nullifies all results attained to that point by that jumper. A red card can be issued without a prior yellow card warning for any action that presents immediate danger to the competitor or others on the ground. Examples of this include low approaches over the crowd or flying the canopy in an uncontrolled manner into any person outside the course.
- d. Notwithstanding and in addition to the above, a competitor may be disqualified from any event, at any time, by the mutual agreement of the Chief Judge and Meet Director, if it is determined that the competitor is performing in an unsafe manner.

#### 4. **Maximum Jumps**

A competitor will make as many jumps in a day as may be required to ensure the smooth running of the event. The Meet Director in conjunction with the Chief Judge will make the final decision keeping in mind the principles of sportsmanship and fair play.

#### 5. **Event Order:**

The Meet Director and the Chief Judge will decide the event order. One event may be completed prior to beginning another. No event holds priority.

#### 6. **Exit Order**

- 6.1 A random draw is performed to determine aircraft load and pass assignment.
- 6.2 Within an exit pass, the exit order will be determined by the competitors, supervised and recorded by a person designated by the Chief Judge or the Event Judge. The CJ or EJ must be notified and approve of any change prior to boarding.
- 6.3 There will be a maximum of four (4) competitors per pass.
- 6.4 The exit delay between competitors must be such as to ensure safe separation and time for any course judging.
- 6.5 Competitors must enter the course in order of exit. Any competitor willfully violating this rule will be issued the minimum score and possible a yellow or red or card warning. (refer: 4.4.5 CP FAI)
- 6.6 The aircraft pilot will signal the competitors when they are clear to exit. All jumpers will be briefed on the specific exit and spotting signals before the competition begins.

#### 7. **Exit Altitudes**

- a. The minimum exit altitude with 2-4 competitors on one pass shall be 1500 meters AGL. (4800 ft)
- b. The minimum exit altitude with 1 competitor on one pass shall be 1200 meters AGL. (4000 ft)

8. **Malfunctions:** A competitor experiencing a control problem or a malfunction requiring the use of the reserve canopy must make no attempt to navigate the course and must utilize an alternate landing area, if accessible. A competitor will be granted only one re-jump during the competition, by reason of the aforementioned problems.

A malfunction of the main parachute canopy, that creates a control problem for a competitor not requiring canopy release, may merit a re-jump. In this case the competitor shall make no attempt to land on the course. A qualified person, appointed by the CJ, shall make an inspection of the equipment immediately after the competitor has landed to confirm that the competitor did suffer a malfunction that was not created by the competitor himself (ie: packing error). The competitor will not disturb the canopy condition prior to inspection.

9. If two or more competitors approach and/or enter the course close together and in the process create interference between each other, a re-jump may be awarded to one or more competitors, at the sole discretion of the Chief Judge or Event Judge.

#### 10. **Re-jumps**

- a. Competitors requesting or receiving a re-jump are responsible for any costs incurred for this jump.
- b. Re-jumps due to weather conditions: If the winds exceed the maximum limit at any time after the competitor initiates their turn to final approach, and ending when the competitor either passes through the electronic sensors at the end of the course or makes final contact with the surface, the competitor will be awarded a re-jump by the Chief Judge or Event Judge. (refer 4.8 CP FAI)
- c. If a competitor experiences adverse weather conditions, as determined by the CJ or EJ, the competitor may be offered a re-jump.
- d. A competitor who suffers interference from other competitors, jumpers or aircraft, either on the ground or in the air, may be offered a re-jump by a decision of the CJ/EJ (refer 4.8 CP FAI)

## **11. Wind Speed and Conditions**

- a. The maximum allowable wind speed at ground level in Canopying Piloting is 7 m/s in any direction on the competition course.
- b. At the landing area there shall be an anemometric wind measuring system that shall be checked at 10-minute intervals. If the winds exceed 5 meters per second they shall be monitored constantly until the winds have remained below 5 meters per second for at least 15 minutes. The height of the anemometer head is decided by the Judges, but must be minimum height of 6 meters above ground level. The CJ/EJ will decide its position, which is not reason for protest.
- c. Not used
- d. A windsock shall be positioned within 50 meters of the course and be fully visible for competitors approaching the course. The windsock must be capable of responding to winds of at least 2 m/s. The CJ/EJ will determine its location, which is not reason for protest.
- e. A wind direction indicator (streamer) mounted on a pole, which is capable of responding to winds of less than 2 m/s will be placed by the CJ/EJ within 20m of the course, which is not reason for protest.

## Rules specific to the Speed Event

12. **Objective:** To navigate a parachute through an entry gate and continue flying the parachute through the course and through the exit gate in as fast a time as possible
  1. The course must be laid out as specified in the accepted organization bid.
  2. Any part of the competitor's body must pass between the course markers to score the entry gate, and at least part of the competitor's body must remain within the boundaries of the course, as defined by the course markers, to obtain a score. A competitor who is assessed a Vertical Extension on any course gate or fails to navigate the course will be marked as "No Score", and will be ranked below those competitors who do obtain a score and will be given zero points for that round for the purposes of the calculation in Chapter 11.4. (Determination of Champions)
  3. In the **intermediate class** the competitor must score the modified (3 meter) entry gate, and the competitor's body must remain within the boundaries of the course as defined by the course markers to obtain a score. There will be no penalty for a vertical extension on the subsequent course markers.
  4. The time starts when any part of the competitor's body or equipment passes through the entry gate. (Breaks the electronic beam or is judged by video) Ref 5.3 CP FAI regarding placement or electronic sensors.
  5. Time stops when the competitor passes through the exit gate (Breaks electronic beam or is judged by video)
  6. Time is measured to the thousandth of a second if measured by electronic sensors. Time is measured to the hundredth of a second if measured by video.
  7. A marker strike penalty of 1second will be added to the competitor's time for each marker strike assessed in each round. This penalty may also be assessed after the time has stopped. A maximum of two penalties may be awarded in each round.
  8. There is no penalty for landing before the end of the course, however the competitor must keep the canopy flying kited as any part of his body passes through the exit gate to receive a time.
  9. If at any time before passing through the exit gate the canopy (excluding the pilot chute) comes in contact with the surface, or a course exit marker (transmitter or sensor including tripod), causing one or all to become non functional, the run is over and the competitor will be marked as "No Score", and will be ranked below those competitors who do obtain a score and will be given zero points for that round for the purposes of the calculation in Chapter 11.4 (Determination of Champions)
  10. **Judging Speed:** An electronic scoring system should be used in the speed event. Malfunctions of the electronic scoring system will result in a re-jump to those competitors affected. In the event that an electronic scoring system is not available, two NTSC video cameras will be placed at the apex of the arc of the speed course in addition to the video cameras positioned at the entry gate. These cameras must have an unobstructed view of the entire course. The cameras must be operated by experienced videographers, appointed by the CJ/EJ. An additional judge shall be positioned at this point and shall be responsible for determining, subject to video review, whether a vertical extension penalty shall be given for the course gates. The primary video systems must be capable of slow motion and frame-by-frame playback. The competitor numbers and names shall be recorded on the digital recording devices. (Refer to 15 below for procedures that apply to all CP events).
  11. The winner is the competitor with the lowest cumulative time score for all of the completed Speed Event rounds. If two or more competitors have the same time score the competitor with the best score in any round of the event will have the higher standing.

### **Rules specific to the Distance Event:**

13. **Objective:** To navigate a parachute through an entry gate and continue flying for as far a distance as possible before touching any part of the earth's surface.
  1. The course must be laid out as specified in the accepted organization bid.
  2. Any part of the competitor's body must pass between the course markers to score the entry gate, and at least part of the competitor's body must remain within the boundaries of the course, as defined by the course markers, to obtain a score. After scoring the entry gate there is no penalty for vertical extensions. Vertical extension of the entry gate will result in minimum score for that round.
  3. In the **intermediate class** any part of the competitor's body must pass between the modified (3 meter) entry gate, and at least part of the competitor's body must remain within the boundaries of the course, as defined by the course markers. After scoring the entry gate there is no penalty for vertical extension.
  4. The first point of contact with the surface, within the course, is marked as the distance. Sidelines are considered to be part of the course. If it is determined that the first point of contact is within the course, the competitor may exit the course in any manner.
  5. If the first point of contact with the surface, other than the water before the entry gate, is outside the course the competitor will receive minimum score for that round.
  6. Scores for each round are recorded as the distance reached in navigating the course in meters to the second decimal point. The winner of the distance event is the competitor with the highest cumulative score over the completed rounds
  7. **Judging Distance:**
    - 1) The judges must be positioned along the perimeter of the ground portion of the course. Judges may also be assigned to video the entry gate or other portions of the course to record video for later review, if needed.
    - 2) The judges, positioned outside the course, will determine the point of first contact with the surface, which shall be recorded as the distance scored. If the first point of contact with the surface is determined to be on a sideline of the course that shall be recorded as the distance scored.
    - 3) If available, an electronic measuring system will be used in the distance event. If unavailable, a metric measuring tape will be used.
    - 4) The score will be recorded in meters to two decimal places.  
(Refer to 15 below for procedures that apply to all CP events).
  8. The winner is the competitor with the highest cumulative score for all of the completed Distance Event rounds. If two or more competitors have the same score the competitor with the best score in any round of the event will have the higher placing.

### **Rules specific to the Zone Accuracy Event:**

14. **Objective:** To navigate a parachute through an entry gate contacting the water surface through as many of the gates as possible before flying to a precision landing.
  1. The course must be laid out as specified in the accepted organization bid.
  2. Any part of the competitor's body must pass between the course markers to score the entry gate, and at least part of the competitor's body must remain within the boundaries of the course, as defined by the course markers. After scoring the entry gate there is no penalty for vertical extensions. Vertical extension of the entry gate will result in minimum score for that round.
  3. In the **intermediate class** any part of the competitor's body must pass between the modified (3 meter) entry gate, and at least part of the competitor's body must remain within the boundaries of the course as defined by the course markers. After scoring the entry gate there is no penalty for vertical extensions.
  4. The competitor's score for a round is the sum of water-gate points, landing zone points and penalty zone points.
5. **WATER GATES**
  - 1) The competitor earns gate points for each gate when he drags any part of his body through the imaginary line running across the surface of the water between the markers of that gate.
  - 2) The gates have the following points:
    - Gate 1 = 21 points
    - Gate 2 = 05 points
    - Gate 3 = 08 points
    - Gate 4 = 16 points
6. **LANDING ZONES**
  1. Zone 0 is any part of the surface outside the defined zones 1 – 8 other than the water.
  2. The landing zones have the following points:
    - Zone 1 = 11 points
    - Zone 2 = 19 points
    - Zone 3 = 27 points
    - Zone 4 = 34 points
    - Zone 5 = 41points
    - Zone 6 = 46 points
    - Zone 7 = -17 points
    - Zone 8 = -36 points
    - Center zone = 50 points
  3. The landing zone points earned by a competitor are equal to the point value of the landing zone within which the competitor first makes contact with the surface.
  4. Not used

5. The line between zone 0 & 1 is defined as part of zone 0.  
 The line between zone 1 & 2 is defined as part of zone 1.  
 The line between zone 2 & 3 is defined as part of zone 2.  
 The line between zone 3 & 4 is defined as part of zone 3.  
 The line between zone 4 & 5 is defined as part of zone 4.  
 The line between zone 5 & 6 and 5 and centre zone is defined as part of zone 5.  
 The lines between zone 6 & centre zone are defined as part of zone 6  
 The lines between zones 6&7 & centre zone & 7 are defined as part of zone 7  
 The line between zone 7 & 8 is defined as part of zone 8  
 The line between zone 8 & 0 is defined as part of zone 0.  
 The sidelines of all zones are defined as part of the zones.
6. If the competitor fails to make a stand up landing, a penalty of 10 points will be deducted from the total earned points for that round.
7. If the competitor has earned water gate points, makes contact in one landing zone, but comes to a complete stop within another landing zone with greater penalty, the competitor will receive the points of this greater zone.
8. If the body of the competitor stops outside the landing zones the competitor will receive the minimum score for that round.
9. If the competitor's first point of contact with the surface, other than the water, is within zone 0, the competitor will receive the minimum score for that round.
10. Competitors not scoring at least one water gate, in combination with a positive scoring zone, will receive the minimum score for that round.

11. **Judging Zone Accuracy:**

In addition to a judge monitoring the entry gate, there will be one judge assigned to each water gate. There will also be at least two judges assisting the EJ in the accuracy zones. Where the number of rated judges, are not available, competent assistants as determined by the CJ or Meet Director may be assigned some of the water gates.

Judges at the water gates will be in line with the gate they are judging. They are responsible for determining whether part of the competitor's body stayed in contact with the surface of the water when passing through the imaginary line between the markers at the surface.

When a competitor earns points for a gate the judge will indicate this by holding up a card showing the number of points for that gate. The judge or a recorder must also record the information on an observing sheet.

One of the judges or a recorder working with the EJ must also record the information. The judges are responsible for determining the first point of contact with the surface and where the competitor stops. If the first point of contact with the surface is determined to be on a sideline of the course, and the competitor remains within the course, the competitor shall be scored as having landed in the zone in which the contact took place.

Judges assigned to scoring and/or landing zones may be positioned so that they are able to evaluate more than one zone.

After the competitor lands those assigned to course maintenance will quickly adjust or repair the Zones if necessary, and everyone will clear the course to prepare for the next competitor.  
(Refer to 15 below for procedures that apply to all CP events)

12. The winner is the competitor with the highest cumulative score for all of the completed Zone Accuracy event rounds. If two or more competitors have the same score the competitor with the best score in any round of the event will have the higher standing.
13. not used
14. not used

**15. Judging responsibilities all CP event:**

1. Each performance will be assessed by at least six judges.
2. Training judges under the direction of the Chief of Judge's Training may be used in addition to the official panel of judges.
3. There must be one primary digital NTSC video camera plus one back-up NTSC video camera set up on tripods or other fixed platforms at the exact height of the entry gate. One camera must have an unobstructed view of all the course markers, including the exit gate. The cameras must be operated by experienced videographers, appointed by the CJ/EJ. An additional judge shall be positioned at this point and shall be responsible for determining, subject to video review, whether a vertical extension penalty shall be given for the entry gate. The primary video systems must be capable of slow motion and frame-by-frame playback. The competitor numbers and names shall be recorded on the digital recording devices.
4. The judges must also note if a competitor flies outside of the course or violates other rules. This shall be noted and recorded on the score sheets.
5. The scores will not be final until the data and/or tapes have been reviewed, if needed. The Event Judge shall be responsible for determining a competitor's final score and placing.
6. **Other judging responsibilities:**
  - 1) All judges shall watch for unsafe canopy flight by competitors. If a judge witnesses what they feel was an unsafe act they shall inform the Event Judge, so a yellow or red card may be issued, if appropriate. During all events, a judge or other person appointed by the Event Judge shall be positioned on or near the course to warn of approaching competitors. This person shall be equipped with an audible warning device of sufficient decibel levels that all judges and support staff are aware of possible danger. The Event Judge will ensure all judges are properly briefed, that signals are uniform, and recorders have a clear line of site.

**16. Determination of winners:**

1. Winners of each event: The competitor with the highest total number of points after the completed rounds in each event. If two or more competitors have the same cumulative total number of points the competitor with the highest score in any round of the event will have the higher standing.

Combined champion will be the competitor with the highest total number of points out of three valid events. The maximum number is 900 points.

**The calculation to turn measured results of each round into points is as:**

- 1. The competitors are ranked in each round of each event in order of the actual result collated for this round (Distance and Zone Accuracy, highest score first, Speed, lowest score first). In Speed, competitors with no recorded time are scored accordingly and ranked after those competitors with a recorded time.**
- 2. In Distance and Accuracy the result of the top ranked competitor in each round is set to 100%, expressed as 100 points. The remaining competitors' scores of the round are calculated as a percentage of the top ranked competitor's result – expressed in points, calculated to the third decimal place with no rounding applied.**
- 3. In Speed each recorded time-result is raised to the power of 1.667, calculated and displayed to the third decimal with no rounding applied. The ensuing time-result of the top ranked competitor in each round is set to 100 points. The remaining ranked competitor's result – expressed in points, calculated to the third decimal place with no rounding applied.**

If two or more competitors have the same cumulative total number of points the competitor with the higher placing in the events will have the higher standing (i.e. two 1<sup>sts</sup> and a 3<sup>rd</sup> beat one 1<sup>st</sup> and two 2<sup>nds</sup>). The second tiebreaker is the single longest distance scored in the distance event.

The maximum points for 3 valid events is 900.

#### **ADDENDUM A – GENERAL COURSE SPECIFICATIONS**

1. All course specifications are assuming the existence of a proper swoop pond. In the event that the accepted organization bid does not include a suitable watercourse, only the distance course specifications will apply. General course specifications that do not refer to water will also apply.
2. All courses must be 10 meters wide, over the total length of the course.
3. All courses will begin over a body of water unless specified in the accepted organization bid.

The body of water must be at least 15 meters wide, at least 65 meters long and at least 60 cm deep over this area. If the water is more than 1.5 meters deep a safety boat and rescue personnel are mandatory. For all events, the body of water must include at least 20 meters of safety area before the entry gate and be at least 60 cm deep over this area.

4. All courses must have a 5-meter wide safety zone along both sides and at the end of the course between the course outline and the spectators.

5. Course markers
  - a. All course markers for the open class must be 1.5 meters high above the surface.
  - b. The entry gates for the intermediate class must be 3 meters high. All other course markers must be 1.5 meters high.
  - c. Course markers must be designed in such a manner that they cannot injure competitors, must be able to breakaway and/or be flexible.
  - d. Safety zone markers must not be higher than five (5) meters.
  - f. The course outline must be indicated by lines or markings clearly visible from above.
6. A marker line must indicate the beginning of Zone 0 between the water-to-land transition area.
7. **All courses must be acceptable to the Meet Director and Chief Judge.**

#### **ADDENDUM B – SPEED COURSE**

1. The speed course must have an angle of 75 degrees (75°) and be 70 meters long measured along the centerline of the course (refer CP FAI addendum F). The carving course must have a radius of 53.48 meters.
2. The direction of the carve must be specified in the accepted organization bid. There shall be 5 pairs of course markers, including entry and exit gates. The course markers on the inside of the course shall be of contrasting colour visible from above.
  2. At least 10 meters at the end of the course must be out of the water.

#### **ADDENDUM C – DISTANCE COURSE SPECIFICATIONS**

1. The measuring device (metric tape) must run down edge of the land portion of the course laid flat on the surface with attaching devices placed at each end and at least every five (5) meters. The measuring tape and attachments must not create an obstacle for the competitors or judging staff. Position of the measuring tape must be acceptable to the Event Judge. The distance from the entry gate to the shoreline shall be measured and marked as acceptable to the Chief Judge.
2. The distance course must be 50 meters longer than the current World record.
3. A clearly visible course outline must extend from entry gate to the end of the course.

#### **ADDENDUM D – ZONE ACCURACY COURSE SPECIFICATIONS**

1. The body of water must cover at least 44 (+/- 1m) meters from entry gate to shoreline
2. Water gates: Two rows of course markers that form a series of four gates on the surface of the water. The distance between the water gates must be 12 meters. The distance from water gate number four and the shoreline shall be 8 meters (+/- 1m).
3. Landing Zones
  - a. The shape and dimensions of the landing zones must be laid out as described in these rules (refer CP FAI addendum F).

b. The depth of scoring zones must be:

Zone 0	-5 meters
Zone 1	-6 meters
Zone 2	-5 meters
Zone 3	-4 meters
Zone 4	-3 meters
Zone 5 and 6	-2 meters
The center zone must be 2 X 2 meters.	
Zone 7	-2 meters
Zone 8	-4 meters

c. Not Used.

d. Lines must mark the area separating each zone so they are clearly visible. The lines should be approximately 8 centimeters in width, designed to minimize injury, fast to repair and acceptable to the Course Technical Director and the CJ. Center Zone grid lines must be of a contrasting colour, other than red, to other grid lines and the center zone must have side line markers to indicate it's location (i.e. flags).

e. The zones must be covered with a material designed to minimize injury and must be acceptable to the Meet Director or Chief Judge.

ADDENDUM E, F & G – refer to IPC Competition Rules Canopy Piloting [www.fai.org](http://www.fai.org).

## Chapter 7 Freefall Style

1. Number of Jumps. Competitors will make five jumps all of which shall be scored.  
Minimums. Two rounds shall constitute a valid event.  
Altitude. Exit shall be from 2200 m. (7200 ft).
- 1.2.1 Maximum Jumps. A competitor will make as many jumps in a day as may be required to ensure the smooth running of the event. The Meet Director in conjunction with the Chief Judge will make the final decision keeping in mind the principles of sportsmanship and fair play.
2. Order of Series. The first four jumps will be the standard FAI series of manoeuvres in the following order:  
Left Series: left turn, right turn, back loop, left turn, right turn, back loop  
Right Series: right turn, left turn, back loop, right turn, left turn, back loop  
Cross Series: left turn, right turn, back loop, right turn, left turn, back loop  
Reverse Cross Series: right turn, left turn, back loop, left turn, right turn, back loop  

All competitors, on an individual basis, will choose the fifth jump from among the four series. Competitors shall not be required to inform the judges of the series chosen either before, or after, the jump is performed.

All manoeuvres are performed with reference to the heading indicator as zero (0) degrees and the two other axis at right angles to that required heading.
- 2.1 Practise Jumps. See Chapter 2.
- 2.2 Speed of Jump Aircraft  
The speed of the jump aircraft at the time of exit shall not exceed 87 knots (100 mph) indicated. Any slower speed desired will be in accordance with joint agreement between pilot and competitor.
3. The exit point for the jump, will be determined by the Event or Chief Judge. The competitor will exit on commands issued by use of ground-to-air radio. The aircraft will fly toward a heading indicator situated in such a place as to be clearly distinguishable. The exit commands will be "Stand By", followed shortly by "Exit, Exit, Exit".
4. The competitor may begin the series at his discretion.
5. The timing of the series begins at the instant the competitor starts the first manoeuvre and ends at the instant the competitor completes the second back loop or passes through the horizontal level (regardless of heading). The first manoeuvre does not start until there is a change in the heading of the torso and the timing will commence whether it is the correct manoeuvre or not.
6. The score for a jump shall be the performance time of the series in seconds, to the nearest hundredth of a second, plus penalty times awarded for incorrect manoeuvres. An incorrect series will receive a score of 16.00 seconds.
7. A series score in excess of 16.00 seconds will be recorded as 16.00 seconds.
8. If the competitor fails to exit within three seconds of the Judge's exit command, he does so at the risk of rendering himself unable to be observed. If this does occur, the competitor will not be allowed a rejump.

9. The interest of safety shall be uppermost at all times. Jump runs will be made downwind unless an upwind run is more desirable to avoid interference from clouds or the sun. The direction of the jump run will be decided by the Event Judge and will be aligned as closely as possible with the winds aloft, to eliminate cross-drift in freefall; keeping in mind ground wind direction and a safe landing for the competitor, convenience to return to the packing and manifest area and sunlight intensity for heading visibility.

The Chief Judge or Event Judge will use an aircraft load as "dummy drops" in order to determine the jump run direction and exit angle and to check drift and visibility for both the competitors and the Judges. An aircraft load shall be no less than two and need be no more than four people.

10. Parachute malfunctions on style jumps will not constitute grounds for rejudges.
11. Equipment problems occurring during freefall will not be grounds for a rejump; however, premature main or reserve activation before or after exit may be grounds for a rejump, depending on the circumstances.
- 11.1 If a rejump is granted to a competitor who has requested it, it must be made. If the competitor does not jump, he/she will receive maximum score, as appropriate, for that jump.
12. Before the first round of the style event, the Meet Director will choose the manifest number of each competitor by blind draw.
13. Judging Procedures
- 13.1 Video. A video camera will be placed at the heading indicator and will record each jump. If any part of the series is not recorded the competitor will be granted a rejump subject to paragraph 8 and 13.7. A person (who need not be a principal judge) will be designated to make a written record of the following information:
- a) Angle of optics at exit command
  - b) Angle of optics at actual exit
  - c) Time between exit command and actual exit, if greater than three seconds
  - d) Presence of any lateral freefall drift after the competitor has started the style series.
- 13.2 Five principal judges will watch the jump on suitable video playback equipment and will record their evaluation on their own score sheets.
- 13.3 The judges will watch the jump as follows; once at normal speed and once at slow motion and, if requested by one judge, one further play at either normal or slow motion. The time for the series will be taken from the showing at normal speed. A judge may change his score sheet after viewing any play. Stop-action will not be used.
- 13.4 Each judge shall record the time of the series to the nearest 1/100 sec., the penalties he has observed and the total score (sum of the time of the series and penalties).
- 13.5 The scores of all judges are collated as soon as possible after the judges have assessed the jump. The results of the collation must be checked by at least one judge.
- 13.6 The score given to the competitor is the mean time (arithmetic average) of three remaining judge's Total Scores after discarding the highest and lowest of the five. If only four judges have a Total Score, then the highest time will be discarded. If only three judges have a Total Score, the average of the three will be taken.

- 13.7 If Rule 16 applies to that part of the series that has been evaluated, no rejump will be given. Otherwise a rejump must be made, if either of the following occurs:
- (a) less than four judges evaluate the complete series
  - (b) less than three judges have determined a performance time.
- 13.8 If lateral freefall drift of greater than ten degrees occurs after the competitor has started the style series, the competitor will have the option of making a rejump, in which case section 11.1 above shall apply. The degrees will be measured by the rotation of the video camera. On the re-jump, if the competitor exits at approximately the same exit point as all other competitors and still has drift of 10 degrees or more or starts their first turn outside the given range of 60-80 degrees they shall not receive a re-jump and must accept their score.
- 13.9 The freefall style exit command should be given from the ground with the optics angle at approximately 60 deg. from the horizontal. If the winds aloft are so strong that the command is required before 55 deg., style competition may be stopped. The angle of the optics at exit should be between 60 deg. and 70 deg.
14. Penalties: are assessed relative to the heading indicator and the other two axis at right angles to that required heading.
- (a) Undershoots and "arrow" penalties at the beginning of the first and third turns, when the competitor is off-heading in the direction of the turn.

1 - 5 deg.	0.10 sec
-10 deg.	0.20 sec
-15 deg.	0.30 sec
-20 deg.	0.40 sec
-25 deg.	0.50 sec
and similarly to	
-80 deg.	1.60 sec
-85 deg.	1.70 sec
-90 deg.	1.80 sec
>90 deg.	16.0 sec
  - (b) Overshoots

1 -180 deg.	no penalty
>180 deg.	16.0 sec
  - (c) Deviations - execution of turns or back loops with body tilted or banked (pitch or roll), or
  - (d) Last back loop off heading (S)
  - (e) Completion of first loop before reaching horizontal level (-), or
  - (f) Continuation of first loop after passing the horizontal (+)
  - (g) Completion of last loop before reaching the horizontal level (-), or
  - (h) Continuation of last loop after passing the horizontal level (+)

1 -30 deg.	no penalty
-40 deg.	0.30 sec
-50 deg.	0.40 sec
-60 deg.	0.50 sec
<u>-90 deg.</u>	<u>1.50 sec</u>
>90 deg.	16.0 sec

15. The signs used on the score sheet to describe the series are:
- |   |   |    |
|---|---|----|
| Correct manoeuvre   |   |    |
| Undershoot  |   | -  |
| Overshoot   |   | +  |
| Deviation in turn or loop   |   | D  |
| Off heading into 1st turn   |   | -> |
| Off heading into 3rd turn   |   | -> |
| Completion of 2nd loop off heading  | S |    |
| Completion of 1st or 2nd loop before reaching horizontal level            |   | -  |
| Continuation of 1st or 2nd loop past the horizontal level                 |   | +  |
| Omitted manoeuvre   |   | ZO |
| Added manoeuvre   |   | ZA |
| Combined with _, +, -, D, S to show penalty in excess of allowable limits | Z |    |
| Not judgeable   |   | NJ |
| No time   |   | NT |

L and R will be used to denote the directions of the turns

16. If the competitor omits or adds one or more manoeuvres to those prescribed in paragraph 2, or has a "Z" penalty assigned, a score of 16.00 seconds will be given.
17. The event winner will be the competitor (male and female separately) whose total time for the rounds completed, plus penalties, is the lowest. If two or more competitors have the same score in first, second or third place, the standings shall be determined by making additional jumps until the tie is broken. However, no more than three such tie breaking jumps shall be made. If the standings are still tied after three jumps, then the competitors shall be given co-placement.

**Chapter 8**  
**Formation Skydiving**  
**Event Rules**

1. **Definitions**

**Body:** consists of the entire competitor and their equipment.

**Dive pools:** consist of the random formations and blocks illustrated in the appendices to these rules.

**Formation:** consists of jumpers linked by grips.

**Grip:** consists of a handhold on an arm or leg of another jumper. As a minimum, a grip requires stationary contact of the hand on an arm or leg, as shown in diagram s.20.

**Infringement:** is one of the following:

- a) An incorrect or incomplete formation which is followed within working time by either a total separation or an inter, whether correct or not;
- b) A correctly completed formation preceded by an incorrect inter or incorrect total separation;
- c) A formation, inter or total separation not clearly presented.

**Omission:** is one of the following:

- a) a formation or inter missing from the drawn sequence
- b) no clear intent to build the correct formation or inter is seen but another formation or inter is presented and there is an advantage to the team resulting from the substitution

**Inter:** is an intermediate requirement within a block sequence which must be performed as depicted in the dive pools.

**Sub-group:** is the individual jumper, or linked jumpers, required to complete a designated manoeuvre during the inter of a block sequence.

**Scoring formation:** is a formation that is correctly completed and clearly presented either as a random formation or within a block sequence as depicted in the dive pool, and which, apart from the first formation after exit, must be preceded by a correctly completed and clearly presented total separation or inter, as appropriate.

**Sequence:** is a series of random formations and block sequences which are designated to be performed on a jump.

**Sub-group's centerpoint":** is the defined grip, or the geometric centre of the defined grips within a subgroup of linked jumpers; or the geometric centre of an individual's torso.

**Total Separation:** requires that all competitors show at one point in time they have released all their grips and no part of the arms have contact with another body.

**Working time:** is the period of time during which teams are scored on a jump which starts the first moment any team member (other than the videographer) separates from the aircraft, as determined by the judges, and terminates after the elapse of the number of seconds designated in rules 18.3 and 19.3.

**NV:** formations, inters or total separations not visible on screen due to meteorological conditions, or factors relating to the Videographer's freefall video equipment that cannot be controlled.

- 1.1 **The Event Objective.** Each round will consist of a sequence of scoring formations. The objective of the event is for the team to complete as many scoring formations as possible within the working time, while correctly following the sequence for the round.
- 1.2 **Captains.** Each team, upon registration, will submit the name of the team captain and alternate captain (if desired), one of whom will be the only team spokesperson on matters pursuant to the championship, in regard to the actual competition.
- 1.3 **Gender:** Teams may consist of members of either or both sexes.
2. **Manifest Order and Team Rotation.** Prior to the start of the first round, the Meet Director will determine the manifest order by blind draw. The teams shall jump consecutively in manifest order. The Meet Director shall rotate the manifest order between rounds as necessary to ensure that the same team is not always exiting last.
- 2.1 **Practise Jumps.** See Chapter 2.
- 2.2 **Number of Jumps Per Day.** A competitor in the FS events will make as many jumps in a day as may be required to ensure the smooth running of the event. The Meet Director in conjunction with the Chief Judge will make the final decision keeping in mind the principles of sportsmanship and fair play.
3. A parachute opening malfunction or other competitor equipment problem will not constitute grounds for a rejump other than as outlined in paragraph 7.1. Changes in speed or direction of winds aloft will, under no circumstances, be grounds for protest or a rejump.
4. For meteorological reasons only, the Meet Director may change the exit altitude and/or working time and continue the competition. In this case the following conditions will apply:
  - 4.1. The Working time will be:
    - a) 20 or 35 seconds for 4-way
    - b) 30 or 50 seconds for 8-way
    - c) 20 or 35 seconds for VFS
  - 4.2 The minimum exit altitude will be
    - a) 2150 meters/ 7000 feet AGL for 4-way
    - b) 2750 meters/ 9000 feet AGL for 8 way
    - c) 2750 meters/ 9000 feet AGL for VFS

The reduced working time must be used if the exit altitude is lowered. The next round must commence if the working time is changed. The maximum exit altitude will be 3960 meters/ 13000 feet AGL for VFS.

## 5. **Exit Procedures**

- 5.1 The team will select its own exit point.
- 5.2 There is no restriction on the type of exit that may be used other than limitations imposed by the aircraft operator and the pilot for safety reasons. Team members should not place reliance on mechanical aids such as wheel brakes, hang bars, etc., as failure of such items may not be considered as reasonable grounds for a rejump.

6. **Exit Speed.** The speed of the jump aircraft at the time of exit will be as follows:  
Twin Otter, King Air and Cessna Caravan - 80 to 90 knots indicated airspeed  
Other aircraft - as determined by meet management.
7. **Premature Parachute Activations**
  - 7.1 If a main or reserve parachute is activated inside the aircraft prior to the exit of any team member, the team may elect not to jump, and may land with the aircraft. The team will complete the jump at the earliest opportunity.
  - 7.2 Main or reserve parachute activation (whether inside the aircraft or not) after at least one team member has exited the aircraft, may be grounds for a rejump, depending on the circumstances surrounding the incident.
8. **Aircraft Similarity.** Substantially similar aircraft will be provided for all teams. Controversy on questions of aircraft similarity will be settled by the Jury when required. The Jury's decision will be final. Competitors are prohibited from effecting any change whatever in the manifest or aircraft assignment.
9. (not used)
10. **Performance Requirements**
  - 10.1 Each round consists of a sequence of formations described in the dive pools of the appropriate appendix as determined by the draw.
  - 10.2 It is the responsibility of the team to clearly present the start of working time, correct scoring formation, inters and total separations to the judges.
  - 10.3 Scoring formations need not be perfectly symmetrical but they must be performed in a controlled manner. Mirror images of random formations and whole blocks are permitted.
  - 10.4 In sequences, Total Separation is required between block sequences, between random formations and between block sequences and random formations.
  - 10.5 Where degrees of turn are shown, (180, 270, 360, 540), this indicates the approximate degrees and direction of turn required to complete the inter as intended. The degrees shown are approximately that amount of the circumference of the sub-group's center point to be presented to the center point(s) of the other sub-group(s). **For judging purposes, the approximate degrees and direction of turn of subgroups center points will be assessed using only the two dimensional video evidence as presented.**
  - 10.6 Contact is allowed between different subgroups during the inter of a block sequence.
  - 10.7 Where sub-groups are shown, they must remain intact as a sub-group with only the depicted grips on other jumpers in that subgroup.
  - 10.8 Assisting handholds on other bodies in a scoring formation are not permitted.
  - 10.9 Handholds by the jumper on their own body within a subgroup or a scoring formation are permitted.
11. (not used)
12. **Competitor Briefing.** There will be a competitor briefing by the Chief/Event Judge to explain the intent of the sequence jumps selected.

13. **The Draw.** A draw of the scoring formations will be supervised by the Chief Judge. Teams will be given not less than two hours knowledge of the results of the draw before the 30-minute manifest call is given to the first team to jump. Knowledge of the results of the draw shall be considered to have taken place once the draw has been published, whether verbally, in pictorial form, or any other format.
- 13.1 **8-Way Event draw:** All the "Blocks" (numerically numbered) and the "Random Formations" (alphabetically marked) shown in the appropriate appendix will be individually placed in a single container. Individual consecutive draws from the container (without replacement) will determine the sequences to be jumped in each round. Each round will be drawn so as to consist of five or six scoring formations, whichever number is reached first.
- 13.2 **Open and Senior 4-Way Event draw:** As in the 8-Way Event draw.
- 13.3 **Intermediate 4-Way Event draw:** As in the 4-Way Event, except that each round will be drawn so as to consist of four or five scoring formations, whichever number is reached first. In addition, prior to the draw the following blocks shall be excluded from the draw: 1- Snowflake inter Snowflake ; 3- Side Flake Opal inter Turf; 5- Opal inter Opal, 10-Diamond inter Bunyip, 12-Bundy inter Bundy; 13- Offset inter Spinner ; 15- Caterpillar inter Caterpillar; 16- Compressed Accordion inter Box; 17 Danish Tee inter Murphy. The following random formations will be added to the draw: Snowflake, Side Flake Opal, Opal, Diamond, Bundy, Hammer and Danish Tee.
- 13.4 **Vertical Formation Skydiving Event draw:** As in 8-Way Event draw except each round will consist of four or five scoring formations.
- 13.5 **Use of Dive Pool:** Each block or formation will be drawn only once for the scheduled rounds of each event. In the event that all the blocks and formations are drawn without completing the required number of scoring formations for a round, the draw will continue from an entire original dive pool for the event, excluding any blocks or formations already drawn in that round. If not all the blocks and formations were used for the scheduled rounds, then the dive pool for any additional rounds, due to a jump off, will consist of the blocks and formations not used.
14. **Scoring**
- 14.1 A team will score one point for each clearly presented scoring formation performed in the sequence within the allotted working time of each round. Teams may continue scoring by continually repeating the sequence.
- 14.2 For each omission three points will be deducted. If both the inter and the second formation in a block sequence are omitted, this will be considered as only one omission.
- 14.3.1 A majority of judges must agree in the evaluation in order to:  
 -credit the scoring formation, or  
 -assign an omission, or  
 -determine an NV situation
- 14.3.2 If an infringement in the scoring formation of a block sequence is carried into the inter, this will be considered as one infringement only, provided that the intent of the inter requirements for the next formation is demonstrated and no other infringement occurs in the inter.
- 14.3.3 The minimum score for any round is zero points.
- 14.5 A manoeuvre or performance; is considered to be executed within working time if it is evaluated as such by at least half of the judges who evaluate the jump.

- 14.6 not used
15. **Event Winners and Tie Breakers.** The event winner will be the team having the highest cumulative point total for the jumps that have been carried out. If two or more teams in a particular event have the same score in first, second or third place, the standings shall be determined by making additional jumps until the tie is broken. However, no more than three such tie breaking jumps shall be made. If the standings are still tied after three jumps or if the additional jumps cannot be made, then the team scoring the most points in any one round will be the winner. If a tie still results, the team with the fastest (least) time to score those points will be the winner.
16. **Judging Procedures**
- 16.2 **Air to Air Video.** Air to air video recording shall be used. Reference shall be made to the IPC FS Competition Rules, as appropriate, to solve any questions.
- a) Each team shall provide the video evidence required to judge each round. Each freefall Videographer must use the video transmission system provided by the Organizer
- b) As soon as possible after each jump is completed, the freefall videographer must deliver the freefall video equipment (including the tape(s) used to record that jump) for dubbing at the designated dubbing station. The media evidence must remain available for viewing or download until all scores are posted as final.
- c) Only one video recording will be dubbed and judged. Secondary video recordings may only be used in NV situations.
- 16.3 Five Judges will watch the jump on suitable video playback equipment and will record their evaluation on their own score sheets. The judges will watch each jump to a maximum of three times at normal speed. Slow motion or stop-action will not be used. The judges may correct their evaluation record after the jump has been judged.
- The Event Judge will appoint a person to call the last few seconds of working time, in order to assist the judges to determine working time expiry.
- If judges cannot determine the start of working time, the following procedure will be applied: Working time will start as the videographer separates from the aircraft and a penalty equal to 20% (rounded down) of the score for that jump will be deducted from the score for that jump.
- 16.3.1 Infringement marks will be assigned to the respective formation, if it has been penalized by a majority of judges observing the jump.
- 16.3.2 not used
- 16.4 **Evaluation review:** If after the viewings are completed, and within fifteen seconds of the knowledge of the result, the Chief Judge, Event Judge or any Judge on the panel considers that an absolutely incorrect assessment has occurred, the Chief or Event Judge will direct that only that part(s) of the jump in question be reviewed. If the review results in a unanimous decision by the Judges on the part(s) in question, the score for the jump will be adjusted accordingly.
- 16.4.1. not used
- 16.5 The working time will be considered to have been properly recorded if the double vertical time line is drawn on the score sheet, even if no watch time or other remarks are written down.
- 16.6 The watch used to determine working time will be started on exit of the first jumper from the aircraft and must be capable of reading to the nearest 1/100th of a second.

- 16.7 A rejump will be made at the earliest possible time, if either of the following occurs:  
 (a) less than four judges have evaluated the jump;  
 (b) less than three judges have recorded a working time.

- 16.8 The signs to be used on the score sheet are:
- Correct Scoring Formation (Formation, intermediate OK): /
  - Infringement; (Formation, intermediate NOT OK) O
  - Omission X
  - Formations, Inters or total separations not visible on screen due to meteorological conditions or factors relating to the videographer's equipment that cannot be controlled. NV
  - No clear start or end to working time NT
  - End of Working Time //

- 16.9 **Rejumps.** If a rejump is granted to a team who has requested it, it must be made. If the team does not jump, it will receive maximum/minimum score, as appropriate, for that jump.

If a rejump is offered to a team who has not requested it, the choice of making the rejump is with the team. The decision of making the rejump must be made within thirty minutes of the offer. If the offer of a rejump is refused, the team will receive the score as judged from the jump in question.

- 16.10 Where formations, inters, or total separations are not visually judgeable due to meteorological conditions or factors related to the videographer's equipment, then the video evidence will be considered insufficient for judging purposes, and the Event Judge (or someone else designated by the Chief Judge) will assess the conditions and circumstances surrounding that occurrence. A rejump may be granted unless the Event Judge determines that there has been an intentional abuse of the rules by the team, or by the freefall videographer on behalf of the team, in which case no rejump will be granted and the team's score for that jump will be zero.

- 16.11 (not used)

- 16.12 Contact or other means of interference, between competitors in a team shall not be grounds for the team to request a rejump.

- 16.13 Adverse weather conditions during a jump are no grounds for protest. However, a rejump may be granted due to adverse weather conditions, at the discretion of the Chief Judge.

- 16.14 Problems with a competitor's equipment shall not be grounds for the team to request a rejump.

17 **Videographer Registration**

- 17.1 Teams registered in Formation Skydiving shall register with a videographer who will be part of the team and therefore one of the team's competitors.

- 17.2 **4-Way Open**, 4-Way Senior, 8-Way, and VFS Event teams may register an alternate videographer at initial registration or during the competition.

- 17.3 **4-Way Intermediate** teams may replace their videographer once at any time after the start of the event after informing the Event Judge of the change.

- 17.4 **Videographers** shall only be registered with one team. Alternate videographers may register with more than one team, however, sections 18.1 or 19.1 as appropriate, shall apply to alternate videographers.

- 17.5 **Recorded Media.** Videographers shall not erase or dub over recorded competition jumps except with the express permission of the Event or Chief Judge or until after medal presentations.

**Rules Specific to:**  
**4-Way Team Formation Skydiving**

18. The team will consist of four 4-Way team members. The team may, however, register five team members, no more than one of whom is registered with any other team, and any four of the five team members so registered may jump in any round of the competition, subject to s. 18.1 below. No other substitution is permitted. Any team that, for any reason, is permanently reduced to three or fewer team members will be eliminated from the event. In addition, the team will register a videographer and may register an alternate videographer. If any one of the team members wishes to change position with the team videographer, they may do so after consultation with the Chief Judge.
- 18.1 No competitor may jump with more than one team during the same round. If any competitor is registered with more than one team in one event and has already jumped with one team and for any reason jumps with a second team during a subsequent round, that competitor must not jump again with the first team. In the event that a team is awarded a rejump for a round and if a team member is injured and is unable to make the rejump, then this provision will not apply to the rejump, in that a registered member who has already jumped that round with another team may make the rejump, in order to allow the team to complete the rejump. The question of valid injury shall, be decided by the competition management - specifically, the Meet Director, Chief Judge, Meet Safety Officer and any medical doctor present.
- 18.2 **Number of Rounds.** Each team will make ten jumps, all of which will be scored to determine the standings. Three rounds will constitute a valid event.
- 18.3.1 **Exit Altitude.** The exit altitude for all jumps will be 3,150 metres AGL (10,500 feet AGL) with a working time of 35 seconds.
- 18.3.2 For meteorological reasons only, and with the consent of the Chief Judge, the Meet Director may change the exit altitude and/or working time and continue the competition starting the next round of the event. Once a round with a changed exit altitude and/or working time has commenced, the round will be completed with this exit altitude and working time, see 4 above. (Ref FAI 3.1.3)

**Rules Specific to:**  
**8-way Team Formation Skydiving**

19. The team will consist of eight 8-Way team members. The team may, however, register ten team members, no more than two of whom are registered with any other team, and any eight of the ten team members so registered may jump in any round of the competition, subject to s. 19.1 below. No other substitution is permitted. Any team that, for any reason is permanently reduced to seven or fewer team members will be eliminated from the event. In addition, the team will register a videographer and may register an alternate videographer. If any one of the team members wishes to change position with the videographer, they may do so after consultation with the Chief Judge.

- 19.1 No competitor may jump with more than one team during the same round. If any competitor is registered with more than one team in one event and has already jumped with one team and for any reason jumps with a second team during a subsequent round, that competitor must not jump again with the first team. In the event that a team is awarded a rejump for a round and if a team member is injured and is unable to make the rejump, then this provision will not apply to the rejump, in that a registered member who has already jumped that round with another team may make the rejump, in order to allow the team to complete the rejump. The question of valid injury shall, be decided by the competition management - specifically, the Meet Director, Chief Judge, Meet Safety Officer and any medical doctor present.
- 19.2 **Number of Rounds.** Each team will make six jumps, all to be scored and counted to determine the standings. Two rounds will constitute a valid event.
- 19.3.1 **Exit Altitude.** The exit altitude will be 3,960 m. (13,000 feet) AGL. with a working time of 50 seconds.
- 19.3.2 For meteorological reasons only, and with the consent of the Chief Judge, the Meet Director may change the exit altitude and/or working time and continue the competition starting the next round of the event. Once a round with a changed exit altitude and/or working time has commenced, the round will be completed with this exit altitude and working time, see 4 above. (Ref FAI 3.1.3)

**Rules Specific to:**  
**Vertical Formation Skydiving**

**Definitions**

**Formation:** consists of jumpers linked by grips, with each jumper in the correct orientation to the relative wind.

**Grip:** consists of a handhold on an arm, leg (as shown in diagram s20) or foot on another jumper. As a minimum, a grip requires stationary contact. A foot grip consists of a handhold on a foot or ankle.

**Grip Line:** This is the line linking the torsos of two competitors via their arms or legs and the grip that joins them

**Orientation:**

**“Relative Wind”** is defined as the direction from which the air appears to be coming due to the relative speed of the competitors in freefall.

**“Head down”** orientation consists of the competitor’s head having advanced further into the relative wind than the competitor’s feet by a significant amount, i.e., the length of the competitor’s torso. All distances and lengths are in terms of what is shown on the judging screen.

**“Upright”** orientation consists of the competitor’s head trailing behind the average position of the competitor’s feet by more than the length of the competitor’s torso. All distances and lengths are in terms of what is shown on the judging screen.

**“Bellyflying”** or **“Belly to Earth”** orientation consists of the competitor’s chest region facing the relative wind and the competitor’s head being neither above nor below the average position of the competitor’s feet by more than the length of the competitor’s torso. All distances and lengths are in terms of what is shown on the judging screen. (“Bellyflying” is not currently used in VFS formations)

**“Backflying”** orientation consists of the competitor’s back region facing the relative wind and the competitor’s head being neither above or below the average position of the competitor’s feet by more than the length of the competitor’s torso. All distances and lengths are in terms of what is shown on the judging screen. (‘Backflying’ is not currently used in VFS formations)

**Number of Rounds:** Each team will make six jumps, all to be scored and counted to determine the standings. Two rounds will constitute a valid event.

**Exit Altitude:** The exit altitude is 3961/ meters/ 13,000 feet AGL Working time is 35 seconds.

For meteorological reasons only, and with the consent of the Chief Judge, the Meet Director may change the exit altitude and/or working time and continue the competition starting the next round of the event. Once a round with a changed exit altitude and/or working time has commenced, the round will be completed with this exit altitude and working time, see 4 above. (Ref FAI 3.1.2)

**Performance Requirement:** No grip line may cross another grip line within a formation.

Symbols

20. Coding in the Dive Pool annexes is as follows:

- Indicates direction of turn by the subgroup:



- Indicates turn by the subgroup in either direction:



- Indicates turns by all subgroups:



- Indicates clarification of intent:



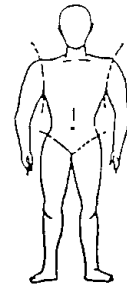
- Any side-body link-up requires an arm grip and a leg grip on the same person.



Visualisation for grip positions, (Ref: Grip definition s.1):

ARM:

LEG:



Rules Specific to the  
**10-WAY FS SPEED EVENT**

The 10-way speed event will be conducted only after the 4-way and 8-way FS events are completed. The rules listed below shall govern the event. Where these rules are insufficient, reference shall be made to the FS rules above.

21. Event Objective: The objective is for the team, after correctly following the exit criteria, to complete a single formation drawn from the dive pool and hold that formation for 5 seconds.
22. The Team: Each team may consist of up to 12 members, including a videographer, but is eliminated from competition if, for any reason, it is cut to nine or fewer members and a videographer.
23. Competition Draw:  
The rounds shall be drawn as follows:
  - a. Representations of the lettered random formations (excluding the star) from the current dive pool are singularly placed in one container.
  - b. Individual withdrawal from the container, without replacement, determines the formation to be built on the first, third and fourth rounds.
  - c. The second round formation shall be a star.
24. Number of Jumps.  
The minimum number of rounds to constitute a meet is two and the maximum (scheduled) is four.
25. Altitude Each jump will be made from 11,000 feet.
26. Working time. Working time starts when the first competitor crosses the starting line and stops when the formation is complete. Each formation must be completed within 35 seconds and held for a minimum of five seconds. Total working time is 40 seconds.
27. Reduced Altitude. For meteorological reasons only and with the consent of the Chief Judge, the Meet Director may lower the exit altitude. If the incomplete round cannot be completed from the full altitude:
  - a. The teams that have not jumped will finish the round from the lower altitude.
  - b. The teams that jumped from full altitude in the incomplete round will be re-scored using the reduced working time;
  - c. in this case: Exit altitude for the 10-Way event is 8,000 feet, and the working time is 20 seconds.
28. Exit Procedures.
  - a. A line is marked on the floor of a side-door aircraft from the front edge of the door to the opposite fuselage wall aft of the rear edge of the door, and for tailgate aircraft, the line is drawn five feet forward of the tailgate edge and parallel to the edge of the tailgate.
  - b. The team must line up behind the line, and no members of the team, except the videographer, may come in contact with any portion of the aircraft on the door side or tailgate side of the line prior to commencing exit. The videographer is the only person allowed on the door side of the line.
  - c. The videographer must record an image, which includes the line on the floor at the instant of the first member or members of the team crossing the line at the commencement of the exit from the aircraft.
  - d. The team may exit the plane as they choose but, after exit, two unlinked jumpers must initiate the formation after completely passing through the door with the remaining jumpers converging on those two jumpers.
  - e. Any other team(s) in the aircraft must not interfere with the exiting team.

29. Scoring.

Each team receives a score (in seconds) for the completed 10-Way formation that is held for a minimum of five seconds. This, five seconds must fall within working time (i.e., the last grip must be completed at 35 or less seconds). The score for each jump is computed by averaging the three scores to one one-hundredth (.01) of a second.

It is the responsibility of the team to clearly present the correct scoring formation.

30. Maximum Score. A team will receive the maximum score of 40 seconds if:

- a. It does not complete the correct 10-Way formation;
- b. It fails to clearly present the formation;
- c. The video image fails to record an image of the line so that the judges can see the exact moment of the first team member or members crossing the line;
- d. Two unlinked jumpers fail to initiate the formation;
- e. There is contact with any portion of the aircraft on the door side of the exit line prior to commencing exit;  
or
- f. The formation is not completed within 35 seconds.

31. Judging Procedures: 10-way will be evaluated by three judges.

32. Practise Jumps. See Chapter 2.

33. Determination of Winners: The winner is the team scoring the lowest total time, compiled through all complete rounds. In the event of a tie score in first, second or third place, the following order of procedures will be applied until the first three placings are determined:

- a. a jump-off round, however, no more than two such tie breaking jumps shall be made;
- b. fastest score in any completed round;
- c. fastest score starting with the last completed round and continuing in reverse order, round by round, until the tie is broken.

**CHAPTER 9**  
**Canopy Formation**

This section applies to all Canopy Formation Events (CF).

1 Definitions

**"FORMATION"**: consists of 2 or more jumpers and canopies linked by grips, correct or not.

**"GRIP"**: consists of a hold or hook on the 'A' lines or front risers so that a formation is built in accordance with the diagrams.

**"STACK"** configuration: a shoulder of the upper jumper must be above the upper surface of the lower canopy. The grip must be on a line attached to the centre cell.

**"PLANE"** configuration: the head of the upper jumper must be below the lower surface of the lower canopy. The grip must be on the front riser or a "A" line attached to the centre cell.

**"STAIRSTEP"** configuration: a shoulder of the upper jumper must be above the upper surface of the lower canopy. The grip must be only on the outside 'A' line of the end cell. The grip must be taken with the inside leg or foot; this may include an additional handhold, if desired.

**"PLANE/STACK"** configuration: Plane, stack or any position on a riser or a line attached to the centre cell between these configurations. A correct grip must be maintained.

The requirement for these configurations only applies to complete formations.

**INTER**: Stage between two formations. An inter must be flown and remain intact with the correct grips.

**SEQUENCE**: the series of blocks and random that are designated by the draw.

**Working time**: The working time begins at the moment of the first separation of a grip from the first formation whether correct or not, or 30 seconds after exit of the first team member, including the team's videographer, whichever is first.

**NV**: Formations, inters, or total separations not visible on screen due to meteorological conditions (like rain, clouds, sun, etc.) or factors relating to the Videographer's freefall video equipment that can not be controlled.

**Omission**: A formation or inter missing from the drawn sequence or no clear intent to build the correct formation or inter is seen, and another formation or inter is presented.

2. The Events. The discipline will comprise the following events:

Two Way Sequential:	4 rounds
Four Way Sequential:	8 rounds
Four Way Rotation:	8 rounds

- 2.1 (not used)
- 2.2 Objective. CF teams perform a formation or a sequence of formations during descent under canopy. The accumulated total of all completed rounds is used to determine the final rank of the teams and declare the winner.
- 2.3 Each team, upon registration, will submit the name of the team captain, who will be the only team spokesman on matters pursuant to the championship, in regard to the actual competition. A team may consist of members of either or both sexes.
- 2.4 Prior to the start of the first round, the Meet Director will determine the manifest number of each team by blind draw.
- 2.5 If the ceiling changes such that the stipulated altitude cannot be achieved, the Meet Director will suspend jumping until the stipulated altitude can be achieved.
- 2.6 not used
- 2.7 Air to air video judging will be utilized.

Each team will provide the video evidence required to judge each round.

As soon as possible after each jump is completed, the freefall videographer must deliver the freefall video equipment (including the video used to record that jump) for dubbing at the designated dubbing station. The video evidence must remain available for viewing or download until all scores are posted as final.

- 2.8 The jump run will be as agreed with the Chief Pilot and the Meet Director
- 2.8.1 The team will select its own exit point. The exit of the first team member must be clearly shown on the team's video recording.
- 2.9 Premature Parachute Activations. If a main or reserve parachute is activated inside the aircraft prior to the exit of any team member, the team may elect not to jump, and may land with the aircraft. The team will complete the jump at the earliest opportunity.
- 2.10 Main or reserve parachute activation (whether inside the aircraft or not) after at least one team member has exited the aircraft, may be grounds for a rejump, depending on the circumstances surrounding the incident.
- 2.11 Aircraft. Substantially similar aircraft will be provided for all teams. Controversy, on questions of aircraft similarity; will be settled by the Jury, when required. The Jury's decision will be final. Competitors are prohibited from effecting any change whatever in the manifest or aircraft assignment.
- 2.12 Team Exits. There is no restriction on the type of exit that may be used other than limitations imposed by the aircraft operator and the pilot for safety reasons. Team members should not place reliance on mechanical aids such as wheel brakes, hang bars, etc., as failure of such items may not be considered as reasonable grounds for a rejump.

- 2.13 The speed of the jump aircraft at the time of exit will be as follows:
- Cessna 180/182/206 aircraft - not less than 70 knots (80 mph) or more than 78 knots (90 mph) indicated airspeed
  - Twin Otter - 85 knots (+/- 5 knots) indicated airspeed
  - DC-3 or Twin Beech - not less than 78 knots (90 mph) nor more than 87 knots (100 mph) indicated airspeed
  - Other aircraft - as determined by meet management.
- 2.14 Practice Jumps. See Chapter 2.
- 2.15 Maximum Jumps. A competitor in the CF events will make as many jumps in a day as may be required to ensure the smooth running of the event. The Meet Director in conjunction with the Chief Judge will make the final decision keeping in mind the principles of sportsmanship and fair play.
- 2.16 If a rejump is granted to a team, which has requested it, it must be made. If the team does not jump, it will receive minimum score, as appropriate, for that jump.
- 2.17 No competitor may jump with more than one team during the same round. If any competitor is registered with more than one team in one event and has already jumped with one team and for any reason jumps with a second team during a subsequent round, that competitor must not jump again with the first team. In the event that a team is awarded a rejump for a round and if a team member is injured and is unable to make the rejump, then this provision will not apply to the rejump, in that a registered member who has already jumped that round with another team may make the rejump, in order to allow the team to complete the rejump. The question of valid injury; shall be decided by the competition management - specifically, the Meet Director, Chief Judge, Meet Safety Officer and any medical doctor present.
- 2.18 The wind speed and direction will be made available to the team captains on a regular basis, if meteorological equipment is available.
- 3. Every team member will carry a readily available knife and must carry a serviceable altimeter.**
4. When air turbulence is apparent or clouds at lower altitudes affect visibility, the Meet Director may decide to raise the exit altitude. The Meet Director must inform all jumpers of the decision. This decision is not open to protest.
5. The jump order may be rotated at the end of each round and must be rotated at the start of the next day, in order that teams may enjoy equal and fair use of the early morning and evening air conditions.
- 6.1 Aborted Jumps. The Team Captain may choose to abort a jump for any pertinent reason (rain, turbulence, etc.). If a team decides to jump, it will be scored and will not be awarded a rejump because of the conditions.
- 6.2 A team, which has aborted a jump; will be manifested again at the earliest opportunity.
- 6.3 If a team aborts a jump a second time while other teams continue to jump and a meeting of Team Captains has voted to continue, that team will not jump that round and will be awarded the maximum/minimum score as appropriate.
- 6.4 Rain. Rain during a jump is not grounds for a protest, however, a rejump may be granted at the discretion of the Chief Judge.

- 6.5 All forms of canopy formation jumping must cease by 2500 feet (750m).
7. The exit of the first team member must be clearly shown on the team's video recording. Failure to clearly show the exit of the first team member will result in a score of zero, for that round.
- 7.1 (not used)
- 7.2 (not used)
- 7.3.1 Exit is defined as falling away from the aircraft. There is not limitation on the exit other than those imposed by the Chief Pilot for safety reasons. The pilot must maintain the altitude and direction until the aircraft is well clear of the jumpers.
- The exit of the first team member must be clearly shown on the team's video recording.
- The pilot chute must not be withdrawn from the equipment until the team member is clear of the aircraft.
8. Equipment Problems and/or Malfunctions. Problems with a competitor's equipment shall not be grounds for a rejump. If the team's videographer experiences a malfunctioned canopy, there is no rejump.
9. Scoring Requirement. To be scored, all formations, sub-groups, intermediate requirements, etc. must be executed so that they demonstrate to the judges that the required performance has been achieved.
10. Throwaway Round. In determining the final score for an event, a team is entitled to discard their worst performance, hence for purposes of rules 25, 26.9, 27.8 and 28.8 the phrase "rounds completed" shall mean the rounds actually completed less the round to which the worst performance discard applies.
11. If a competitor or team is disqualified for a jump, they will receive zero points for that jump. In this situation, the disqualification or penalty score shall not be used as the discarded round.
12. Judging Procedure. The judging procedures will be as for formation skydiving. A minimum of three, a maximum of five judges will evaluate the performance. The judges will watch the jump once at normal speed and may then request one additional play at normal speed. Slow speed is not to be used. Judges will record time of the last completed formation within working time.

**Rules Specific to**  
**2-WAY CF SEQUENTIAL EVENT**

13. A team will consist of two parachutists. A team may register three persons, no more than one of who is registered with another team, and any two of the three registered may jump in any round of the competition as long as they are not in violation of the entry requirement. No other substitution is permitted.
14. Objective. CF teams perform a sequence of formations during descent under canopy.
15. Rounds and Minimums. Each team will make four jumps, all of which will be scored to determine the standings. There will be no throw away round. The minimum requirements for a valid event will be two (2) completed rounds.
16. Exit Altitude. The exit altitude will be 1850 metres AGL (6,000 feet).
17. Working Time. The working time shall be 60 seconds
18. Performance Requirement: Each round consists of a repeatable sequence drawn from the dive pool. Jumper position for each random is set by the draw i.e.: the dark position on the first formation built within a round must remain in the dark canopy position on all subsequent formations of that round. There must be release of all grips between each formation. No mirror images are allowed. All formations shall be performed as shown in the dive pool, as seen from behind.

The Draw. Each round consists of 5 formations that have been drawn from the dive pool of 12 formations (2 of each). After each sequence is drawn, the 5 formations shall be returned to the dive pool so that they may be drawn again. Teams will be given 2 hours notice of the results before the competition starts.

19. Scoring. Teams will be awarded one point for the first correct formation and each subsequent correct formation that is preceded by total separation completed within the working time. Teams will not be awarded points for incorrect formations. There will be no penalty.
20. Omissions. Omission of a formation will stop the scoring at that formation. The next formation to score is the second correctly completed formation following the last omission. Scoring will continue if the team goes back to correctly complete the omitted formation or incorrect formation. An attempt to complete a formation, although incorrect or incomplete, demonstrated by at least 3 canopies connected with grips, and in the formation required by the drawn sequence, will be judged as an incorrect formation, not as an omission.
21. Judging Procedure. The judging procedures will be as for formation skydiving. A minimum of three, a maximum of five judges will evaluate the performance. The judges will watch the jump once at normal speed and may then request one additional play at normal speed. Slow speed is not to be used. Judges will record time of the last completed formation within working time. The judges shall start the timing when the first team member (including the videographer) leaves the aircraft.

22. Not used

23. Not used

24. Not used

25 The winning team will be the team that has the highest cumulative total points for the rounds completed. In the event of a tie score in first, second or third place, the tie will be resolved by means of a jump-off. However, no more than two such tie breaking jumps shall be made. If this is not possible, the team having the highest number of points for a single round will be the winner. If this does not break the tie, the team with the fastest time for that round shall win the tied place.

**Rules Specific to  
4-Way Rotation Event**

- 26 (not used)
- 26.1 A team will consist of four parachutists. A team may register five persons, no more than one of who is registered with another team, and any four of the five registered may jump in any round of the competition, subject to Section 2.17 above. No other substitution is permitted. Any team that, for any reason, is permanently reduced to three or fewer members shall be eliminated from the event
- 26.2 Rounds and Minimums. Each team will make eight jumps, all of which will be scored to determine the standings. The minimum requirements for a valid event will be two (2) completed rounds.
- 26.3 Exit Altitude. The exit altitude will be 2150 metres AGL (7,000 feet).
- 26.4 Working Time. The working time shall be 90 seconds (1 minute, 30 seconds).
- 26.5.1 Performance Requirement. Each round consists of successive 4-way plane/stack formations being made by rotations. Rotations are made by, the top competitor in the complete formation dropping grips, flying to the bottom of the formation and again completing a four-canopy formation. The intermediate formation is the remaining correctly completed three-way plane/stack formation. If the top competitor drops grips before the formation is complete, the formation will be considered to have been incorrectly completed.
- 26.6 Scoring. Teams will be awarded one point for the first correctly completed formation and each subsequent correctly completed formation within the working time. Teams will not be awarded points for incorrect formations. There will be no penalty.
- 26.7 For each subsequent point to be scored, the fourth canopy must depart from and dock on a plane/stack formation consisting of three canopies in accordance with the performance requirements.
- 26.8 Judging Procedure. The judging procedures will be as for formation skydiving. A minimum of three, a maximum of five judges will evaluate the performance. The judges will watch the jump once at normal speed and may then request one additional play at normal speed. Slow speed is not to be used. The judges will record the time of the last completed four stack/plane within working time. The judges shall start the timing when the first team member (including the videographer) leaves the aircraft.
- 26.9 The winning team will be the team who, after discarding their worst performance in the completed rounds, has the highest cumulative total points for the rounds completed. In the event of a tie score in first, second or third place, the tie will be resolved by means of a jump-off. However, no more than three such tie breaking jumps shall be made. If this is not possible, the teams having the highest number of points for a single round will be the winner. If this does not break the tie, the team with the fastest time for that round shall win the tied place.

### **Rules Specific to 4-Way Sequential Event**

27. (not used)
- 27.1 A team will consist of four parachutists. A team may register five persons, no more than one of whom is registered with another team, and any four of the five so registered may jump in any round of the competition, subject to section 2.17 above. No other substitution is permitted. Any team that, for any reason, is permanently reduced to three or fewer members will be eliminated from the event.
- 27.2 Rounds and Minimums. Each team will make eight jumps, all of which will be scored to determine the standings. The minimum requirements for a valid event will be two completed rounds.
- 27.3 Exit Altitude. The exit altitude is 2500 metres AGL (8200 feet).
- 27.4 Working Time. The working time will be 120 seconds (2 minutes).
- 27.5 Performance requirement: Each round consists of a repeatable sequence drawn from the dive pool. Each formation and inter must be performed in accordance with the drawn sequence. Where there is no inter requirement between formations, there must be release of all grips between all canopies at one point in time. Mirror images are acceptable for complete blocks and random formations. Formations need not be symmetrical.
- 27.6 The Draw. A draw of the sequences will be supervised by the Chief Judge. At the discretion of the Chief Judge, the draw may be public and conducted shortly after the close of registration. Teams will be given at least two hours notice of the results of the draw before the competition starts. Individual formations to make up each sequence will be decided by drawing numbers (blocks) and letters (randoms) to make up four or five scoring formations, whichever number is reached first. Should the pool be insufficient to complete the draw, the drawn lots will be returned to the pool, when the latter is exhausted.
- 27.7 Scoring: Teams will be awarded one point for the first correct formation and each subsequent correct formation, preceded by an intermediate, correctly completed, within the working time. Teams will not be awarded points for incorrect formations. There will be no penalty. Scoring will also continue if the team goes back to correctly complete the omitted formation, incorrect formation or formation prior to the incorrect intermediate requirement. An attempt to complete a formation, although incorrect or incomplete, demonstrated by at least 3 canopies connected with grips, and in the formation required by the drawn sequence, will be judged as an incorrect formation, not as an omission.
- 27.7.1 Omissions. Omissions of a formation will stop the scoring at that formation. The next formation to score is the second correctly completed formation following the last omission.
- 27.7.2 Each formation, sub-group and intermediate requirement must be performed in accordance with the illustrations in the drawn sequence.
- 27.7.3 Intermediate requirements must be performed as shown in the diagrams. At the end of a sequence, there must be complete separation before restarting the sequence as drawn.
- 27.7.4 Judging Procedure. The judging procedures will be as for formation skydiving. A minimum of three, a maximum of five judges will evaluate the performance. The judges will watch the jump once at normal speed and may then request one additional play at normal speed. Slow speed is not to be used. The judges will record the time of the last completed formation within working time. A point is awarded for each formation deemed correctly completed by at least two of the judges. The judges shall start the timing when the first team member (including the videographer) leaves the aircraft.

27.8.1. The winning team will be the team that, after discarding their worst performance in the completed rounds, has the highest number of formations in the remaining completed rounds. If two or more teams have the same score in first, second or third place, the tie will be resolved by means of a jump-off. However, no more than three such tie breaking jumps shall be made. If this is not possible, the placings will be decided by the highest number of points for a single round. If a tie still results, the team with the fastest time for that round shall win the tied place.

28. (not used)

29 **Canopy Formation Symbols**

Definitions of symbols used in the formation diagrams are as follows:

Definitions used in the formation diagrams are as follows:

- Canopy identification



- Random formation letters

A B C D

- Intermediate requirement

INTER

30. **Canopy Formation Randoms and Block Sequences** (see Appendix B)



**CHAPTER 10**  
**ARTISTIC - FREEFLY**

1. Definitions

**Team:** a Freefly team is composed of 2 Performers and a videographer.

**Dock:** a recognizable stationary contact of the foot (feet) of one Performer on a specified part of the body of the other Performer, performed in a controlled manner.

**Grip:** a recognizable stationary contact of the hand(s) of one Performer on a specified part of the body of the other Performer, performed in a controlled manner.

**Heading:** the direction in which the front of the torso of the Performer faces.

**Move:** a change in body position, and/or a rotation around one or more of the three body axes, or a static pose. See addendum B

**Performer:** the team member(s) that are not the videographer.

**Routine:** a sequence of moves performed during the working time.

i) **Compulsory Routine:** a routine in which the Team is required to demonstrate pre-determined skill.

ii) **Free Routine:** a routine in which the moves are chosen entirely at the discretion of the Team

**Total Separation:** is when all competitors show at one point in time, they have released all their grips and docks, and no part of their arms and legs have contact with another body.

2. Event Objective: The objective for the team is to record a sequence of moves in freefall within working time with the highest possible merit/score.
3. Teams shall be three persons of which two shall be performers and one a videographer. There will be no distinction as to male/female categories. Teams may register one alternate who may participate as either a performer or a videographer.
4. Practice Jumps: See Chapter 2.
5. Number of Jumps Per Day. A competitor in the AE events will make as many jumps in a day as may be required to ensure the smooth running of the event. The Meet Director in conjunction with the Chief Judge will make the final decision keeping in mind the principles of sportsmanship and fair play.
6. Number of jumps, altitude & working time: Each team will make 6 jumps consisting of 2 compulsory (speed) rounds and 4 free routines to be performed in this order F – C – F – F – C – F. Two rounds will constitute a valid event.
7. Exit altitude will be 13,000 ft. AGL
8. Working Time: working time of 45 seconds.
9. Exit Procedures: There is no limitation on the exit other than those imposed by the Chief Pilot for safety reasons.

## 10. Video Recording:

10.1 The Videographer will record the video evidence required to judge each jump and to show the Team's performance to third parties. It is the responsibility of the Videographer to show start of working time.

10.2 The camera must be fixed static to the helmet. No roll, pitch or yaw movements of the camera; mechanical and/or digital zoom adjustment, or any digital effect (excluding "steady-shot") may be used during competition jumps. Failure to meet any of those requirements will lead to a score of 0 points.

10.3 As soon as possible after each jump is completed, the Videographer must deliver the freefall video equipment (including the tape used to record that jump) for dubbing at the designated dubbing station. The video evidence must remain available for viewing or dubbing until all scores are posted as final.

## 11. The Draw:

The compulsory routines will consist of four (4) Compulsory Sequences drawn from the Freefly pool as described in the FAI rules of Freefly. – See Addendum A ( FAI), and other moves at the Teams' discretion. The order in which these Compulsory Sequences and other moves can be performed, is determined by the Team. The Chief Judge will supervise the draw of compulsory moves. A compulsory sequence, involving diagonal flying will not be used as the first sequence. In this case the sequence will be placed back into the container. Teams will be given not less than one (1) hours notice of the results before competition commences.

## 12. Content of Routines:

The content of the Free Routine(s) and the order of the Compulsory Sequences (for both Compulsory Rounds) are chosen entirely by the Team. Teams should deliver a description of their Free Routine(s) and the order of the Compulsory Sequences (for both Compulsory Rounds) to the Chief Judge before the start of the competition. This description should include their estimate of the difficulty value of their routine(s). (Ref: FAI 5.6.1 and addendum-D)

## 13. Scoring:

13.1 **Compulsory Rounds** (round 2 & 5): Judges give a score for the Team as follows:

Judges give a score for the Team between 0 and 10, up to one decimal point, for Presentation (as per Free Routine), and for each of the four (4) Compulsory Sequences, using the following guidelines:

10 points	Move is performed and filmed flawlessly with no noticeable mistakes
8 points	Move is performed or filmed with some small mistakes
5 points	Move is performed and filmed with several medium mistakes
3 points	Move is performed and filmed with several major mistakes
0 points	Move is not performed or identifiable or unjudgeable camera angle

Presentation in the Compulsory Routines is scored from the start and end of the routine, and move(s) performed between the Compulsory Sequences.

The highest and lowest Judges' scores for each Compulsory Sequence and Presentation will be discarded, and then the three (3) remaining scores will be averaged with no rounding applied. The average scores will be added, and then divided by five (5), then rounded to the first decimal place.

see FAI 6.2 and 6.4 FAI/AE Competition Rules

## 13.2 Free Routine Freeflying

- 13.2.1 Judges give the following judging criteria a score, between 0 and 10 expressed as a number up to one decimal point, taking into account the following guidelines:

### **Technical:**

- Difficulty: The degree of difficulty of all moves and transitions of the jump.
- Movement Skills: Ability to move vertical, horizontal and multiple rotations in a flat, back-down, sideways, and/or head-up attitude or any other possible orientation.
- Precision, control: Ability of the Performers to demonstrate body control skill or series of skills.
- Team Work: the ability to combine technical skills of the Performers to stay within close proximity of each other throughout the routine and/or create complex effects of movement.

### Example for Technical

- The Performers maintain proper proximity throughout moves.
- All flying surfaces are used (i.e. flat, back-down, head-up head-down, sideways, diagonal).
- A constant interaction and teamwork is displayed.
- The routine shows a wide variety of skills.
- Total amount of difficulty and the moves are performed in a controlled manner

### **Presentation:**

- Visual Excitement: Routine should hold the viewer's attention throughout, dynamic variety, entertaining without being unnecessary.
- Originality: Creative choreography in variety.
- Composition: A balanced, well-composed, dynamic, interactive video image that uses a variety of photographic techniques that makes the routine interesting to view.
- Team Work: Routines that demonstrate combined skills of all three Team Members.

### Examples for Presentation:

- A good use of available landmarks, clouds and/or lighting to enhance video.
- The routine has a definite beginning and full use of working time and definite ending.
- The routine has a nice flow. There is a high level of creativity in the way of new moves, original choreography and new twists on old moves.
- The routine is enjoyable and aesthetically pleasing to watch.

- 13.2.1 The scores for the technical criterion will be added and the result divided by two (2) with no rounding applied. The scores for the presentation criterion will be added, and the result will be divided by three (3) with not rounding applied. These two results will be added, divided by two (2), then rounded to the first decimal place.
- 13.2.2 Rounding must be done as follows: intermediate values must be converted from two decimal places to one, by rounding to the nearest tenth, except where the second decimal digit is exactly halfway between the two values, where it must be rounded to the higher of the two.
- 13.2.3 Total scores for the events are calculated by adding Team's official scores of all completed rounds.

14. Judging Procedures:

- 14.1 A panel of five judges will evaluate each performance.  
11.1.1 Compulsory Routines: all five (5) Judges will evaluate the routines.  
11.1.2 Free Routines: two (2) Judges will evaluate the technical criterion for Freestyle. Three (3) Judges will evaluate the presentation criterion.
- 14.2 The judges will watch each jump once at normal speed. The second viewing may be waived if all judges agree it is not necessary.
- 14.3 Working time commences when a Team Member leaves the aircraft. At the end of working time, freeze frame of the image will be applied. If Judges cannot determine the start of the working time, the following procedure will be followed. Working time will start as the Videographer separates from the aircraft and a penalty equal to 20% (rounded down) of the score for that jump will be deducted from the score for that jump.
- 14.4 After viewing, each judge will give a preliminary score of the performance. If in the opinion of the Event Judge there is an unacceptable difference between any scores, the judges may confer. After conferring, any judge may change their score.
- 14.5 Scoring: For the Free Rounds Freestyle is calculated as follows:
- The scores for the technical criterion will be added, and the result will be divided by two (2) with no rounding applied. The scores for the presentation criterion should be added, and the result will be divided by three (3) with no rounding applied. These two results will be added, divided by two (2), and rounded to the first decimal place.
  - Rounding must be done as follows: intermediate values must be converted from two decimal places to one, by rounding to the nearest tenth, except where the second decimal digit is exactly halfway between the two values, where it must be rounded to the higher of the two.

15. Determination of Winners: The accumulated total of the scores for all completed rounds is the final score for the Team. The Team with the highest final score will be declared the winner.

16. The current FAI Freestyle rules will be used for further clarification and to resolve any questions for the conduct of this event.

**CHAPTER 11**  
**Declaration of Champions**

**1. Individual Accuracy Landing**

- 1.1 The contestant (male and female, separately), whose total distance in the open accuracy landing event is the lowest, will be declared the Individual Accuracy Landing Champion.
- 1.2 The intermediate contestant whose total distance in the individual accuracy event is the lowest will be declared the Intermediate Individual Accuracy Landing Champion.
- 1.3 The junior contestant whose total distance in the individual accuracy event is the lowest will be declared the Junior Individual Accuracy Landing Champion.
- 1.4 In the event, less than two women enter accuracy, a Female Accuracy Landing Champion will not be declared. The woman would be ranked in the standings with the men and in the event of placing 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> would hold co-placement with her male counterpart.

**2. Freefall Style**

- 2.1 The competitor (male and female, separately), whose total time in the open style event is the lowest, will be declared the Freefall Style Champion.
- 2.2 The intermediate contestant whose total time in the intermediate style event is the lowest will be declared the Intermediate Freefall Style Champion.
- 2.3 In the event, less than two women enter style, a Female Style Champion will not be declared. The woman would be ranked in the standings with the men and in the event of placing 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> would hold co-placement with her male counterpart.

**3. Overall Style and Accuracy Champion**

- 3.1 The Overall Champion (male and female, separately) will be the contestant whose overall placing total yields the lowest figure.
- 3.2 The overall placing total will be calculated for only those competitors who are entered in both the individual accuracy landing and freefall style events without distinction as to open, intermediate or junior classification. The calculation will be done in the following manner:
  - a) The competitors will be ranked in the ascending order according to their actual score in the event (i.e. lowest score will have highest ranking).
  - b) The competitors will then be given a placing according to their ranking (i.e. highest rank will have lowest numerical placing).
  - c) Where there is duplicate placing, the next following placing will be deleted, i.e. a tie for 5th place would eliminate the 6th place.
  - d) The overall placing total is then computed by adding the placing in the accuracy event and the placing in the style event.
- 3.3 If more than one competitor has the same overall placing total, the higher standing will be given to the competitor achieving the highest placing in either event.

If the competitors have achieved the same numerical highest placing, they will be given the same overall standing and the subsequent standing would then be deleted (see 3.2 (c) above).

- 3.4.1 No Overall Champion will be declared unless there are at least three (3) competitors (male and female separately) entered in both the individual accuracy and style events, without distinction as to open, intermediate or junior classification.

#### **4. Canopy Piloting**

4.1.1 **Champion of each Event:** The competitor with the highest total number of points after the completed rounds in each event. If two or more competitors have the same cumulative total number of points the competitor with the best score in any round of the event will have the higher standing.

4.1.2 Not used.

4.1.3 **Combined Champion** will be the competitor with the highest total number of points out of 3 valid events. The maximum number is 900 points.

4.1.4 The calculation to turn the measured results of each round into points is:

The competitors are ranked in each round of each event in order of the actual result collated for this round (Distance and Accuracy, highest score first, Speed, lowest score first). In Speed, competitors with no recorded time are scored accordingly and ranked after those competitors with a recorded time.

In Distance and Accuracy the result of the top ranked competitor in each round is set to 100%, expressed as 100 points. The remaining competitors' scores of the round are calculated as a percentage of the top ranked competitor's result – expressed in points, calculated to the third decimal place with no rounding applied.

In Speed each recorded time-result is raised to the power of 1.667, calculated and displayed to the third decimal with no rounding applied. The ensuing time-result of the top ranked competitor in each round is set to 100%, expressed as 100 points. The remaining competitors' scores for the round are calculated as the inverse percentage of the top ranked competitors' result – expressed in points, calculated to the third decimal place with no rounding applied.

4.1.5. If two or more competitors have the same cumulative total number of points the competitor with the higher placing in the events will have the higher standing (i.e. two 1<sup>st</sup>s and a 3<sup>rd</sup> beat one 1<sup>st</sup> and two 2<sup>nd</sup>s). The second tiebreaker is the single longest distance scored in the distance event.

4.1.6 The maximum points for 3 valid events is 900.

#### **5. Formation Skydiving**

5.1 The 4-way formation skydiving team whose total score in the open event is highest will be declared National 4-Way Formation Skydiving Champions.

5.2 The Senior 4-way formation skydiving team whose total score in that event is the highest will be declared Senior 4-Way Formation Skydiving Champions

5.3 The Intermediate 4-way formation skydiving team whose total score in that event is highest will be declared Intermediate 4-Way Formation Skydiving Champions

5.4 The Women's 4-way formation skydiving team whose total score in the women's event is highest will be declared the Women's National 4-Way Formation Skydiving Champions.

- 5.5 The 8-way formation skydiving team whose total score in that event is highest will be declared National 8-Way Formation Skydiving Champions
- 5.6 The Vertical Formation skydiving team whose total score in that event is highest will be declared National Vertical Formation Skydiving Champions.
- 5.7 Senior Teams are not eligible for the Championships declared as per 5.1 and 5.3. However, if no open event is held, then the winning senior team would be eligible as per 5.1.
- 5.8 Intermediate Teams are not eligible for the Championships declared as per 5.1, 5.2. and 5.4
- 5.9 Women's Teams are eligible for the Championships declared as per 5.1, 5.2 and 5.3.
- 5.10 Women's Teams entered in the open and senior event are eligible to be declared as per 5.4

6. **Canopy Formation**

- 6.1 The 2-way sequential team whose total score in that event is highest will be declared 2-Way Sequential Team Champion.
- 6.2 The 4-way rotation team whose total score in that event is highest will be declared 4-Way Rotation Team Champion.
- 6.3 not used
- 6.4 The 4-way sequential team whose total score in that event is highest will be declared 4-Way Sequential Team Champion.

7. **Artistic**

The Freestyle team whose total score in that event is highest will be declared Freestyle Team Champion.

8. **Classification of Results**

Classification and recognition of results will be made only for Canadian Citizens and landed immigrants who have been resident in Canada for at least one year prior to the beginning of the month in which the Championships are held and who have been a member of the CSPA for the same length of time.

Competitors competing as guest individuals or on guest teams shall have their performances appear in the results with the notation "guest" or "guest team" in the appropriate space

9. **Awards**

(not used)

10. **Medals.** Gold, silver and bronze medals will be awarded to the first, second and third place winners (including properly registered alternate team member competitors) in all valid events (including individual Overall) subject to the citizenship restrictions in s 9.6 and with the following exceptions:
- a) where there are only three individuals or teams registered in an event, only gold and silver medals shall be awarded
  - b) where there are only two individuals or teams registered in an event, only the gold medal will be awarded.
  - c) where Women competitors are concerned , they may be awarded medals as co-placement with their male counterparts if they chose to compete with the men because there are not any other female competitors.

11. **Videographer medals.** In the Formation Skydiving, Canopy Formation and Freefly events videographers shall receive medals if they are the registered videographer of a medal winning team and film at least 70% of said team's jumps or are registered as an alternate competitor on a medal winning team subject to citizenship restrictions in s. 9.6.
12. The order of presentation of trophies will be such that the "on-year" Champions (the new National Team) will be announced last
13. .An MC will announce the winners. The Chief Judge, his or her designee or the Event Judges will coordinate or assist in the presentation of the medals.
14. **Citizenship.** In the individual events only Canadian Citizens or landed immigrants who have been resident in Canada for at least one year prior to the beginning of the month in which the Championships are held will be eligible to receive trophies or medals. In the team events the registration of one or more individuals who are not Canadian Citizens or landed immigrants who have been resident in Canada for at least one year prior to the beginning of the month in which the Championships are held as either team members or as the team alternate, will reduce the status of that team to that of a guest team and no person on that team, regardless of citizenship, will be eligible to be awarded trophies or medals. This paragraph is not intended to refer to the registration of foreign videographers, which will not affect the eligibility of other eligible team members to receive trophies or medals.

**Chapter 12**  
**Competition Jury**

1. The National Championship Competition Jury shall be composed of not less than three, but not more than five persons. A quorum shall consist of at least three Jury members. Individuals solicited for Jury Duty should be experienced and knowledgeable parachutists. They should have no other responsibilities during the Competition, other than that of Jury Duty. If this is not possible or practical, then Jury Members must be as far removed from the Judging and Competition Conduct as possible, in order to ensure their impartiality. Under no circumstances will a member of the Jury be the Meet Director, a Judge or a Competitor in the same event.
2. Members of the Jury must be completely familiar with all relevant Competition and Safety Rules. Previous National Competition experience is an asset to a Jury member.
3. The Jury shall be the final authority for any decision pertaining to the conduct of the Competition. The Jury shall be the "last resort" for any appeal by a competitor in relation to any decision made by the Judges or by Competition Officials.
4. The Jury does not have the power to change the evaluation of a jump or the score of a jump, but may award a re-jump, if in their judgment, the circumstances so warrant.
5. The primary function of the Jury is that of interpretation of the Rules to ensure:
  - a) All competition jumps are made in accordance with the appropriate Rules; and
  - b) That decisions made by the Judges or Competition Officials are in accordance with the appropriate Rules.
6. To initiate an Appeal to the Jury, a competitor shall submit any Appeal in writing accompanied by the established fee. The Appeal shall contain the following:
  - a) A description of the incident and the time at which it occurred;
  - b) The particular Rule or Rules on which the Appeal is based; and
  - c) Supporting arguments or reasons why the Appeal should be granted.
7. The Jury shall read and discuss the Appeal, after which it shall, as applicable:
  - a) Allow the competitor to speak on his behalf;
  - b) Request the Meet Director or Chief Judge to speak in support or against the Appeal;
  - c) Address any questions to the foregoer as deemed appropriate;
  - d) Question any other parties concerned in order to seek additional facts; and
  - e) Examine any evidence deemed germane, such as score sheets, or other Competition documents.
8. The Jury shall then deliberate in Closed Session, with the right to recall any persons involved for further questioning. A decision shall be reached by simple majority, by secret ballot and the decision will be communicated to all concerned, i.e. Meet Director, Chief Judge, Competitors, Manifest, Team Captain, Chief Scorer, Meet Safety Officer and such other Officials or Competitors as required.
9. A decision by the Jury must not be made on emotional grounds. A Jury Decision shall be based solely on interpretation of the Rules and such evidence as may be tabled for or against the Appeal.
10. If an Appeal concerns a disciplinary matter related to the adherence to and application of Safety Rules, rather than a request for a rejump, the Jury may adopt a different procedure. The Jury may award the competitor the maximum/minimum score for the jump, expel the competitor from the event, or expel the competitor from the competition.

11. The Jury must consider that any disciplinary action, initiated by the Meet Director; has been preceded by a warning or warnings to the competitor(s) and by discussion of the incident with the Meet Safety Officer, Chief Judge and the competitor(s).
12. Each decision made by the Jury must be carefully weighed by assessing all relevant factors of action and circumstance of the matter presented to them. All parties involved must be accorded equal opportunity to present their views to the Jury. The Jury must be impartial and exercise great caution in respect to applying their own personal prejudices if any, to the matter at hand. In their deliberations the Jury must assume that in all cases Judges and Meet Officials exercise the authority vested in them with the utmost integrity. Similarly, the Jury must assume as a general rule that competitors do not intentionally violate Competition or Safety Rules, in that each individual has made a substantial investment in time and money in order to compete in the Championships.
13. The task of the Jury, in adjudicating matters presented to it, is not, nor will it ever be, easy. The final decision arrived at by the Jury shall reflect justice and fair play to all parties concerned.