



Official Publication of the United States Parachute Association

SKYDIVER'S COMPETITION MANUAL

USPA AUTHORITY

The competition will be conducted under the authority granted by the United States Parachute Association, according to the regulations of the Skydiver's Competition Manual, as approved by the Board of Directors. All participants accept these rules and the USPA regulations as binding by registering in the competition.

Chapters

“USPA Values Statement”

Chapter 1: USPA National Skydiving Championships General Competition Rules

Chapter 2: USPA Judging Program

Chapter 3: State, National And International Record Reporting Procedures

Chapter 4: United States Parachute Team and Delegations

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Chapter 11: USPA National Artistic Events Championships Competition Rules

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Chapter 13: USPA National Canopy Piloting – Freestyle Championships Rules

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Chapter 15: USPA National Speed Skydiving Championships Competition Rules

USPA VALUES STATEMENT

USPA is committed to promoting an atmosphere that allows our sport to be safe, inclusive and fun. We advocate for the dignity and well-being of all individuals and respect diverse traditions, heritages and experiences. We value inclusivity and reject discrimination based on race, ethnicity, gender, sexual orientation, religious belief or any other attribute not related to performance or merit. USPA affirms its vision of a safe and healthy skydiving environment free of violence and any form of discrimination, including sexual or racial harassment.

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USPA National Skydiving Championships General Competition Rules



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1. Introduction

1.1. Purpose

- 1.1.1 The Skydiver's Competition Manual (SCM) provides general rules for USPA national skydiving competition; specific rules for skydiving disciplines and collegiate competition; and procedures for host/site selection and the requirements for conducting USPA-sanctioned championships events.
- 1.1.2 Further, the SCM provides direction for the judge training and certification program; the selection and conduct of U.S. Teams; procedures for claiming and validating state, national and world records; the representation of U.S. interests in competition, judging and world records to the Fédération Aéronautique Internationale/International Skydiving Commission (FAI/ISC); and guidance for bidding and conducting FAI-sanctioned international skydiving events.

1.2. Scope

- 1.2.1 This Manual includes rules and procedures by which the following competitions are conducted:
 - National Collegiate Skydiving Championships
 - Accuracy Landing
 - Artistic Events
 - Canopy Formation
 - Canopy Piloting
 - Canopy Piloting - Freestyle
 - Formation Skydiving
 - Wingsuit Flying
 - Speed Skydiving
 - Test Events
- 1.2.2 Reference is made to the FAI/ISC Sporting Code (General Section and Section 5), which serves as a supporting document to the SCM and can be found at www.fai.org.

1.3. Applicability

- 1.3.1 In accordance with an agreement with the National Aeronautic Association (NAA), the United States Parachute Association is the sole organization delegated authority over skydiving competition and records in the United States and is responsible for promoting and conducting competition events.
- 1.3.2 It is USPA's responsibility to control, observe and document world records set at skydiving events and record attempts conducted in the United States, and to report any subsequent record claims on behalf of U.S. citizens (or foreign nationals/aero clubs) to the FAI/ISC.
- 1.3.3 USPA is responsible for selecting a delegation to participate in all meetings conducted by the FAI/ISC and serves as the representative of the U.S. skydiving community to the international body.

1.4. Responsibility

- 1.4.1 It is the responsibility of the competition committee of the USPA Board of Directors to maintain and edit this Manual.
- 1.4.2 The USPA Board of Directors must approve all changes, except those relegated to the USPA executive director to ensure quality control and policy consistency (see USPA Governance Manual), and those changes made by the ISC.

1.5. Changes

- 1.5.1 From time to time, the SCM requires revision to reflect the latest ISC rules adopted by the competition committee and/or rule changes approved by the board of directors.
- 1.5.2 Although USPA may provide periodic updates to those who have purchased this Manual or downloaded it from the USPA website, it is the responsibility of SCM holders to ensure their version is current.
- 1.5.3 The SCM is available at www.uspa.org/scm
- 1.5.4 Those in possession of an SCM are encouraged to contact the USPA Director of Competition or the Chair of the USPA Competition Committee with comments or recommended changes.

1.6. Chapters

- Chapter 1: USPA National Skydiving Championships General Competition Rules
- Chapter 2: USPA Judging Program

Chapter 1: USPA National Skydiving Championships General Competition Rules

- Chapter 3: State, National and World Record Reporting Procedures
- Chapter 4: United States Parachute Teams and Delegations
- Chapter 5: USPA Nationals Site Selection
- Chapter 6: International Parachuting Activities
- Chapter 7: USPA National Collegiate Skydiving Championships Competition Rules
- Chapter 8: USPA National Accuracy Landing Championships Competition Rules
- Chapter 9: USPA National Formation Skydiving Championships Competition Rules
- Chapter 10: USPA National Canopy Formation Championships Competition Rules
- Chapter 11: USPA National Artistic Championships Competition Rules
- Chapter 12: USPA National Canopy Piloting Championships Competition Rules
- Chapter 13: USPA National Canopy Piloting - Freestyle Championships Competition Rules
- Chapter 14: USPA National Wingsuit Flying Championships Competition Rules
- Chapter 15: USPA National Speed Skydiving Championships Competition Rules

2. Purpose And Objectives

- To establish the USPA National Skydiving Championships and recognize and honor U.S. National Champions in the following disciplines: Artistic Events (AE), Canopy Formation (CF), Formation Skydiving (FS), Accuracy Landing (AL), Canopy Piloting (CP), Canopy Piloting - Freestyle (CP-F), Wingsuit Flying (WS), Speed Skydiving (SP) and National Collegiate Skydiving (NCSC).
- To select from the Open Classes of the USPA National Skydiving Championships final standings the best competitors in the United States to form representative U.S. Teams from the appropriate disciplines for participation in selected international competitions.
- An event that has fewer than four teams/individuals for the second consecutive year may be eliminated.

3. Competition Planning

3.1. Dates and Locations

- 3.1.1 The USPA National Skydiving Championships will be held at a date and location determined by the USPA Board of Directors or by an authority delegated by them.
- 3.1.2 The USPA National Collegiate Skydiving Championships will be held at a location determined by the USPA Competition Committee and approved by the full board.

3.2. Fees

- 3.2.1 Competitor costs will be advertised by the host via a means suitable to USPA Headquarters (Parachutist and/or a dedicated website page) at least four months before the competition.
- 3.2.2 Host will list separately the costs (per the Letter of Agreement) of practice and competition jumps, the general meet registration fee and event/multiple event registration fees.
- 3.2.3 For all USPA-sanctioned competitions, the cost of travel, food, lodging, and practice jumps will be borne by the competitors.

3.3. Registration

- 3.3.1 Registration will commence and terminate at a date specified before the start of events for each competitive discipline.
- 3.3.2 Once registration is closed, no other team (in team events) or individual (in individual events) will be allowed to register for the event.
- 3.3.3 Should a team make a change to its roster after the beginning of round one, they may continue to compete but only as a guest team.

3.4. Refund policy

- 3.4.1 Competitors will be refunded the price of any scheduled competition jumps not made within 30 days of the completion of the meet.

4. Management Of Competition

4.1. Meet Director

- 4.1.1 Meet Directors for the USPA National Skydiving Championships and the National Collegiate Skydiving Championships selected by the host must be approved by the USPA Competition Committee.
- 4.1.2 The Meet Director may delegate administrative duties and authority to others but may not relieve himself or herself of the responsibility of conducting the meet according to all applicable competition rules.

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4.1.3 Duties of the Meet Director include—

- Directing all activities relating to the conduct of the competition
- Deferring to the jury all matters pertaining to rules interpretation
- Ensuring that all decisions reached by the jury are followed, knowing that the Meet Director cannot overrule the jury except in matters pertaining to safety
- Sending an after-action report to the USPA Controller within 30 days of the completion of the competition
- Selecting the Chief Judge(s) with confirmation of the Chair of the USPA Competition Committee
- Selecting the Chief Pilot

4.1.4 The Meet Director may not be a competitor in any event.

4.2. Chief Judge

4.2.1 The Chief Judge will be selected from a list of qualified judges provided by the USPA Competition Committee.

4.2.2 The Chief Judge will select the judging staff.

4.2.3 All judges must be National or International Judges rated in the discipline for the panel on which they serve.

4.2.4 The panel of judges for a discipline will comprise of an event judge plus at least three other judges.

4.2.5 For the purposes of this section, the following are considered one discipline:

- Accuracy Landing
- Artistic Events
- Canopy Formation
- Canopy Piloting
- Canopy Piloting - Freestyle
- Formation Skydiving
- Wingsuit Flying
- Speed Skydiving

4.2.6 Accuracy landing requires at least five judges (including the Chief and Event judges).

4.2.7 Canopy piloting requires at least eight judges (including the Chief and Event judges).

- 4.2.7.1 The host must provide and assign 4 additional persons to assist the judges during the competition. All four persons must be approved in advance by the Chief Judge and should be either a USPA Regional CP Judge or a USPA National Judge rated in any discipline.

4.2.8 Wingsuit flying requires at least eight judges (including the Chief and Event judges).

4.2.9 Additional individuals may perform tasks (e.g., canopy observer, wind recorder) or take part in judge training provided they are under the direct supervision of the NJTP course director or the Chief/Event Judge.

4.2.10 At a USPA National Championship or National Collegiate Skydiving Championships, the Chief Judge has the right to dismiss a judge from the panel of judges if his/her work and/or behavior is/are incompetent or unacceptable.

4.2.11 The Chief Judge shall be responsible for determining a competitor's/team's final score and placing.

4.2.12 Within 30 days after the conclusion of the competition, the Chief Judge is responsible for sending an after-action report to the USPA Controller, including names of all participating judges.

4.3. USPA Controller

4.3.1 The USPA Director of Competition shall act as the USPA Controller and will represent USPA for the event to ensure the competition is conducted in accordance with the USPA National Skydiving Championships Letter of Agreement, USPA BSRs, and all applicable competition rules.

4.3.2 If the Director of Competition is unavailable, the Chair of the USPA Competition Committee will appoint a Controller. The USPA Controller should be a member of the USPA Competition Committee or Headquarters staff, but if neither is available, another member of the USPA Board or Headquarters should be appointed.

4.3.3 The duties of the USPA Controller, commencing upon appointment, include—

- Ensuring that the host follows the terms of the Letter of Agreement and all applicable competition rules
- Physically inspecting the competition site at a suitable time during the preparation thereof

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- Reporting to the jury the state of organization before the jury gives its approval to start the competition
- Ensuring that a USPA Safety & Training Advisor is present during the competition or assuming those duties if no local S&TA is present
- Liaising with the event host and Meet Director during the competition to ensure adherence to the program of competition, including the conduct of the awards ceremony and any social events
- Confirming that the registration fee and cost per jump are as presented in the host's approved bid
- Establishing the number of participants who pay the sanction fee
- Verifying and facilitating the payment of travel and per diem expenses to those due payment

4.4. Jury

- 4.4.1 The Jury President will convene a jury at the USPA National Skydiving Championships.
- 4.4.2 The responsibility of the jury is to ensure that the Skydivers Competition Manual, the USPA Basic Safety Requirements, and the USPA/Host Letter of Agreement are strictly observed.
- 4.4.3 The maximum number of jury members, not including the Jury President, is four and the minimum is two.
- 4.4.4 At least two jury members, including the Jury President, (a quorum) will be physically present and officially convened to perform its duties which include:
- Approving the start of competition
 - Ensuring fair, just, and equitable conduct of the competition and ensuring that all applicable competition rules are followed
 - Evaluating petitions for rule interpretation
 - Hearing protest appeals
- 4.4.5 The Jury President's role shall, by default, be filled by the USPA Controller. The Chair of the USPA Competition Committee may, at their discretion, appoint someone else, as needed, who must not already be a meet official or competitor.

4.5. Video Controller

- 4.5.1 The Meet Director, with the approval of the Chief Judge, will appoint a Video Controller prior to the competition.
- 4.5.2 The Video Controller may inspect a team's video equipment to verify it meets competition standards as listed in Chapter 1 Section 7.3.
- 4.5.3 As determined by the Chief Judge, inspections that do not interfere with the team's performance may be made at any time during the competition.
- 4.5.4 If any video equipment does not meet competition standards as previously defined, this equipment will be deemed unusable for the competition by the Video Controller.
- 4.5.5 The Video Controller's responsibilities are as follows:
- Have a clear understanding of the video processing system used for the event
 - Ensure that an effective copying and logging system, approved by the Chief Judge(s) and event judge(s), is in place for all events that use video for judging and scoring and that videographers operate in compliance with the appropriate chapters
 - Process the competition video
 - Conduct a video briefing prior to the start of the event
 - Provide USPA with copies of the competition video
 - Stress proper video procedures to camera flyers and provide a convenient method for copying and identifying files (event, team number and round) for judging.

5. Qualification Requirements

5.1. General

- 5.1.1 In Open class team disciplines, if any member of a team is ineligible for medals or participation on a U.S. Team, the entire team is ineligible.
- 5.1.2 In non-Open class team disciplines, the entire team is ineligible to compete for medals if:
- 5.1.2.1 On teams consisting of five (5) competitors or more (including the videographer, excluding any alternate), more than 25% of the team is considered ineligible to compete for medals, or
- 5.1.2.2 On teams consisting of less than five (5) competitors (including the videographer, excluding any alternate), more than one (1) competitor on the team is considered ineligible to compete for medals.
- 5.1.3 Meet management has the right to require documentation to substantiate eligibility and qualifications in 5.2.

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5.1.4 Foreign and guest competitors may compete at any USPA National Championships at the discretion of the Meet Director and at their own expense, provided they are USPA members and comply with the minimum age and license requirements.

5.2. Competitor Eligibility and Qualification

5.2.1 To compete at a USPA National Skydiving Championships and be eligible for nationals medals, competitors must be a current, regular USPA member and—

- Be a U.S. citizen OR possess a Resident Alien Card U.S. INS Card I-551, OR possess an I-551 temporary stamp in their passport.
- Be at least 18 years of age
- Have at least 100 freefall skydives
- Hold a current, valid USPA license or FAI Certificate of Proficiency appropriate for the discipline or event as follows:

Table 1: Competition Qualification Requirements

| Discipline/Event | Required License |
|--------------------------------------|------------------|
| Accuracy Landing | C |
| Artistic Events (Open) | C |
| Canopy Formation (2-way Pro/Am) | B |
| Canopy Formation (2-way Open) | C |
| Canopy Formation (4-way) | C |
| Canopy Piloting* (See 5.2.2) | C |
| Formation Skydiving (Intermediate) | B |
| Formation Skydiving (Advanced) | B |
| Formation Skydiving (Open) | C |
| Formation Skydiving (10- and 16-way) | C |
| VFS (Intermediate) | B |
| VFS (Advanced) | B |
| VFS (Open) | C |
| Mixed Formation Skydiving (Advanced) | B |
| Mixed Formation Skydiving (Open) | C |
| Wingsuit Flying | C |
| Speed Skydiving | C |

- All team air-to-air videographers are required to hold a minimum of a C License or foreign equivalent.

5.2.2 Canopy Piloting and Canopy Piloting - Freestyle

- Advanced Class competitors must also have at least 500 high-performance landings total including a minimum of 100 high-performance landings in the last 12 months.
- Open Class competitors must also have at least 1,000 high-performance landings total including a minimum of 150 high-performance landings in the last 12 months.

5.2.3 Guest competitors who do not reside in the U.S. may hold an introductory membership in lieu of a regular membership. Residency documentation must be presented to the USPA Controller upon request.

5.3. Eligibility for USPA Nationals Medals and the U.S. Team

5.3.1 The following are not eligible to receive a USPA Nationals medal or serve as U.S. Team members:

- Foreign and guest competitors
- Competitors ineligible to hold an FAI sporting license issued by the U.S.
- U.S. citizen/legal resident competitors eligible to hold a US-issued FAI sporting license, but who are not eligible to represent the U.S. at the next applicable FAI First Category Event (FCE) by current FAI rules.

6. Duties And Conduct Of Participants

6.1. General Rules

6.1.1 Competitors and officials must comply with these rules throughout the competition.

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- 6.1.2 Lack of knowledge regarding any subsection of these rules will not be grounds for protest or appeal of any judgment made by the judges or Meet Director.
- 6.1.3 Competitors and officials must honor the basic rules of good behavior and sportsmanlike conduct, follow the official schedules, attend scheduled activities on time with proper equipment, obey the officials, and respect the established order of jumping.
- 6.1.4 To compete, all competitors must register.
- 6.1.5 Registration by a competitor is an implicit agreement to abide by these rules and the pronouncements made by meet management.
- 6.1.6 Failure to observe the required conduct and duties described in this section or willful disobedience of signals or orders from meet officials may be grounds for disqualification of a competitor by the Meet Director from a jump, an event, or the championships without refund of fees.
- 6.1.7 USPA and/or the sponsors of USPA-sanctioned competitions are not responsible for accidents, injuries, or casualties to competitors or loss of their equipment or possessions.
- 6.1.8 Legal responsibility waivers will be signed by competitors during registration.
- 6.1.9 If the jumps are made in conditions which are evidently within the limits of the competition rules, though some of the technical conditions stated in the rules are not strictly complied with, there are no grounds for a rejump.
- 6.1.10 Any other individuals/team(s) in the aircraft must not interfere with the exiting individual/team.

6.2. Safety Rules

- 6.2.1 USPA Basic Safety Requirements and any special safety rules must be followed at all times.
- 6.2.2 The Meet Director may ground or expel (without refund of fees) an individual or entire team from one or all events for violating these safety rules.

6.3. Rules for Exigencies

- 6.3.1 Meet management has the authority to impose regulations, which may become necessary due to unforeseeable exigencies.
- 6.3.2 Competitors have the right to expect that such exigent regulations will be commensurate with fair and impartial conduct of the meet and will not alter the spirit of these rules.

6.4. Spirit of the Rules

- 6.4.1 For any controversy during the competition, which is not precisely described in these rules, the spirit of the rules will be applied to settle the matter.
- 6.4.2 "Spirit of the rules" is defined as a fair and equitable opportunity for individuals or teams to demonstrate their skill in competition.
- 6.4.3 It is the responsibility of the individual or team to plan strategy and to execute the appropriate skills in a manner that does not violate the rules.

7. Technical Conditions

7.1. General Rules

- 7.1.1 All practice jumps made at a USPA National Skydiving Championships site will be made only from aircraft under control of the Meet Director and at his or her discretion.
- 7.1.2 After the close of registration and before the start of competition, meet management will conduct a briefing.
- 7.1.3 Injury or illness: A competitor may make up any jumps missed due to injury or illness until the event in which the jumps were missed is completed. Medical documentation may be required at the discretion of the Meet Director and USPA Controller.
- 7.1.4 Competitor jump limits: There is no maximum number of competition jumps allowed per day per competitor in all events or disciplines.
- 7.1.5 Jumping may continue if there is, in the Meet Director's opinion, sufficient light for a safe and fair competition.

7.2. Wind Tunnels, Training and Fun Jumps

- 7.2.1 Except at the discretion of the Meet Director and with the concurrence of the Chief Judge, once a freefall event begins, no competitor or team in that event will be permitted wind tunnel use. Conversely, once a parachuting event begins, no competitor or team in that event will be allowed to make non-competition jumps, but they may use a wind tunnel.
 - 7.2.1.1 Violations of this rule may warrant disqualification by the Meet Director and a recommendation to the USPA Competition Committee of disbarment from future USPA championships.
- 7.2.2 A team or individual may jump when weather permits jumping but not judging (determined by the Meet Director); if a team or individual so decides, the jump will not be scored and they will not be eligible to receive a medal in that event.
- 7.2.3 Freefall videographer's jumps during the championships are not considered training or fun jumps.

7.3. Videographers

- 7.3.1 Each team in the AE, CF, FS, VFS, MFS and WS Acrobatic events will include a videographer who will provide the evidence required to judge each round.
- For the purpose of these rules, air-to-air video equipment shall consist of the complete video system(s) used to record the video evidence of the team's freefall performance, including camera(s), recording media, and battery(ies).
 - All video equipment must provide a high-definition digital-video file in a compatible file format approved by the Video Controller containing a 1080-type digital signal with a minimum frame rate of 50 frames per second.
 - Each videographer must use the video transmission system provided by the organizer.
 - The camera must be fixed static to the helmet.
 - No roll, pitch, or yaw movements of the camera, mechanical, or digital zoom adjustment, or any digital effects (excluding "steady shot" or other image stabilization feature) may be used during competition jumps.
 - As soon as possible after each jump is completed, the videographer must deliver the air-to-air video equipment (including the media used to record that jump) for copying at the designated video station.
 - The media evidence must remain available for viewing or download until all scores are posted as final.
 - Failure to meet any of these requirements will lead to a score of zero points.
- 7.3.2 Only one team videographer may jump on each jump.
- 7.3.3 Additional videographers
- Non-team videographers ("outside videographers") may accompany competitors/teams with prior permission of the team and Meet Director.
 - In competition, an outside videographer may not engage in aerial contact with any team.

7.4. Jump Order

- 7.4.1 Before starting the first round of each event, jump order numbers for each team or individual competitor will be drawn by meet management.
- 7.4.2 Teams or individuals will compete in this order, unless otherwise determined by the Meet Director.

7.5. Jump Notification

- 7.5.1 Teams or individuals will be given a call at least 15 minutes and five minutes before boarding the aircraft.
- 7.5.2 If a team or individual does not arrive in time for boarding, they will be scored as having made the jump and assessed the maximum penalty.
- 7.5.3 Except for rejets and the first jump of the day, each competitor is allowed a minimum time of 45 minutes from arriving at the competition site to the first call for the next competition jump.
- 7.5.4 For competitors who have entered in two events that are run concurrently, the minimum allowed time from arriving at the competition site to the first call for the next jump, except for rejets and the first jump of the day, is 30 minutes.

7.6. Change or Interruption of Events

- 7.6.1 If a round in an event is interrupted for any reason, the round will be completed at the earliest opportunity.
- 7.6.2 In order to ensure completion or if the weather requires it, the Meet Director may run multiple events simultaneously.

7.7. Competitor Refusal to Jump

- 7.7.1 Competitors may refuse, at their own expense, to jump for reasons that violate good safety practices (e.g., clouds, aircraft, lack of oxygen, excessive cold, jump run inequality, video failure, high winds, premature pack opening, high-G jump runs).
- 7.7.2 They must ride the aircraft down unless ordered by the pilot to exit in emergencies.
- 7.7.3 If a competitor exits the aircraft (except in an emergency), the jump becomes official and will be scored.
- 7.7.4 The judges may assess the maximum/minimum score, as appropriate, for the round if the reasons for refusal to jump are not considered pertinent.

7.8. Host and Meet Management Responsibilities

- 7.8.1 The Host is responsible for providing a wind speed-measuring device capable of displaying wind velocity in meters per second.
- 7.8.2 Meet management is to provide sufficient staff (normally one or two persons) to make up the scoring and recording section of the judging staff.

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- 7.8.3 The host must provide a video slate (or other suitable method) for AE, CF, FS, VFS, and WS events so that videographers can video their team number and round just before exit.
- 7.8.4 A meet announcement board (or “DZ TV”), where an official clock is visible and official announcements including event holds, releases, scores, and protest results are posted, must be present.
- 7.8.5 Such announcements, and especially scores, become officially posted when placed on such an announcement board for permanent, continuous public display.

8. Policies And Procedures

8.1. Equipment and Clothing

- 8.1.1 Each competitor is responsible for outfitting himself or herself with safe and acceptable gear, normal associated equipment, and clothing necessary for the performance required in each competitive discipline.
- 8.1.2 The harness and container system and parachutes must meet all current FAA and USPA regulations and standards.
- 8.1.3 All skydiving gear must be inspected and approved by an inspector designated by the host in order for a competitor to be registered for the competition.
- 8.1.4 The Meet Director, whose decision will be final, will settle any controversy concerning the suitability of a competitor’s equipment.

8.2. Aircraft

- 8.2.1 The type of aircraft for each event in each discipline will be as advertised before the competition.
- 8.2.2 The airspeed at time of exit for each event in each discipline will be as specified in the rules governing that discipline.
 - 8.2.2.1 It is the pilot’s responsibility to maintain airspeed and altitude using the manifold pressure, rpm, etc., set by the Chief Pilot or Meet Director to assure equal conditions for all teams and individuals on exit from all aircraft.
 - 8.2.2.2 It is the responsibility of the individual competitor or team captain to confirm airspeed and altitude.
 - 8.2.2.3 An individual competitor or team captain may request a second pass if aircraft speed or altitude is suspect (not within specified limits at time of intended exit).
- 8.2.3 Aircraft pass limits
 - 8.2.3.1 No more than two aircraft passes over the target per competitor or team will be permitted for any jump.
 - 8.2.3.2 A team or competitor that does not exit the aircraft on the second pass will be considered to have made the jump and scored the maximum penalty except:
 - When the pilot or Chief Judge authorized another run because of unusual circumstances
 - When it is apparent to the Chief/Event judge that a competitor or team exhibited good safety practices or common sense in making additional passes or landing with the aircraft.

8.3. Weather

- 8.3.1 For all competitive disciplines, any weather limitations affecting the competition are explicitly defined in the chapter of the Skydiver’s Competition Manual governing that discipline.
- 8.3.2 The maximum wind limit for all events shall be 11 m/s unless otherwise specified in the section of the Skydiver’s Competition Manual governing that discipline.

8.4. Protests

- 8.4.1 At any time during the event, a competitor or a team that is dissatisfied on any matter should first ask the appropriate official for assistance and, if still dissatisfied, may file a written protest to the Meet Director, who must give the protest to the Jury President and advise the Chief Judge of its contents without delay.
- 8.4.2 A protest must be filed within three hours of the knowledge of the grounds for protest.
 - 8.4.2.1 The timing of the three hours will only be done during the time that the competitors in the event are required to be at the competition site.
 - 8.4.2.2 The protest must state the particular rule or rules about which the protest is being made and contain a description of the situation, reasons for the protest, names of pertinent witnesses, and the availability of the witnesses to provide information if called by the Jury.
 - 8.4.2.3 No protest may be made nor may one be accepted by the Meet Director that deals with the evaluation of a jump or a score given by the judges.
 - 8.4.2.4 A protest may be withdrawn at any time before the final decision of the Jury.
- 8.4.3 The issue must be addressed by the Jury as soon as possible.

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8.4.4 A \$50 fee must accompany the protest. This fee applies to each competitor/team.

8.4.4.1 If a decision regarding the protest is granted in favor of the competitor or team, all protest fees will be refunded.

8.4.4.2 Kept fees will be donated to the U.S. Parachute Team Trust Fund in the name of the protesting individual or team when possible.

8.4.5 Procedures

8.4.5.1 The Jury President will convene a hearing with all applicable parties present during and aware of the protested incident to discuss pertinent information.

8.4.5.2 The Jury President will inform the competitor or team of the protest decision by public written posting, noting the competitor or team number, event, round, and disposition of the protest.

8.5. Rejumps

8.5.1 Except as provided in the video review panel paragraph of this section, any principal judge observing a circumstance that obviously merits a rejump for a competitor or team will inform the Event/Chief Judge.

8.5.1.1 The competitor or team will be immediately informed of an awarded rejump after a favorable decision by the Event/Chief Judge.

8.5.1.2 Individual competitors or teams may refuse a rejump and take the original score.

8.5.1.3 Officially awarded reumps, if not declined, must be made as soon as possible after the incident causing the rejump.

8.5.1.4 Reumps awarded in Canopy Piloting Speed and Drag Distance events are not optional.

8.5.2 The cost of all officially awarded reumps will be borne by the competitor or the team.

8.5.3 Excessive wind speed during a jump is not grounds for a rejump, except in the Accuracy Landing and Canopy Piloting events.

8.5.4 Problems with a competitor's equipment, including video equipment, are not grounds for a rejump.

8.5.4.1 Contact or other means of interference between the team and videographer are not grounds for a rejump unless specified in a specific chapter of these rules.

8.5.4.2 Once the team leaves the aircraft, the jump will be scored unless video evidence is insufficient.

8.5.5 Specific conditions or situations warranting reumps will be described in the section of this Manual governing the competitive discipline.

8.5.6 Video Review Panel

8.5.6.1 A Video Review Panel, consisting of the Chief Judge of the event, the President of the Jury, and the Video Controller, will be established prior to the competition.

8.5.6.2 In the event that the Video Review Panel determines that the team's video has been deliberately tampered with, the team will receive the maximum penalty for the jumps in question.

8.5.6.3 In a case where part of a team's performance is not able to be judged from lack of video evidence, or where the quality of video image is considered insufficient for judging purposes, the Video Review Panel will assess the conditions and circumstances and may award a rejump.

8.5.6.4 The Video Review Panel's decisions are final and are not subject to protest or appeal to the Jury.

8.6. Transgender Athlete Policy

8.6.1 USPA seeks to establish and maintain an inclusive environment that fosters fair and equitable competition for any member. For the purposes of competition and record setting, gender is determined by the athlete's government-issued ID.

8.6.2 Should an athlete have a concern that another athlete is misusing this policy to gain a competitive advantage, that athlete may file a formal complaint as described in 8.4 or Chapter 3 - 2.11. Any such complaints will be treated confidentially to protect the privacy of the athlete(s).

8.6.3 For sporting purposes, gender can only be changed once per 24-month period.

8.6.4 This policy should not be construed to supersede the policy of another organizing body when athletes compete in an event that is not under the auspices of the USPA

8.7. Competitors with disabilities

8.7.1 In the event of one or more competitor(s)/team(s) have a physical disability which would, under normal circumstances, preclude their participation in an event due to an inherent conflict with the rules (e.g. amputee(s) entering Formation Skydiving), the competitor/team shall present to the Chief Judge a declaration of the method they intend to use to overcome the conflict to provide an equitable demonstration of their abilities.

8.7.2 This/these plan(s) may be the basis for amended judging criteria for this competitor(s)/team(s) performance.

8.7.3 This/these plan(s) must be submitted with sufficient time to allow for examination and approval.

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- 8.7.4 The President of the Jury and Chief Judge will exercise due diligence in examining the team/competitor's plan(s) and shall approve any such plan that they believe is consistently applicable and falls within the Spirit of the Rules

8.8. Completion of the Competition

- 8.8.1 Should circumstances require, the Meet Director may employ an elimination cut to ensure completion of a valid championships.
- 8.8.2 Minimum requirements for a valid event or championships are enforced according to the section of this Manual governing each discipline.
- 8.8.3 At the conclusion of the competition, the Jury meets to declare the championships complete and valid, and to officially certify the results.
- 8.8.4 At the conclusion of the championships, the host must provide the USPA Controller with suitable electronic data files/scoresheets and any other pertinent data (participant lists to compute sanction fees, etc.).

8.9. Classification of Final Results

- 8.9.1 Classification of final results for each competitive discipline is described in the appropriate section of the governing Skydiver's Competition Manual.
- 8.9.2 A competitor must complete a jump and be scored in one round in order to be listed in the official standings.
- 8.9.3 Guest teams/competitors will be listed in the standings. Such guests will not be given a rank. Instead, they will be marked (G). Under no circumstances will guest scores be allowed to have an effect on other scores in the standings.

8.10. Recognition of Winners

- 8.10.1 For all USPA competitive disciplines, appropriate medals or other suitable recognition are presented annually for places first through third to each individual titleist in the individual events and each team member in the team events, not including guest competitors, except:
- 8.10.1.1 If only one competitor enters the event, no medals will be awarded unless they achieve a performance that is 50 percent or higher relative to the performance achieved by the first place in the event at the USPA National Skydiving Championships held the previous year; if this is the first time the event has been held at a USPA National Skydiving Championships, medal(s) will be awarded.
- 8.10.1.2 If only two enter the event, only first place will be awarded unless second place achieves a performance that is 50 percent or higher relative to the performance achieved by first place.
- 8.10.1.3 If only three enter the event, only first and second place will be awarded unless third place achieves a performance that is 50 percent or higher relative to the performance achieved by first place.
- 8.10.2 Guest competitors invited by USPA may be given separate awards.
- 8.10.3 Ted Strong Award for Extraordinary Sportsmanship
- 8.10.3.1 May be awarded from time to time for extraordinary sportsmanship displayed by teams or individuals at a USPA National Championships.
- 8.10.3.2 Awarded by unanimous agreement of the Meet Director, Chief Judge and USPA Controller or by unanimous agreement of the USPA Competition Committee.

Appendix A: Competition Jury

Note: The guidelines in this section are not grounds for protest.

Operation of the Jury

1. The President and Jury members are announced during the competitor's briefing.
2. Jury meetings are to be held at least once a day, normally toward the close, and as called by the Jury President.
3. The Jury President or his or her designee attends all briefings.
4. It is recommended that these briefings be recorded.
5. The Jury should require that all subsequent briefings or changes be posted.

Decision Process

6. The Jury President votes only in case of a tie.
7. When considering a protest, the Jury will make one of three findings:
 - Protest granted (return filing fee to the petitioner).
 - Protest denied (place filing fee in the U.S. Team Trust Fund, in the name of the team or competitor when possible).
 - Protest rejected; it is not a matter for jury consideration (return filing fee to the petitioner).

Procedures

8. Petitions must follow the format of the USPA Form, "Petition to Jury," contained in the Skydiver's Competition Manual, stating the rule or rules to be considered.
9. Jumping should not be discontinued pending a Jury decision unless absolutely necessary.
10. The Jury President reads the petitions or appeals and makes sure that they are fully understood by all Jury members.
 - He or she invites the person submitting the petition to add any explanation or information needed to clarify his or her petition to the Jury.
 - The President may then query the appropriate individual, the person submitting the petition, and any others designated as witnesses.
11. When the person submitting the petition and all other parties have been heard, the President asks the jury if they require further information.
12. The President instructs all Jury members not to express, orally or otherwise, a personal opinion and will not permit any discussions to take place in the presence of the parties concerned.
 - The Jury, in closed session, discusses questions pertinent to the specific issues.
 - Parties concerned may be called or recalled to provide relevant information to the Jury.
13. When the President decides that the Jury has discussed the issues sufficiently, he or she calls for a ballot to determine the outcome of the petition.
14. Results of the ballot are revealed to the parties concerned as soon as practical.
 - Jury decisions must be in writing giving the reasons for the finding.
 - The original petition and Jury decision are to be posted on the bulletin board.

Amendments to this Section

15. It is the Jury President's duty to submit a report to the USPA Competition Committee on the Jury operation and make suggestions for additions or changes to this section.
16. The committee should also receive a copy of all petitions and Jury findings and any recommendations for changes to the competition rules based on the petitions presented.

2

USPA Judging Program



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1. Introduction

1.1. General

- 1.1.1 This chapter describes the USPA judging program.
- 1.1.2 Any USPA member wishing to be rated as a judge is required to follow the guidelines and procedures in this chapter.

1.2. Purpose

- 1.2.1 To ensure the highest possible standards of judging at the local, national and international levels for competition and records.
- 1.2.2 To provide a mechanism to train, rate and enable currency of USPA members interested in serving as judges.

2. Definitions

2.1. Regional Judge

- 2.1.1 A judge who has met the qualifications outlined hereafter, successfully completed a Regional Judge Training Course, and is qualified to serve as a Principal, Event, or Chief Judge at local/regional meets.

2.2. National Judge

- 2.2.1 A judge who has met the qualifications outlined hereafter, successfully completed a USPA National Judge Training Course, and is qualified to exercise the all privileges of a Regional Judge as well as serve as a Principal, Event, or Chief Judge at a USPA National Championships.

2.3. International Judge

- 2.3.1 A judge who has met the qualifications outlined hereafter and in the Fédération Aéronautique Internationale Sporting Code, Section 5. Said judge is qualified to exercise all the privileges of a National Judge as well as the privileges granted by the FAI Sporting Code, Section 5.

3. Qualifications And Procedures

3.1. Regional Judge

- 3.1.1 To earn a USPA Regional Judge rating, a current USPA member must successfully complete a Regional Judge Training Course (RJTC).

3.2. National Judge

- 3.2.1 To earn a USPA National Judge rating, a candidate must meet all the following requirements:
 - be a current USPA member
 - have been a USPA member for at least one year
 - have met all the requirements to qualify as a Regional Judge
 - have successfully completed a National Judge Training Course (NJTC)

3.3. International Judge

- 3.3.1 To earn an International Judge rating, a National Judge must meet the following requirements:
- 3.3.2 (W) indicates requirements that may be waived by the USPA Competition Committee on a case-by-case basis.
 - meet the current FAI requirements as outline in Section 5 of the FAI Sporting Code
 - be a current USPA member
 - have been a USPA member for at least 24 months (W)
 - held the National Judge rating in that discipline for 12 months (W)
 - judged at least two USPA National Championships, two Second Category ISC Events, or one each in the discipline for which the rating holder wishes to be rated (W)
 - recommended by three International Judges (who need not be USPA-rated judges) and the USPA Competition Committee

3.4. Disciplines

- 3.4.1 Judges may be rated in the following disciplines, or combination thereof:
 - Accuracy Landing (AL)
 - Artistic Events (AE)
 - Canopy Formation (CF)
 - Canopy Piloting (CP) (includes Canopy Piloting – Freestyle)

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- Formation Skydiving (FS)
- Speed (SP)
- Style (ST)
- Wingsuit Flying (WS)

3.5. Procedures

3.5.1 Upon successful completion of a training course, candidates must submit the following to USPA Headquarters:

- a completed Judge Rating Proficiency Card
- all required fees
- a 1.5 x 1.5-inch passport-type photograph

3.5.1.1 The Judge Rating Proficiency Card can be obtained from USPA Headquarters or online at www.uspa.org/downloads.

3.5.1.2 The initial judge rating fee is \$35 and includes a logbook. Subsequent judge rating fees are \$25 each. There is no annual rating renewal fee. Additional/replacement logbooks are available from USPA Headquarters.

3.5.1.3 Electronic submissions of the photograph are acceptable. These can be submitted to competition@uspa.org.

3.5.2 Any judge on the official panel at a National Championship will have their next membership renewal at no cost to the judge.

3.5.2.1 Judges not on the official panel but who have judged a National Championship at their own expense may receive the following year's membership at no cost pending recommendation of the Chief Judge and the approval of the USPA Controller.

3.5.2.2 The maximum benefit in a single calendar year is one year of membership.

4. Authority Of Judges

4.1. Regional Judge

4.1.1 A Regional Judge may:

- serve as a Principal, Event, or Chief Judge at local/regional meets
- judge state records in disciplines for which they are rated
- serve as an additional judge on a state record for which they are not rated
- serve as an additional judge on a national performance record for which they are rated
- attend National Judge Training Courses.

4.2. National Judge

4.2.1 A National Judge may perform the duties of a Regional Judge and:

- serve as a Principal, Event, or Chief Judge at a USPA National Championships
- judge national records in disciplines for which he/she is rated
- serve as an additional judge on a national record for which they are not rated
- serve as an additional judge on an international performance record for which they are rated
- train USPA National Judges in disciplines for which they are rated, with the approval of the USPA Competition Committee
- train USPA Regional Judges in disciplines for which they are rated, as approved by the Director of Competition
- apply for appointment as a USPA Judge Examiner

4.3. International Judge

4.3.1 An International Judge may perform the duties of a National Judge and—in accordance with FAI Sporting Code, Section 5—judge international records and at international competitions.

5. Judge Requirements

5.1. Currency

5.1.1 Regional Judges

5.1.1.1 A Regional Judge's rating is permanent, concurrent with USPA membership.

5.1.1.2 Proof of currency is the judge's USPA membership card and logbook.

5.1.2 National Judges

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5.1.2.1 A National Judge rating, unless renewed as outlined below, automatically expires at the end of the fifth calendar year beginning in the award/renewal year. The first such expirations can occur no earlier than December 31, 2025.

For example, if a Formation Skydiving National Judge rating was awarded on March 6, 2021, that rating could expire as early as December 31, 2025.

5.1.2.2 A National Judge rating may only be renewed prior to expiration as follows:

- Upon successful completion of a USPA-approved National rating or FAI initial or renewal course.
- Upon successful performance serving as a Principal Judge, Event Judge, or Chief Judge, at either a USPA National Championships, National Collegiate Championships, or an FAI First Category Event.
- Upon successful performance as a Judge Examiner at an approved USPA course, or Chief of Judge Training at an FAI First Category Event.

5.1.2.3 If a judge is selected to judge at a USPA National Collegiate Skydiving Championships and that judge's National rating expires in the same competition year as, that rating is automatically extended to include only the official competition days. Section 5.1.2.2 applies from the original competition year, not the extended days.

5.1.2.4 An expired National Judge rating cannot be renewed; A new application is required.

5.1.3 International Judges

5.1.3.1 International Judges must satisfy currency requirements as set forth in the FAI Sporting Code.

5.1.3.2 International Judges who are removed from the annual list for any reason shall be deemed to have an expired rating.

5.1.3.3 National Judge ratings are not affected by 5.1.3.2.

5.2. Active Judge List

5.2.1 To be included in the current USPA active judges list, all judges are required to contact the Director of Competition by December 1 and provide the following information:

- name
- address
- day and evening phone numbers
- email address
- dates, locations, and disciplines of events judged in the last 12 months

5.2.2 The Chief Judge at any USPA National Championships will include a list of the judges and the event(s) judged in the after-action report for the meet.

5.2.3 The Director of Competition must submit the International Judges renewal roster, denoting disciplines, to the ISC Judge Committee no later than December 31 of each year, as required by the FAI Sporting Code.

5.3. Judging Logbook

5.3.1 All judges must maintain a logbook that contains all relevant personal data, to include a photograph and the ratings earned.

5.3.2 Each entry shall contain the name of event/competition, dates, and the number and type of skydives judged.

5.3.3 Judges conducting training courses are highly encouraged to record relevant data about all courses in their logbooks.

5.3.4 Principal or Event Judges serving at a USPA National Championships must have their logbooks validated by the Chief Judge.

5.3.5 Chief Judges serving at a USPA National Championships must have their logbooks validated by the Meet Director.

5.3.6 Any judge certifying a state or national record must have their logbook validated by another judge on the same record, an S&TA, a USPA Board Member, or USPA official.

6. USPA Judge Training

6.1. Introduction

6.1.1 USPA Judge Training Courses may be held at the discretion of Judge Examiners or as approved by the Competition Committee

6.2. Purpose

6.2.1 To present the best possible program to those candidates selected to attend each course.

6.3. Judge Training Authority

6.3.1 National and International Judges may apply for appointment by the Competition Committee as a Judge Examiner, if they:

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- have been on the USPA active judges list (see 5.2) for at least five consecutive years
 - have served as a judge (or participated as competitor) at three or more USPA National Championships or International sporting events in the last five years
 - have attended any Judge Training Course (JTC) or annual judging seminar in the last three years
 - have conducted three judge courses, one within the last two years, with satisfactory results, as determined by the committee
 - have a demonstrated background in instructional methods
- 6.3.2 Judge Examiners may conduct courses at their discretion but should notify USPA in advance and are encouraged to give the membership notice through the USPA website and Parachutist events calendar.
- 6.3.3 All Judge Examiner appointments will automatically expire with the election of a new USPA Board of Directors, except for those Judge Examiners who have either received their initial appointment, or taught or assisted with a JTC within the past three years.
- 6.3.4 Any rated judge may attend any JTC or annual judging seminar as a matter of continuing education.

6.4. Duties of a Judge Examiner

- 6.4.1 A Judge Examiner has the responsibility of ensuring that each candidate has adequate training and meets the standards expected of a judge for the rating sought.
- 6.4.2 A Judge Examiner must use standardized syllabuses, tests, and materials as available from USPA.
- 6.4.3 A Judge Examiner may dismiss from the course, without granting a rating, any candidate not able to fit in and function in the working environment.
- 6.4.4 A Judge Examiner must submit an after-action report to the USPA Director of Competition within 30 days after completion of the course.

6.5. Minimum Standards for Qualification

- 6.5.1 Cross Training: A current Regional or National Judge desiring to become rated in an additional discipline is required to complete only the discipline-specific requirements.
- 6.5.2 Regional Judge Requirements
- receive a briefing on the General Competition Rules (SCM Chapter 1) from a Judge Examiner
 - receive a briefing on the State and National Records Program (SCM Chapter 3) from a Judge Examiner
 - demonstrate fundamental competence to judge competitions and record attempts of the rating sought
 - achieve a minimum score of 75% on the written exam
 - achieve a minimum score of 80% on the practical exam
- 6.5.3 National Judge Requirements
- assist an appropriately rated and current National or International Judge in judging one complete meet in the discipline sought. For disciplines judged by video and/or data analysis (i.e. CF, FS, AE, SP, WS) this meet may be simulated by the course director.
 - receive a briefing on the rules specific to the discipline sought by a Judge Examiner rated in that discipline, to include a review of the performance requirements for each event in that discipline
 - receive a review of the General Competition Rules (SCM Chapter 1) from a Judge Examiner
 - receive a thorough overview of scoring equipment necessary to judge the specific discipline
 - receive a briefing on meet administration and required paperwork from a Judge Examiner
 - receive a briefing on documentation of performance(s) and collation of scores
 - receive a briefing on the State and National Records Program (SCM Chapter 3) from a USPA National or International Judge
 - achieve a minimum score of 80% on the written test administered by a Judge Examiner
 - achieve a minimum score of 85% on the practical test administered by a Judge Examiner

6.6. Specific Competition Discipline Requirements

- 6.6.1 Formation Skydiving and Canopy Formation
- Attain at least 80% match of absolute assessments.
 - Attain at least 95% of absolute formations in time.
 - The course should include a minimum of three rounds per event.
 - All videos should be drawn from jumps utilizing the current dive pool for each event.

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- In the event of changes to the dive pool(s) videos from the preceding pool may be utilized until updated videos are available.

3

State, National And International Record Reporting Procedures



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1. International Record Reporting Procedures

1.1. Procedures

- 1.1.1 The FAI Sporting Code (General Section and Section 5) prescribes the procedure for establishing international skydiving records.
- 1.1.2 Written notice of a preliminary claim for an international record must be submitted by either the Official Observer, the FAI Judge controlling the attempt, or the claimant, and must be received by the USPA Competition Department within 72 hours of its completion as a record attempt.
- 1.1.2.1 This notification may be submitted in person, or via telephone, fax, or email to:
- Director of Competition
U.S. Parachute Association
5401 Southpoint Centre Blvd.
Fredericksburg, VA 22407
Email: competition@uspa.org
540.604.9740 (p) 540.604.9741 (f)
- 1.1.3 Written notice of a preliminary claim for an international record must be received by the FAI Head Office within seven days of its completion as a record attempt.
- 1.1.4 An international record claim must be received by the USPA Competition Department within 30 days of the attempt, supported by a file containing all the information and certification necessary to prove that the conditions have been met. An extension of the 30-day deadline may be granted by the USPA Director of Competition, at their discretion, but only prior to the original deadline.
- The claim dossier must be in the standard format set out in Section 5 of the Sporting Code and include a statement that the attempt was made in accordance with all the regulations of the Sporting Code.
 - The claim dossier must be submitted to the NAA and the FAI through the USPA.
- 1.1.5 The claim dossier submitted to the FAI must include the following, as applicable:
- Classification (Sub-class, Type, etc.) of the record being claimed.
 - Title and description, including record figures.
 - Place and date of the record attempt.
 - Name, gender, and citizenship of the participant(s).
 - FAI sporting license of each participant and issuing National Airsport Control.
 - National Airsport Control (normally USPA) responsible for the control of the record attempt.
- 1.1.6 The international record claim must be sent by the USPA Competition Department and received by the National Aeronautic Association within 60 days of the attempt, supported by a file containing all the information and certification necessary to prove that the conditions have been met.
- 1.1.7 The international record claim must be sent by the National Aeronautic Association and received by the FAI Secretariat within 120 days of the attempt, supported by a file containing all the information and certification necessary to prove that the conditions have been met.
- 1.1.8 USPA will keep the claimant and official observers informed of the progress of record claims.
- 1.1.9 The FAI Head Office must notify USPA and all other National Airsport Controls of the final certification of a new international record by the FAI Information Circular.
- 1.1.10 Certification of an international record becomes final if no appeal has been lodged against it within 90 days of the date of publication of the original notification.

1.2. Fees

- 1.2.1 The FAI and USPA assess fees per claimed international record in all parachuting disciplines.
- 1.2.1.1 These fees cover all aspects of international record processing, including the issue of a single diploma.
- 1.2.1.2 Further diplomas can be obtained at additional cost.
- 1.2.1.3 The scale of charges for additional diplomas is available upon request.
- 1.2.1.4 The fee for an international record set at a USPA National Skydiving Championships by any non-Guest competitor or team shall be paid from the USPA General Fund.
- 1.2.2 Payment: The documentation to support an international record claim (per this section) should be accompanied with cash, check, money order or credit card information to cover the fees charged by USPA and the FAI.

2. U.S. State And National Record Reporting Procedures

2.1. Introduction

- 2.1.1 The purpose of this document is to assist USPA members interested in establishing U.S. state and national skydiving records.
- 2.1.2 State and national records documentation and processing differs from those established by the International Skydiving Commission for international records. Those differences are described herein.

2.2. General

- 2.2.1 All USPA competition rules in the Skydiver's Competition Manual must be observed during national competition record attempts, including the citizenship/residency requirements.
- 2.2.2 For state competition records, all pertinent rules in the SCM must be observed; however, a variance with those SCM requirements that do not affect the performance outcome may be allowed if approved in advance by USPA Headquarters and the USPA Competition Committee.
- 2.2.3 All competition records in events with multiple classes may only be set in the Open class of competition.
- 2.2.4 When a state or national record category requires a dive sequence to be drawn from the dive pool, the draw may be conducted by any person under the supervision of a USPA Judge rated in the discipline involved, who does not have to be in the physical location where the draw is being conducted.
- 2.2.5 For large formation records, a written plan of the jump and list of participants, including names and USPA membership numbers, must be submitted to each authorized official (see §2.9.2) prior to the jump. The formation must be completed as planned ("grip perfect," but need not be slot-name specific). Video is required as evidence of performance. A copy of all original media used to judge the record must be included with the record claim documentation. For FS/VFS large formation records, there is no minimum hold time, but the formation must be performed in a controlled manner.
- 2.2.6 For sequential large formations, a written plan of the jump and list of participants, including names and USPA membership numbers, must be submitted to each authorized official (see §2.9.2) prior to the jump. The formations must be completed as planned ("grip perfect," but need not be slot-name specific). Video is required as evidence of performance. A copy of all original media used to judge the record must be included with the record claim documentation. For FS/VFS sequential large formation records, there is no minimum hold time, but the formation must be performed in a controlled manner.
- 2.2.7 State and national records may be set within or outside of USPA National Championship events.
- 2.2.8 An "attempt" is defined as the association of a jump with a full record specification (zone, subclass, discipline, category, type/subtype). There can be multiple attempts per jump, but each record specification must be distinct, and where a written plan is required by the type, each attempt's plan must be itemized accordingly.
- 2.2.9 When a change is made to the criteria applicable to a record such that the ratified record does not comply with the new criteria, or a record's type, sub-type, or category are deleted, the ratified record will be marked RETIRED and will no longer be considered a current record.

2.3. Record Zones

- 2.3.1 State: any record achieved by an individual or team in a state or territory of the United States.
 - 2.3.1.1 Skydivers claiming individual state records must be USPA members. For teams claiming a large formation record, at least 51% of the participants must be USPA members; the remaining participants must either be USPA members or hold the foreign equivalent
- 2.3.2 USPA National: any record achieved by an individual or team.
 - 2.3.2.1 All record participants must be US citizens or legal US residents and hold a current USPA membership.
- 2.3.3 USPA Open National: Any record achieved by a team in the United States.
 - 2.3.3.1 51% of participants must hold a current USPA membership. The remaining participants must hold a foreign equivalent.
 - 2.3.3.2 Only applicable to CF/FS large formation, sequential large formation, full-break large formation, WS no-grip large formation, and WS gripped large formation records.

2.4. Record Class

- 2.4.1 All records shall be designated Class G, in keeping with FAI Air Sport designations.

2.5. Record Sub-classes

- 2.5.1 All records shall be designated as sub-class 1(Competition), or sub-class 2(Performance) as appropriate in accordance with the FAI structure.

2.6. Record Disciplines (Group)

2.6.1 USPA shall use the term discipline in lieu of the FAI term “Group”.

2.6.2 The disciplines are:

- Altitude/Fall
- Accuracy Landing
- Canopy Formation
- Canopy Piloting
- Formation Skydiving
- Freefall Style
- Speed Skydiving
- Wingsuit Flying
- Others as designated

2.7. Record Categories

2.7.1 General—best performance achieved.

2.7.2 Female—best performance achieved by a woman or a team composed only of women except for the photographer/videographer providing the photo/video evidence to support the record.

2.7.3 Night – best performance achieved by any team between the end of evening civil twilight and the beginning of morning civil twilight.

- This category shall only be applicable to CF/FS large formation, sequential large formation, full-break large formation, WS no-grip large formation, and WS gripped large formation records.

2.7.4 Collegiate – best performance achieved by an individual collegiate skydiver or team composed only of collegiate skydivers as recognized per Chapter 7 of the SCM, except for the photographer/videographer providing the photo/video evidence to support the record.

2.8. Record Types

- For all record types named Highest Average (or Highest Overall Average Speed) this refers to the average score taken over all completed rounds. All of the maximum scheduled rounds defined by the current competition rules must have been completed, and tie-break rounds are not counted in the average.

2.8.1 Altitude/Fall records - Individuals only.

2.8.1.1 The record performance is one of the following:

- Exit altitude
- The vertical distance of fall, measured in meters, without a drogue or stabilization device, from exit altitude to opening of the parachute with which the parachutist intends to land.
- The vertical distance of fall, measured in meters, with a drogue or stabilization device, from exit altitude to the opening of the parachute with which the skydiver intends to land.

2.8.1.2 A drogue is a device used by an individual to aid deceleration and/or help maintain stability.

2.8.1.3 Exit altitude means the altitude above mean sea level at which the individual leaves or jettisons the device (aircraft, aerodyne, or aerostat) in or by which he is being carried.

2.8.1.4 No means of propulsion may be used after leaving or jettisoning the device by which the individual has been carried to exit altitude.

2.8.1.5 Exit altitude records may be determined using an FAA-approved and calibrated encoding aircraft altimeter (set at 29.92”) for state records. National and International records must be determined using an appropriate flight recorder or other reliable and appropriate method (reference FAI GS 8)

2.8.1.6 All record applications submitted for altitude/fall/WS flight shall include the make and model of aircraft, and maximum operating altitude of that aircraft as specified in its FAA Type Certificate Data Sheet or FAA Pilot’s Operating Handbook (POH). No record application will be accepted that exceeds such limitations.

2.8.1.7 Distance of fall/time of fall/wingsuit distance of flight records are to be determined using an appropriate flight recorder or other reliable and appropriate method (reference FAI GS 8).

2.8.1.8 The record file submitted must contain:

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- Calibration data to substantiate the accuracy of the data submitted, including the margin of error.
 - Evidence that the data cannot be and has not been tampered with between the time it is recorded and the time it is handed over to an Official Observer.
 - Evidence that the instrument registers and provides the type and accuracy of data required to determine the record performance.
- 2.8.1.9 A new altitude/fall/distance of flight record is set only if the lower limit of the error range of the record performance is greater than the upper limit of the current record error range by at least 2%.
- 2.8.1.10 The performance shall, if possible, be determined with an overall margin of error of +/- 1%.
- If the margin of error is no more than +/- 1%, the value of the record shall be equal to the figure determined, rounded down to the nearest whole number, together with the margin of error.
 - If the margin of error is greater than +/- 1%, the value of the record shall be equal to the lower limit of the actual error range, rounded down to a whole number.
- 2.8.2 Vertical Speed-Individual.
- A new speed jump record is set only if the lower limit of the error range of the record performance is greater than the upper limit of the current record error range by at least 2%.
 - No external means of propulsion may be used after leaving or jettisoning the device by which the individual has been carried to the exit point.
 - The vertical speed in freefall or in drogue/stabilization device assisted fall is to be determined using an appropriate flight recorder, calibrated barograph, or other reliable and appropriate method (reference FAI GS 7.3.1.5) and provide the same calibration data and evidence required of altitude/fall records.
- 2.8.2.1 The record performance is one of the following:
- The maximum vertical speed attained, measured in km/h, without a drogue or stabilization device during the time from exit to the opening of the parachute with which the skydiver intends to land.
 - The maximum vertical speed attained, measured in km/h, with a drogue or stabilization device during the time from exit to the opening of the parachute with which the skydiver intends to land.
- 2.8.3 Individual accuracy landing
- The competition record is the best final score after a completed competition program of 10 rounds conducted according to the rules in the Skydiver's Competition Manual.
 - The performance record is the number of consecutive dead-center landings plus the next score made.
 - Jumps must be made within a period of 14 consecutive days and may be interrupted by other jumps as long as the record-attempt jumps are declared before boarding the aircraft.
- 2.8.4 Team Accuracy Landing:
- The competition record is the best final score after a completed competition program of eight rounds conducted according to the rules in the Skydiver's Competition Manual.
- 2.8.5 Freefall style
- must be judged using a ground-to-air video recording system
 - The competition record is the best score (lowest cumulative time) after a completed program of five (5) rounds conducted according to the rules in the SCM.
 - The performance record is the best score (fastest time) for one series of maneuvers.
- 2.8.6 Formation skydiving 4-way, 8-way, 16-way, VFS, MFS, longest sequence.
- 2.8.7 Formation skydiving 4-way, 8-way, 16-way, VFS, MFS, highest average.
- 2.8.8 Formation skydiving 10-way, fastest time
- 2.8.9 Formation skydiving, largest formation
- Minimum size of four (4)
- 2.8.10 Formation skydiving, largest formation, sequential
- Sub-type: number of points, a new record is achieved by increasing the number of people. Higher sequential number records shall automatically include lesser sequential records (if the lesser sequential record sets an initial record or exceeds a current record). The available sub-types are restricted to 2 and 3 points.

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- Minimum size of four (4) or 25% (rounded up) of the current largest formation record, whichever is larger
 - All people need to be linked
 - Definition of grip: two people linked together = one grip
 - Minimum of 35% of the people must release and change grips.
 - A released sub-group may comprise of no more than four persons.
 - None of the released grips included in the 35% may be retaken in the next formation.
 - Simultaneous separation during the transition is not required.
- 2.8.11 Formation skydiving, full break, largest formation, sequential
- Sub-type: number of points, a new record is achieved by increasing the number of people. Higher sequential number records shall automatically include lesser sequential records (if the lesser sequential record sets an initial record or exceeds a current record)
 - Minimum size of four (4) or 25% (rounded up) of the current largest formation record, whichever is larger
 - All people need to be linked
 - Definition of grip: two people linked together = one grip
 - In the transition from one formation to the next, all persons in the completed formation must release all of their grips.
 - None of the depicted grips from any previous formation may be retaken in any of the subsequent formation in the sequence for up to three formations.
 - After the team has completed three different formations, the team may elect to return to the first formation and continue the sequence (allowing the first set of grips to be retaken), or continue the sequence of formations with a new, different formation.
 - Simultaneous separation during the transition is not required.
- 2.8.12 Canopy formation 2-way sequential, longest sequence
- 2.8.13 Canopy formation 4-way sequential, longest sequence
- 2.8.14 Canopy formation 4-way rotation, most formations
- 2.8.15 Canopy formation, largest formation
- Minimum size of four (4)
- 2.8.16 Canopy formation, largest formation, sequential
- Sub-type: number of points, a new record is achieved by increasing the number of people. Higher sequential number records shall automatically include lesser sequential records (if the lesser sequential record sets an initial record or exceeds a current record)
 - Minimum size of nine (9) or 25% (rounded up) of the current largest formation record, whichever is larger
 - All persons in the completed formations must be connected by at least one grip either taken by the person or taken on the person.
 - A grip is a hand hold or a foot hook on an “A” line or front riser (both as defined in the relevant CF Competition Rules).
 - In the transition from one formation to the next, at least 35% of the persons in the first formation must either release all of their grips and all grips on them must also be released or be a member of a released sub-group, consisting of no more than four (4) persons.
 - Each person or group must re-dock in a different position or on a different set of grips.
 - Each subgroup must be clearly presented and remain intact as a subgroup from the grip release until the correct completion of the next formation.
 - Simultaneous separation during the transition is not required but total separation must be shown at some point in time during the transition as shown in the written plan.
- 2.8.17 Canopy formation, full break, largest formation, sequential
- Sub-type: number of points, a new record is achieved by increasing the number of people. Higher sequential number records shall automatically include lesser sequential records (if the lesser sequential record sets an initial record or exceeds a current record)
 - Minimum size of nine (9) or 25% (rounded up) of the current largest formation record, whichever is larger
 - All persons in the completed formations must be connected by at least one grip either taken by the person or taken on the person.
 - A grip is a hand hold or a foot hook on an “A” line or front riser (both as defined in the relevant CF Competition Rules).
 - In the transition from one formation to the next, all grips must be released. No new grip may be taken by any person until all grips held by or on that person have been released.

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- None of the depicted grips from any previous formation may be retaken in the same position in any of the subsequent formations in the sequence for up to three formations. Each person must redock in a different position or on a different set of grips
- After the group has completed three different formations, the group may elect to return to the first formation and repeat the sequence (allowing the first set of grips to be retaken) or continue the sequence of formations with a new, different formation.
- Simultaneous separation during the transition is not required but total separation must be shown at some point in time during the transition as shown in the written plan.

2.8.18 Canopy Piloting, longest distance

- The competition record is the greatest distance achieved during a round of the Distance Event conducted in accordance with the current rules in the Skydiver's Competition Manual.

2.8.19 Canopy Piloting, fastest speed

- The competition record is the lowest time achieved during a round of the Speed Event conducted in accordance with the current rules in the Skydiver's Competition Manual.

2.8.20 Vertical formation skydiving, largest head-down formation

2.8.21 Vertical formation skydiving, largest head-up (upright) formation

2.8.22 Vertical formation skydiving, largest head-down or head-up (upright) formation, sequential

- Sub-type: number of points, a new record is achieved by increasing the number of people. Higher sequential number records shall automatically include lesser sequential records (if the lesser sequential record sets an initial record or exceeds a current record)
- Minimum size of four (4) or 20% (rounded up) of the current largest formation record, whichever is larger
- A grip is a handhold on an arm or a leg by another person.
- All persons in the first formation must be connected by at least one grip either taken by the person or taken on the person.
- All persons in formations following the initial formation must be connected by at least one grip either taken by the person or taken on the person in groups of no less than 25% of the initial formation or 8 people (whichever is larger).
- If a grip is taken on a particular arm or leg, then moving that grip to another arm or leg attached to that particular arm or leg will not be considered a new grip for the purpose of determining the number of changed grips between formations.
- In the transition from one formation to the next, at least 25% of the persons in the subsequent formation must build a new grip that differs from the previous formation.
- No repeated formations will be allowed.

2.8.23 Most number of jumps in 24 hours

2.8.24 Most number of lifetime jumps (National record only)

2.8.25 Wingsuit Flying Records:

- 2.8.25.1 A wingsuit is a piece of equipment (such as a garment or specialized skydiving suit) that spans flexible material between a skydiver's arms, torso and legs, and between their legs, forming wings that create the possibility of sustained forward movement through the air using only the force of gravity as propulsion. The skydiver's body, limbs and extremities must form the primary frame for the wingsuit.

2.8.26 Performance Wingsuit Flying competition records:

- Distance – greatest distance achieved in any round of the Distance task conducted in accordance with the current rules for the event in the Skydiver's Competition Manual.
- Speed – fastest speed achieved in any round of the Speed task in accordance with the rules for the event.
- Time – the longest time achieved in any round of the Time task in accordance with the rule for the event.

2.8.27 Acrobatic Wingsuit Flying competition records:

- Longest Sequence - The record performance for the longest sequence is the number of correctly completed grips in any compulsory round in accordance with the current Competition Rules.

2.8.28 Wingsuit Flying performance records:

- Time of fall - measured in seconds, with a wingsuit, from exit altitude to the opening of the parachute with which the skydiver intends to land.
- Distance of flight - straight-line distance of flight, measured in kilometers to two decimal places, with a wingsuit, from exit altitude to the opening of the parachute with which the skydiver intends to land.

2.8.28.1 All Wingsuit Flying performance records will conform to standards expressed in 2.8.1.1 – 2.8.1.10.

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2.8.29 Wingsuit Flying, largest gripped formation

- Minimum four (4) people
- Definition of grips is the same as formation skydiving except a grip on any wing surface without simultaneously gripping a foot, leg or hand is excluded

2.8.30 Wingsuit Flying, largest no-grip formation

- Minimum of four (4) wingsuit flyers in proximate formation, without grips.

2.8.30.1 Completion is judged using a scalable grid (available to download from the USPA website).

- Each individual grid space is a square defined by four interior 90-degree angles.
- The grid is oriented so that one corner (vertex) of each square is pointed into the direction of flight.
- The grid is scalable while maintaining a fixed aspect ratio.
- Using suitable software, the grid is overlaid digitally on a still photograph of the formation to evaluate the relative position of the flyers and completion of the formation.

2.8.30.2 Wingsuit flyers must be within their designated grid spaces. Judges will place the grid over the formation in a way that attempts to fit all flyers within their grid space (“best fit” method).

2.8.30.3 The “best fit” indicates that if there is a way to position the grid so that all participants fit within their grid spaces, the grid will be oriented accordingly.

2.8.30.4 For formations 40 and smaller, to be judged successfully within their grid space, no part of the wingsuit flyer (body, equipment and wingsuit) may be visible outside a line delineating their space.

2.8.30.5 For formations of four (4) to nine (9) flyers, in addition to the above requirements, the formation must demonstrate, to the satisfaction of the judges, a regular, discernable pattern and spacing that is in accordance with the submitted plan.

2.8.30.6 For formations larger than 40, a certain number of flyers, indicated below, may deviate outside their grid space; however, some part of the wingsuit flyer (body, equipment and wingsuit) must be within their grid space (i.e., the flyer must at least touch the line to be considered “in”).

| Number of flyers in the formation | Number of flyers who may deviate from their designated grid space (expressed as a number or percentage*) slot |
|--|--|
| 41-65 | 10% |
| 66-68 | 8 |
| 69-71 | 9 |
| 72-74 | 10 |
| 75-77 | 11 |
| 78-80 | 12 |
| 81-83 | 14 |
| 84-86 | 16 |
| 87-89 | 18 |
| 90-92 | 20 |
| 93-95 | 22 |
| 96-98 | 24 |
| 99 and over | 25% |

2.8.31 Speed Skydiving Competition Records

2.8.31.1 Highest Average Speed

- The record performance is the highest average speed achieved in any round in accordance with the current Competition Rules.

2.8.31.2 Highest overall average speed

- The record performance is the highest average speed for a completed competition program in accordance with the current Competition Rules

2.8.32 Collegiate-only Competition Records

2.8.32.1 2-way VFS - longest sequence

2.8.32.2 2-way VFS - highest average

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2.8.32.3 4-way - longest sequence

2.8.32.4 4-way - highest average

2.8.32.5 2-way - longest sequence

2.8.32.6 2-way - highest average

2.8.32.7 6-way fastest time

2.8.32.8 Sport Accuracy - lowest score after 4 rounds

2.8.32.9 Team Sport Accuracy - lowest score after 3 rounds

2.8.33 Collegiate-only Performance Records

2.8.33.1 Sport Accuracy - consecutive dead centers followed by a miss

2.9. Procedures

2.9.1 Records are registered by submitting the “Request for Certification of State and National Record” form contained herein (<https://uspa.org/downloads>).

2.9.2 State records must be certified and signed by two authorized officials, as follows:

- Authorized officials include USPA-rated judges, the local S&TA, a USPA board member or headquarters staff member, and in some cases, the pilot.
- Discipline-specific records (for example, canopy formation, formation skydiving, wingsuit flying) must be certified by at least one judge rated in the applicable discipline. For disciplines judged by video or data analysis, the judge does not need to be physically present during the record attempt.
- When a record requires certification by a discipline-specific judge, the second official may be any of those authorized above, including a second judge (who need not be rated in the applicable discipline).
- Exit altitude and most jumps in 24-hour records may be certified by a FAA-rated pilot directly involved with the record attempt. These are the only two records a pilot may certify.
- Officials certifying a state record may also be participants.

2.9.3 National competition records must be conducted and judged in accordance with the SCM rules for national competition. National performance records must be certified by at least two national judges and one regional judge, all of whom must be rated in the applicable discipline.

2.9.4 VFS orientation record performances may be evaluated and certified by either AE or FS Judges or a combination thereof, all having a valid rating in the appropriate discipline. The on-site judge required by §2.9.6 may have either rating as well.

2.9.5 State and national records set at a USPA National Skydiving Championships, as determined by the certified competition results, shall automatically be registered in the USPA records database without fee or additional filing requirements.

2.9.6 Judges must be physically present to observe national records, except for disciplines (CF, FS, WS) judged exclusively by video, in which case at least one discipline-rated judge must be present to witness the attempt and collect video and other required evidence. Judges may not take part in national records that they certify.

2.9.7 For large formation records, a written plan of the jump and list of participants, including names and USPA membership numbers, must be submitted to each authorized official (see §2.9.2) prior to the jump. The formation must be completed as planned (“grip perfect,” but need not be slot-name specific). Only a single written plan may be submitted for each attempt.

2.9.8 Wingsuit formation claims shall submit for judging, in addition to the above:

- A diagram showing the intended formation
- One still photograph of the completed formation with all flyers visible
- One video of the jump that shows continuity of the performance

2.10. Notification and Fees

2.10.1 Initial notification of a national record must be sent to USPA by e-mail (competition@uspa.org) within 72 hours of the jump. There is no initial notification requirement for a state record.

2.10.2 The final claim form with required documentation for all records must be received by USPA's Competition Department within 30 days of the record performance.

2.10.3 Fees effective March 1, 2020 :

| State | | National | | International | |
|------------|------|------------|------|---------------|------|
| Individual | Team | Individual | Team | Individual | Team |

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2.10.4 National and State record certificates will be available at additional cost of \$10.00 USD.

2.10.5 Fees shown are inclusive of the lesser zone record, i.e. a national record fee covers the state record fee.

2.11. Appeal Process

2.11.1 Certification of a record shall become final if no appeal has been lodged against it within 90 days of the date of publication of the original notification.

2.11.2 Any USPA member, judge or official may appeal the validity of a state or national record and request a review by the Director of Competition

2.11.3 If the Director of Competition finds the appeal has merit, the appeal will be forwarded to the Competition Committee for further review.

2.11.4 USPA Director of Competition will inform and provide details of any rejected record to the USPA Competition Committee.

2.11.4.1 Rejection of a record shall become final if no appeal has been lodged against it within 90 days of the notification of rejection.

2.11.4.2 Any USPA member, judge or official may appeal the rejection of a state or national record and request a review by the USPA Competition Committee.

2.11.4.3 All appeals of a record rejection must be submitted to the USPA Director of Competition and any appeals received will be forwarded to the USPA Competition Committee for further review.

4

United States Parachute Team and Delegations



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1. General

1.1. Introduction

- 1.1.1 The U.S. Parachute Team officially represents the United States in international competition.
 - 1.1.1.1 Skydivers selected for this honor are truly noble ambassadors, bearers of the American flag abroad, and champions of the U.S. competitive arena, uniting as one to challenge the world for competitive supremacy.
 - 1.1.1.2 The official colors of the U.S. Parachute Team are red, white and blue.

1.2. Selection of Delegation

- 1.2.1 USPA selects the contingent to represent the U.S. in international competition.
- 1.2.2 U.S. Teams selected to represent the U.S. in World Parachuting Championships are also eligible for additional financial support from the U.S. Parachute Team Trust Fund.
- 1.2.3 The criteria for selection to a U.S. Parachute Team is determined by the Competition Committee, normally at a USPA Board of Directors Meeting in the calendar year preceding the competition.
 - 1.2.3.1 Leadership personnel (Head of Delegation and Team Manager) are determined by vote of the USPA Competition Committee. One individual may fulfill both positions.
- 1.2.4 Competitive members of the delegation are selected at a USPA National Skydiving Championships unless another method is determined by the Competition Committee and approved by the Board of Directors.
- 1.2.5 The tenure of the team (including leadership personnel) begins when they sign the team contract and ends on the last day of the international competition in which the team competes.

2. Leadership Personnel

2.1. Head of Delegation

- 2.1.1 Serves as the official spokesperson for the entire U.S. delegation on foreign soil.
- 2.1.2 Serves as the conduit for all official information and correspondence between the team leaders and the WPC Organizers, U.S. ISC delegate, and USPA Board and staff.
- 2.1.3 Ensures that the registration forms, entry fees, delegation travel arrangements, pre-event training arrangements, and other official delegation obligations are fulfilled by the team manager(s) in a timely manner.
- 2.1.4 Ensures that all bulletins, rules, registration forms and other official documents reach the team manager(s) in a timely manner.
- 2.1.5 Provides guidance to team manager(s) as requested to help fulfill these responsibilities.
- 2.1.6 Prepares after-action report on the delegation's preparation for and participation at the event—including recommendations on how U.S. delegations could function better at future events—and submits it along with reports from the team manager(s) to the USPA Board.
- 2.1.7 If there is more than one team manager, establishes a functioning and comprehensive line of communication with all team members.
- 2.1.8 Supports and assists team manager(s), competitors and other U.S. delegation officials during the event, however possible.

2.2. Team Manager

- 2.2.1 Is chosen for administrative and fiscal responsibilities, logistical ability, knowledge and appreciation of competitors' unique physical and mental requirements, ability to lead while maintaining a rapport with other delegation members, and ability to organize a governing structure for team conduct and activities.
- 2.2.2 Is the ultimate authority on all matters affecting the U.S. Team's well-being, ability to compete and public image and on any other aspect of the U.S. Team sensitive to his or her mission.
- 2.2.3 Is responsible for ensuring the team is properly outfitted, trained, and possesses FAI sporting licenses with current stamps.
- 2.2.4 Is expected to reside and travel with the team, except during occasions where duties require his or her presence elsewhere.
- 2.2.5 Must register the team in accordance with the FAI/ISC competition bulletins and notify the USPA director of competition and Head of Delegation accordingly.
- 2.2.6 Formulates a team itinerary and coordinates financial requirements directly with the USPA Treasurer.
- 2.2.7 Makes decisions concerning procurement of team equipment, transportation, lodging, food, clothing, drop zone, recreational facilities, expenses, and competition attendance.
- 2.2.8 Makes policy decisions and decisions affecting team composition or itinerary.

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- 2.2.9 Handles protests in competition, and immediately reports world records set by the team to USPA Headquarters so that processing of the world record can begin.
- 2.2.10 Assigns living quarters at all locations visited by the team.
- 2.2.11 Assigns the proper dress code.
- 2.2.12 Has the authority to dismiss and replace any delegation member whose presence is, in his or her judgment, contrary to the best interests of the U.S. Team objective.
- 2.2.13 Has the authority to alter the duties and assignments of other competitive personnel.
- 2.2.14 Submits status reports weekly during training and daily during competition to USPA Headquarters.
- 2.2.15 Assists the USPA publicity agent on obtaining any pertinent materials.
- 2.2.16 Is strongly encouraged to utilize USPA Group Member drop zones for U.S. Team training.
- 2.2.17 Will provide an American flag and recording of the national anthem per FAI/ISC requirements.

2.3. Team Coach

- 2.3.1 Is chosen by the Team Manager, at his or her discretion, for knowledge of competitive techniques, ability to devise proper training methods and conduct training sessions, ability to help competitors perfect their performance, and for awareness of the psychological and physiological traits of superior athletic competitors.
- 2.3.2 Directs drop zone operations pertaining to training jumps and oversees the training schedules of individual competitors or teams.
- 2.3.3 Is constantly present to conduct training sessions, devise training methods, critique and properly record training jumps, and makes every effort to provide the competitor with objective evaluations.
- 2.3.4 Must be constantly tuned to the personal needs and preferences of the competitors pertaining to the competitive performance.
- 2.3.5 Recommends competitors for specific events at schedule competitions.
- 2.3.6 Is responsible for availability and repair of equipment.
- 2.3.7 Provides the Team Manager with statistical data documenting the training performances of competitors.
- 2.3.8 Is present at the training site, intermediate travel locations, and the competition site.
- 2.3.9 Assumes the responsibilities of the Team Manager during absences.
- 2.3.10 Team coaches will receive no compensation or disbursement from USPA, US Parachute Team, Inc. or USTTF.

2.4. Additional Personnel

- 2.4.1 Additional personnel may be a Team Interpreter, Team Trainer/Physician, etc. and may be assigned by the Team Manager to the delegation as required.
 - 2.4.1.1 These positions are subject to budget considerations and specific duties as directed by the Team Manager.
 - 2.4.1.2 In the decision to add personnel, the Team Manager must consider the delegation size permitted by the host country.

3. Selection Of Competitive Personnel

3.1. Method of Selecting the U.S. Teams:

- 3.1.1 Competitors and teams qualify to join the U.S. Parachute Team based on the medal standings in the open class at the most recently completed U.S. National championships.
- 3.1.2 The competition from which the results will be used to select the team must be held at least 60 days prior to the competition at which the team will compete.
- 3.1.3 In unusual circumstances, a different method may be set out or used by the Competition Committee to select competitive personnel.
- 3.1.4 To be considered the same team receiving a ranking from the previously held U.S. National Skydiving Championships, more than one half of the team members must remain on the team for U.S. Team status in the upcoming international competition. For the purposes of this rule, alternates shall not be included in the calculation
 - 3.1.4.1 For freestyle, the performer must remain the same

3.2. U.S. Teams Are Selected By The Following Criteria:

- 3.2.1 U.S. Accuracy Landing Team
 - 3.2.1.1 One (1) Men's team, consisting of up to five members, will be formed from the highest placing male accuracy competitors.
 - 3.2.1.2 One (1) Women's team, consisting of up to five members, will be formed from the highest placing female accuracy competitors.
 - 3.2.1.3 Two (2) Junior Males (as determined by the FAI) will be selected from the highest placing junior male accuracy competitors.

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3.2.1.4 Two (2) Junior Females (as determined by the FAI) will be selected from the highest placing junior female accuracy competitors.

3.2.2 U.S. Freefall Style Team

- Members of the U.S. Accuracy Landing Team will have right of first refusal in participation in any Freefall Style event run simultaneously with the Accuracy Landing event.
- Should any member of the U.S. Accuracy Landing Team choose not to participate in the Freefall Style event, the committee may choose one or more interested competitors to form a U.S. Freefall Style Team.

3.2.3 U.S. Canopy Formation Team

3.2.3.1 The U.S. Canopy Formation Team is selected from the first-place teams in the 4-way rotation, 4-way sequential and open-class 2-way sequential event.

3.2.3.2 Additional or alternate teams as allowed by ISC or international meet rules for each event category are chosen from the subsequent highest placing teams in the official standings.

3.2.4 U.S. Formation Skydiving Team

3.2.4.1 The U.S. Formation Skydiving Team is selected from the first-place open teams in the 4-way and 8-way sequential events, and the highest placing all-female team in the open 4-way event.

3.2.4.2 Additional or alternate teams as allowed by the ISC or international meet rules for each event category are chosen from the subsequent highest placing teams in the official standings.

3.2.4.3 Additional female teams(s) for 4-way formation skydiving events will be chosen from the highest ranking all-female teams that meet the ISC entry requirements for the competition.

3.2.5 U.S. Artistic Events Team

3.2.5.1 The U.S. Artistic Events Team is selected from the first-place team in the open freefly and freestyle events.

3.2.5.2 Additional or alternate teams as allowed by the ISC or international meet rules for each event category are chosen from the subsequent highest placing teams in the official standings.

3.2.6 U.S. Canopy Piloting Team

3.2.6.1 The U.S. Canopy Piloting Team is selected from the gold medal winners of open Speed, Distance, Accuracy and Overall. The remainder of the team will be filled from the overall standings.

3.2.6.2 Additional competitors allowed by ISC or international meet rules are chosen from the subsequent highest placing overall individuals in the official standings.

3.2.7 U.S. Vertical Formation Skydiving Team

3.2.7.1 The U.S. Vertical Formation Skydiving Team is selected from the first-place team in the open class 4-way event.

3.2.8 U.S. Wingsuit Flying Team

3.2.8.1 The U.S. Acrobatic Wingsuit Flying Team is selected from the first-place team in open-class event. Additional team(s) allowed by ISC or international meet rules are chosen from the subsequent highest placing teams in the official standings.

3.2.8.2 The U.S. Performance Flying Wingsuit Team is selected from the first eight (8) individuals in the open-class event. Additional competitors allowed by ISC or international meet rules are chosen from the subsequent highest placing individuals in the official standings.

3.2.9 U.S. Speed Skydiving Team

3.2.9.1 The U.S. Speed Skydiving Team attending a World Parachuting Championships contains up to 8 members selected from the Open Class Speed Skydiving event standings. The top male competitor and top female competitor are selected, then up to six more slots are selected from the standings without regard to gender.

3.2.9.2 The US Speed Skydiving Team attending a Word Cup or Continental Championship contains up to 12 members selected from the Open Class Speed Skydiving event standings. The top two male and top two female competitors are selected, then up to eight more slots are selected from the standings without regard to gender.

3.2.9.3 For other international competitions, the method for selecting the U.S. Speed Skydiving Team will be determined by the Competition Committee.

4. Team Conduct

4.2.1 Competitors who join the U.S. Team agree to abide by the dictates of team leadership favoring the team's objectives and to exert every feasible effort to provide the U.S. with a team which is unified, harmonious and prepared to represent its country in competition in a manner having the greatest possibility of securing victory and respect from its opponents.

Chapter 4: United States Parachute Team and Delegations

- 4.2.2 All team personnel, including the Head of Delegation and Team Manager(s), must sign the Team Member Contract found in this section as a condition of their membership on the U.S. Team.
- 4.2.3 All equipment, clothing and emblems issued to team personnel remain the property of USPA and USPT, Inc. until the Team Manager, acting on behalf of both, releases it to the individual.
- 4.2.4 All team personnel will be required to purchase the most modern iteration of the uniform in accordance with the guidance of the Team Manager.
- 4.2.5 The Team Manager is responsible to inform the individual joining the U.S. Team that each team member is expected to abide by the letter and spirit of this document.

5. Team Advertising

- 5.2.1 For each World Parachuting Championships, the Team Manager of each of the six U.S. Teams selected for these events—Style and Accuracy, Formation Skydiving (FS & VFS), Canopy Formation, Canopy Piloting, Artistic Events and Wingsuit Flying—is entitled to advertising in Parachutist Magazine:
 - 5.2.1.1 One full-page color advertisement and one half-page color advertisement in the 12-month period preceding the world championships to promote the team and solicit funds.
 - 5.2.1.2 Space for one third-page advertisement for the purpose of acknowledging those individuals or groups supporting the U.S. Team and its events (i.e., a “thank you” ad).
 - 5.2.1.3 Only one U.S. Team ad, regardless of discipline, will appear in a single issue of Parachutist.
 - 5.2.1.4 An equitable insertion schedule will be worked out between the editorial staff and each Team Manager.
- 5.2.2 All advertising must be in accordance with the current Parachutist rate card.

6. Financial Procedures

6.1. Scope

- 6.1.1 The purpose of this section is to establish procedures for receiving and disbursing money for the U.S. Parachute Teams participating in World Parachuting Championships.
- 6.1.2 The U.S. Parachute Team, Inc. (USPT) is separate from both USPA, Inc. and the U.S. Parachute Team Trust Fund (USPTTF). Funds distributed from USPTTF to USPT, Inc. are intended for the purpose of funding USPA-sanctioned U.S. Parachute Teams competing in the World Parachuting Championships.
- 6.1.3 This section will assist USPA in its responsibilities to USPT, Inc., and the U.S. Parachute Team.

6.2. Responsibilities of the Executive Director

- 6.2.1 The USPA Executive Director establishes and maintains a U.S. Parachute Team account for the purposes of holding money donated to the U.S. Parachute Team.
 - 6.2.1.1 The account may have sub-accounts for the purpose of separating money for the various U.S. Teams (AL, FS/VFS, CF, CP, AE, WS, and SP).
 - 6.2.1.2 The Executive Director disburses money from the account to team members as directed by the Board of Directors.
 - 6.2.1.3 The Head of Delegation and each Team Manager appointed by USPA to serve on a U.S. Team competing in a World Parachuting Championships will have their entry and sanction fees paid, and will be reimbursed up to \$500 for travel and accommodation costs from the USPA General Funds. Reimbursement will be done in accordance with USPA reimbursement policy.
 - 6.2.1.4 At the discretion of the Competition Committee, additional funds may be allocated for the Head of Delegation and each Team Manager.

6.3. Responsibilities of the Team Manager

- 6.3.1 The Team Manager is encouraged to facilitate & organize promotional efforts with their team(s) towards fundraising efforts. These efforts may be directed towards their discipline, for the entire US Parachute Team and/or the US Parachute Team Trust Fund.

6.4. Disbursement from the U.S. Parachute Team Trust Fund

- 6.4.1 Established on October 19, 1986, the U.S. Parachute Team Trust Fund (“the fund”) was created to help defray the expenses of the U.S. Parachute Team, Inc. (the “Team”) a District of Columbia nonprofit, publicly supported corporation, in sending teams to amateur parachuting competitions.
- 6.4.2 The agreement created a tax-exempt fund in which the “corpus” (principal) is held perpetually in an irrevocable, charitable trust.
- 6.4.3 The trustees of the fund, who also serve as directors of USPA, may, at their discretion, annually distribute the Fund’s annual net income to the U.S. Parachute Team, Inc.

6.5. Procedure for Distribution

- 6.5.1 Annual net income from the Fund is determined each January from the IRS 1099 Forms (or equivalent) prepared by the managers of the Fund's account(s).
- 6.5.2 Management fees are subtracted from gross income to determine net income.
- 6.5.3 The lesser of the prior year's net income, or 10% of the Fund's corpus as of December 31 of the prior year, shall be transferred annually from the USPTTF to the USPT, Inc. In years with a World Championships, funds to cover US Parachute Team costs will be drawn from the USPT, Inc. After completion of payments for World Meets in a given year, unused funds in USPT Inc may be transferred back to the USPTTF as corpus at the discretion of the USPA Executive Director.
- 6.5.4 These procedures assume that each year's U.S. Team is comprised of seven separate teams competing in the seven officially recognized disciplines:
 - Accuracy Landing
 - Formation Skydiving (includes VFS)
 - Canopy Formation
 - Canopy Piloting
 - Artistic Events
 - Wingsuit Flying
 - Speed Skydiving
- 6.5.5 Funds shall be allocated to pay the entry fees of the U.S. Parachute Team, not including alternates and leadership personnel, or teams other than the first selected team, who will attend the World Parachuting Championships that calendar year. Additional available funds from USPT, Inc. may be used to cover additional costs including but not limited to accommodation & meals if approved by the board of USPT, Inc.
- 6.5.6 If the net income is not sufficient to pay the entire entry fees for all individuals/team, the funding shall be allocated on a proportional basis toward entry fee, not to exceed the entry fee for any individual or team
- 6.5.7 This section may be modified at any time by vote of the trustees (simple majority vote required).
- 6.5.8 The Competition Committee of the USPA Board monitors the administration of the Fund and makes its recommendations known to the Trustees.

7. Team Member Contract

- 7.5.1 The Team Member Contract must be signed by all Heads of Delegations, Team Managers, Competitors and Team Coaches and countersigned by the USPA Director of Competition.

Appendix A: U.S. Parachute Team Member Contract

The United States Parachute Association (USPA) and the United States Parachute Team (USPT) congratulate you on being selected as a member of the U.S. Team. You have earned an honor and opportunity that very few in our sport will ever attain. Because of the many privileges and responsibilities that U.S. Team members incur as representatives of the United States and USPA in international competition, the USPA and USPT require that you read carefully and sign this agreement as a condition of your membership on the U.S. Team.

I hereby acknowledge that as a U.S. Team member, it will be my unconditional responsibility to:

1. Act in a sportsmanlike manner consistent with the spirit of fair play and reasonable conduct;
2. Act in a way that will bring respect and honor on my team, USPA and the USA;
3. Remember that at all times I am an ambassador for my sport and my country;
4. Respect the property of others whether personal or public;
5. Respect members of my team, other teams, spectators and officials, and engage in no form of verbal, physical or sexual harassment or abuse;
6. Refrain from the illegal use of, or illegal possession/distribution of alcohol or drugs;
7. Know and comply with the drug testing rules of the World Anti-Doping Agency (WADA);
8. Notify the Team Manager if a Therapeutic Use Exemption (TUE) is necessary to satisfy WADA rules;
9. Maintain current USPA membership and obtain a FAI Sporting License from the National Aeronautic Association, and provide the Team Manager proof thereof;
10. Hold a valid, current and usable passport for travel outside the United States;
11. Provide the Team Manager with a legible copy of the passport and, as needed, additional passport sized photos for completion of official documents and forms (e.g. meet identity cards, etc.);
12. Abide by the rules of conduct as outlined in the Skydiver's Competition Manual (SCM) Chapter 4;
13. Never take complaints, issues or protests regarding the conduct of the competition to the organizers, judges of staff without the Team Manager's approval, knowledge and presence;
14. Be familiar with the FAI Sporting Code General Section and Section 5 (parachuting rules), and the specific International Skydiving Commission (ISC) competition rules for my discipline;
15. Attend the opening, closing and awards ceremonies and any other function as directed by the Team Manager unless permission has been received to be absent;
16. Wear the full U.S. Team uniform at the opening, closing and awards ceremonies and any other function as directed by the Team Manager;
17. Maintain my uniform in a presentable condition and retain possession through the closing ceremony;
18. Abide by the policy of no gear, rigs, flags, banners or display items are allowed on the awards dais at the awards ceremonies without the approval of the Team Manager and Event Organizer;
19. I fully understand and accept that USPA and the USPT, Inc. own all rights to the commercial exploitation of sound and/or visual images of my activities as a member of the United States Parachute Team. I agree to the unconditional use by the USPA, the USPT, Inc., and any of its authorized sponsors, corporate partners or licensees, of any sound, photo or video images I provide or in which I appear in conjunction with my on activities as a member of the US Parachute Team, and consent to the reproduction, exhibition, transmission, broadcast and commercial exploitation of these sound, photo or video recordings, without time limit, throughout national and international regions by all means and media, whether known or hereafter developed, without liability, compensation or acknowledgement by me or my successors.
20. I acknowledge that a breach of, or failure to adhere to the provisions of this agreement may result in disciplinary action, to include being removed from the team by the Team Manager, with subsequent review by the USPA Competition Committee for further disciplinary action
21. I further acknowledge that breach of, or failure to adhere to the provisions of this agreement may cause me to be liable for the return of any or all U.S. Team Trust Fund monies that I may have received.

I HEREBY CERTIFY THAT I HAVE READ THE ABOVE AND AGREE TO BE BOUND BY ITS TERMS:

Team Member: _____

USPA Director of Competition: _____

Appendix B: U.S. Parachute Team Manager Contract

The United States Parachute Association (USPA) and the United States Parachute Team (USPT) congratulate you on being selected as a member of the U.S. Team. You have earned an honor and opportunity that very few in our sport will ever attain. Because of the many privileges and responsibilities that U.S. Team members incur as representatives of the United States and USPA in international competition, the USPA and USPT require that you read carefully and sign this agreement as a condition of your membership on the U.S. Team.

I hereby acknowledge that as a U.S. Team member, it will be my unconditional responsibility to:

1. Act in a sportsmanlike manner consistent with the spirit of fair play and reasonable conduct;
2. Act in a way that will bring respect and honor on my team, USPA and the USA;
3. Remember that at all times I am an ambassador for my sport and my country;
4. Respect the property of others whether personal or public;
5. Respect members of my team, other teams, spectators and officials, and engage in no form of verbal, physical or sexual harassment or abuse;
6. Refrain from the illegal use of, or illegal possession/distribution of alcohol or drugs;
7. Know and comply with the drug testing rules of the World Anti-Doping Agency (WADA);
8. Notify the Team Manager if a Therapeutic Use Exemption (TUE) is necessary to satisfy WADA rules;
9. Maintain current USPA membership and obtain a FAI Sporting License from the National Aeronautic Association, and provide the Team Manager proof thereof;
10. Hold a valid, current and usable passport for travel outside the United States;
11. Provide the Team Manager with a legible copy of the passport and, as needed, additional passport sized photos for completion of official documents and forms (e.g. meet identity cards, etc.);
12. Abide by the rules of conduct as outlined in the Skydiver's Competition Manual (SCM) Chapter 4;
13. Never take complaints, issues or protests regarding the conduct of the competition to the organizers, judges of staff without the Team Manager's approval, knowledge and presence;
14. Be familiar with the FAI Sporting Code General Section and Section 5 (parachuting rules), and the specific International Skydiving Commission (ISC) competition rules for my discipline;
15. Attend the opening, closing and awards ceremonies and any other function as directed by the Team Manager unless permission has been received to be absent;
16. Wear the full U.S. Team uniform at the opening, closing and awards ceremonies and any other function as directed by the Team Manager;
17. Maintain my uniform in a presentable condition and retain possession through the closing ceremony;
18. Abide by the policy of no gear, rigs, flags, banners or display items are allowed on the awards dais at the awards ceremonies without the approval of the Team Manager and Event Organizer;
19. I fully understand and accept that USPA and the USPT, Inc. own all rights to the commercial exploitation of sound and/or visual images of my activities as a member of the United States Parachute Team. I agree to the unconditional use by the USPA, the USPT, Inc., and any of its authorized sponsors, corporate partners or licensees, of any sound, photo or video images I provide or in which I appear in conjunction with my on activities as a member of the US Parachute Team, and consent to the reproduction, exhibition, transmission, broadcast and commercial exploitation of these sound, photo or video recordings, without time limit, throughout national and international regions by all means and media, whether known or hereafter developed, without liability, compensation or acknowledgement by me or my successors.
20. I acknowledge that a breach of, or failure to adhere to the provisions of this agreement may result in disciplinary action, to include being removed from the team by the Team Manager, with subsequent review by the USPA Competition Committee for further disciplinary action
21. I further acknowledge that breach of, or failure to adhere to the provisions of this agreement may cause me to be liable for the return of any or all U.S. Team Trust Fund monies that I may have received.

I HEREBY CERTIFY THAT I HAVE READ THE ABOVE AND AGREE TO BE BOUND BY ITS TERMS:

Team Manager: _____

USPA Director of Competition: _____

Appendix C: U.S. Parachute Head of Delegation Contract

The United States Parachute Association (USPA) and the United States Parachute Team (USPT) congratulate you on being selected as a member of the U.S. Team. You have earned an honor and opportunity that very few in our sport will ever attain. Because of the many privileges and responsibilities that U.S. Team members incur as representatives of the United States and USPA in international competition, the USPA and USPT require that you read carefully and sign this agreement as a condition of your membership on the U.S. Team.

I hereby acknowledge that as a U.S. Team member, it will be my unconditional responsibility to:

1. Act in a sportsmanlike manner consistent with the spirit of fair play and reasonable conduct;
2. Act in a way that will bring respect and honor on my team, USPA and the USA;
3. Remember that at all times I am an ambassador for my sport and my country;
4. Respect the property of others whether personal or public;
5. Respect members of my team, other teams, spectators and officials, and engage in no form of verbal, physical or sexual harassment or abuse;
6. Refrain from the illegal use of, or illegal possession/distribution of alcohol or drugs;
7. Know and comply with the drug testing rules of the World Anti-Doping Agency (WADA);
8. Notify the Team Manager if a Therapeutic Use Exemption (TUE) is necessary to satisfy WADA rules;
9. Maintain current USPA membership and obtain a FAI Sporting License from the National Aeronautic Association, and provide the Team Manager proof thereof;
10. Hold a valid, current and usable passport for travel outside the United States;
11. Provide the Team Manager with a legible copy of the passport and, as needed, additional passport sized photos for completion of official documents and forms (e.g. meet identity cards, etc.);
12. Abide by the rules of conduct as outlined in the Skydiver's Competition Manual (SCM) Chapter 4;
13. Never take complaints, issues or protests regarding the conduct of the competition to the organizers, judges of staff without the Team Manager's approval, knowledge and presence;
14. Be familiar with the FAI Sporting Code General Section and Section 5 (parachuting rules), and the specific International Skydiving Commission (ISC) competition rules for my discipline;
15. Attend the opening, closing and awards ceremonies and any other function as directed by the Team Manager unless permission has been received to be absent;
16. Wear the full U.S. Team uniform at the opening, closing and awards ceremonies and any other function as directed by the Team Manager;
17. Maintain my uniform in a presentable condition and retain possession through the closing ceremony;
18. Abide by the policy of no gear, rigs, flags, banners or display items are allowed on the awards dais at the awards ceremonies without the approval of the Team Manager and Event Organizer;
19. I fully understand and accept that USPA and the USPT, Inc. own all rights to the commercial exploitation of sound and/or visual images of my activities as a member of the United States Parachute Team. I agree to the unconditional use by the USPA, the USPT, Inc., and any of its authorized sponsors, corporate partners or licensees, of any sound, photo or video images I provide or in which I appear in conjunction with my on activities as a member of the US Parachute Team, and consent to the reproduction, exhibition, transmission, broadcast and commercial exploitation of these sound, photo or video recordings, without time limit, throughout national and international regions by all means and media, whether known or hereafter developed, without liability, compensation or acknowledgement by me or my successors.
20. I acknowledge that a breach of, or failure to adhere to the provisions of this agreement may result in disciplinary action, to include being removed from the team by the Team Manager, with subsequent review by the USPA Competition Committee for further disciplinary action
21. I further acknowledge that breach of, or failure to adhere to the provisions of this agreement may cause me to be liable for the return of any or all U.S. Team Trust Fund monies that I may have received.

I HEREBY CERTIFY THAT I HAVE READ THE ABOVE AND AGREE TO BE BOUND BY ITS TERMS:

Head of Delegation: _____

USPA Director of Competition: _____

5

USPA Nationals Site Selection



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1. USPA Nationals Site Selections Process

1.1. General

- 1.1.1 The USPA National Skydiving Championships selection process was developed to give interested USPA Group Members a fair and equitable chance to bid for the opportunity to host a USPA National Skydiving Championships.
- 1.1.2 Each year, USPA solicits bids for hosting the USPA National Championships in Accuracy Landing (AL); Canopy Formation (CF); Formation Skydiving (FS, MFS, VFS); Artistic Events (AE); Canopy Piloting (CP), Canopy Piloting – Freestyle (CP-F), Wingsuit Flying (WS), Speed Skydiving (SP) and the National Collegiate Skydiving Championships.
- 1.1.3 Bids for USPA National Championships should be grouped as follows:
 - USPA National Skydiving Championships (FS, AE, SP, and WS)
 - USPA National Parachuting Championships (AL, CF, CP, CP-F)
 - USPA Collegiate Skydiving ChampionshipsThe board may consider bids for less than all events/disciplines based on whether it believes it is in the best interest of the competitors and USPA.
- 1.1.4 Bids must be received at USPA Headquarters by January 15 of the calendar year preceding the event and will be evaluated at that year's Winter Board meeting. Headquarters will publish an invitation for bids and the due date twice in advance in the USPA Update and Parachutist Magazine.
- 1.1.5 Current USPA group members must submit proposals to USPA headquarters, 5401 Southpoint Centre Blvd., Fredericksburg, VA 22407 or via email to competition@uspa.org. Bids must be received not later than 5 p.m. Eastern Time on January 15 (or the first business day thereafter).

1.2. Bid Process

- 1.2.1 For bids to be considered in the bidding process by the USPA Board of Directors, they must comply with the following:
 - 1.2.1.1 Bids must follow the format established in USPA National Skydiving Championships Minimum Site Requirements, included in this Manual.
 - 1.2.1.2 All bid packages must include a completed National Skydiving Championships Bid Information form, included in this Manual.
 - 1.2.1.3 If the bid is not submitted electronically, 25 copies of the complete National Skydiving Championships proposal and 10 copies of the complete National Collegiate Skydiving Championships proposal must be received at USPA Headquarters by the deadline.
 - 1.2.1.4 Each Group Member must agree in writing to sign the USPA National Skydiving Championships Letter of Agreement within 30 days of being awarded the bid.
- 1.2.2 USPA Headquarters will record the date bids are received.
- 1.2.3 USPA Headquarters will review bids to ensure that the requirements are met. Those bids received after the deadline or that do not meet the requirements will not be forwarded to the USPA Board and will not be considered.
- 1.2.4 Copies of all bids that meet the requirements will be sent to USPA Board members no later than two weeks before the USPA Board meeting in which bids are to be awarded.
- 1.2.5 Board members are encouraged to call bidders to answer any questions they may have about the bids.
- 1.2.6 Bid requests
 - 1.2.6.1 Any USPA member may request a copy of the bids from USPA Headquarters.
 - 1.2.6.2 Requests should be in writing and include the cost of printing and postage as determined by USPA Headquarters.

1.3. Bid Selection

- 1.3.1 USPA Group Members submitting bids will be given an opportunity to make a presentation to the full USPA Board, although one is not required.
- 1.3.2 USPA Group members making presentations to the USPA Board may first meet with the Competition Committee to review the selection process.
- 1.3.3 The order of presentations to the BOD will be decided in the Competition Committee meeting by draw.
- 1.3.4 USPA Board bid presentation procedures
 - 1.3.4.1 Each Group Member will be allowed an opportunity to present its bid to the full USPA Board.
 - 1.3.4.2 The presentation is in addition to the bid packages already received by board members.
 - 1.3.4.3 Presenters will leave the meeting room prior to the beginning of bid presentations and will be called into the room one at a time for their presentation.

Chapter 5: USPA Nationals Site Selection

- 1.3.4.4 Each Group Member will be allowed up to 12 minutes to make his or her presentation.
 - Each bidder will be given a two- and a one-minute warning before time is up.
 - A 10-minute question-and-answer period will follow each presentation.
 - If any time remains after board members have asked their questions, board members may recognize questions from the gallery.
- 1.3.4.5 After the question-and-answer period, the presenter will leave the room.
- 1.3.5 Voting procedures
 - 1.3.5.1 The gallery will remain open to all USPA members except bidders.
 - 1.3.5.2 A maximum of 30 minutes will be allowed for discussion among the USPA Board members after all the bids have been presented.
 - 1.3.5.3 Vote will be by a show of hands.
 - 1.3.5.4 Tallying:
 - The bid is awarded to the bidder who receives 51 percent or more of the votes cast; abstentions are not considered.
 - If there is a tie, there must be a new vote.
 - Where there are three or more bidders and one does not receive a majority number of votes, the one with the lowest vote count is removed from the ballot, and a new vote is taken.
 - If two bidders tie for low vote, neither may be removed; in this case, a new vote must be taken.
- 1.3.6 Bids for the National Collegiate Skydiving Championships will be presented to and voted on by the Competition Committee, and their decision will be presented to the Board of Directors for ratification.

2. Nationals Skydiving Championships Minimum Site Requirements

2.1. Aircraft and Airspace

- 2.1.1 Clear airspace within a three-mile radius to the following altitudes (AGL):
 - 2.1.1.1 Accuracy Landing (AL): 8,000 feet.
 - 2.1.1.2 Formation Skydiving (FS): 13,000 feet.
 - 2.1.1.3 Canopy Formation (CF): 9,000 feet (Meet Director can increase to 10,000 feet).
 - 2.1.1.4 Artistic Events (AE): 13,000 feet.
 - 2.1.1.5 Canopy Piloting (CP): 5,000 feet.
 - 2.1.1.6 Canopy Piloting – Freestyle (CP-F): 5,000 feet.
 - 2.1.1.7 Wingsuit Flying (WS): 12,500 feet.
 - 2.1.1.8 Speed Skydiving (SP): 13,000 feet.
- 2.1.2 Aircraft capabilities for all events at the rate of 150 jumps per hour.
 - 2.1.2.1 Back-up aircraft available in the event of aircraft down time.
 - 2.1.2.2 List of aircraft type and availability.
 - 2.1.2.3 Designate range of aircraft speeds to be flown during exit.
- 2.1.3 Fuel facilities for all listed aircraft.

2.2. Facilities—Registration and Judging

- 2.2.1 Office space to accommodate registration.
- 2.2.2 Judging rooms for a team of five judges (one room per discipline); for FS, room(s) must be large enough to accommodate a minimum of two panels of five judges each.
- 2.2.3 On-site copy machine.
- 2.2.4 Computer with high-speed internet access and printer.
- 2.2.5 Secured area (400-sq. ft.) for air-to-air video copying, editing and file transfer.
- 2.2.6 Space for a USPA Judge Training Program, if conducted.

2.3. Facilities—Competitors

- 2.3.1 Indoor area for teams and competitors.

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- 2.3.2 Area to accommodate competitors for briefing and seminars.
- 2.3.3 Rigging services.
- 2.3.4 Food service on site.
- 2.3.5 Sufficient creeper area to accommodate FS teams.
- 2.3.6 Area for public viewing of judging, including large-screen TV(s) or multiple viewing monitors.

2.4. Equipment—Judging

- 2.4.1 Electronic scoring system with high definition video playback capability.
- 2.4.2 High definition video display(s) of size, number and type determined in consultation with the Chief Judge.
- 2.4.3 Tables and chairs for judging area.
- 2.4.4 Area for posting scores.
- 2.4.5 Tuffet for accuracy landing.
- 2.4.6 Position logging devices for WS.
- 2.4.7 Wind socks and wind-speed meter meeting FAI requirements for size, metric read-out, and wind exceedance alarms.
- 2.4.8 All necessary equipment and staff to run the competition under current USPA competition rules; the Chief Judge determines size of staff needed to support the scoring and judging sections.
- 2.4.9 Scoring systems used for judging and the publication of scores and standings at a USPA National Championships or National Collegiate Championships must either be on ISC's list of approved systems OR be approved by the USPA Competition Committee.

2.5. Accommodations

- 2.5.1 List of motels and hotels in the area.
- 2.5.2 Camping facilities in area.
- 2.5.3 Bathroom and shower facilities on DZ.

2.6. Travel Cost

- 2.6.1 Best airport hub location nearest to DZ.
- 2.6.2 Transportation available from airport to DZ for competitors and costs.
- 2.6.3 Airport shuttle from airport to DZ and return for official staff.
- 2.6.4 Motel shuttle for official staff.

2.7. Enhancements

- 2.7.1 List extras to be provided, such as t-shirts, etc.

2.8. Dates

- 2.8.1 List proposed dates, which may be flexible or cover a range.
 - 2.8.1.1 Meet dates must be decided within two weeks of being awarded the bid.
 - 2.8.1.2 Dates will include registration date(s) and competition dates.

2.9. Sanction Fees

- 2.9.1 Sanction fees will be \$25 for the first event per participant, plus \$10 for additional events entered by the participant (except the NCSC, \$10 per participant). Each of the following is considered a separate event:
 - 4-way (FS)
 - 8-way (FS)
 - 10-way (FS)
 - 16-way (FS)
 - Accuracy Landing (AL)
 - 2-way Sequential (CF)
 - 4-way Rotation (CF)
 - 4-way Sequential (CF)
 - Freelying (FF)

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- Freestyle Skydiving (FR)
- National Collegiate Skydiving (NCSC)
- Canopy Piloting (CP)
- Canopy Piloting - Freestyle (CP-F)
- 4-way Vertical Formation Skydiving (VFS)
- 2-way Mixed Formation Skydiving (MFS)
- Wingsuit Performance Flying (WSP)
- Wingsuit Acrobatic Flying (WSA)
- Speed Skydiving (SP)

2.10. Competitor Costs

2.10.1 List training and competition jump cost (\$):

- Accuracy Landing: 3,000 feet
- Team Accuracy Landing and Sport Accuracy: 3,500 feet
- 4-Way Formation Skydiving: 10,500 feet
- 10-Way Formation Skydiving: 11,000 feet
- Artistic Events, and 8-Way and 16-Way Formation Skydiving: 13,000 feet
- Canopy Formation: 7,000, 8,200 and 9,000 feet
- Canopy Piloting: 5,000 feet
- Canopy Piloting - Freestyle: 5,000 feet
- Mixed Formation Skydiving and Vertical Formation Skydiving: 13,000 feet
- Wingsuit Flying: 12,500 feet.
- Speed Skydiving: 13,000 feet.

2.10.2 Proposed competitor registration fees—Bidders should be as specific as possible and should differentiate between basic registration fee, event registration fee, multiple-event registration fees and cost per jump

2.11. Judges' Travel Accommodations

2.11.1 The Host is to pay expenses for travel, room, breakfast and lunch, and a daily fee of \$150 as follows:

- 2.11.1.1 Airfare or driving expenses up to the equivalent of airfare from home to major airport closest to DZ.
- 2.11.1.2 Transportation from closest airport to DZ.
- 2.11.1.3 Local transportation from DZ to/from lodging site.
- 2.11.1.4 Breakfast and lunch at DZ.
- 2.11.1.5 Lodging (double occupancy).

2.11.1.6 The daily \$150 fee applies to all officially scheduled competition days (including training, practice and set-up) for each event for which the judge was hired.

- This daily fee may be modified by mutual agreement between the host and the individual judge.
- The daily fee may be designated as part per-diem and the remainder a stipend for tax purposes.

2.11.1.7 The Host is also to pay a \$100 daily fee for two travel days.

2.12. Performance Bond

2.12.1 The Host will post a performance bond in accordance with the USPA National Skydiving Championships Letter of Agreement.

2.13. Other

2.13.1 Speaker system to reach all areas of the DZ.

2.13.2 Staff for manifest, equipment inspection, aircraft fueling, loading, off-site pickup vehicle, scoring/recording and other support duties as required (see SCM 1-7.9 "Host and Meet Management Responsibilities").

2.13.3 Awards ceremonies and social events to be provided by the Host.

2.13.4 Five-year weather study in the month the event is to be hosted.

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- 2.13.5 Portable ground-to-air radio communications, number to be determined by the Meet Director.
- 2.13.6 Ground-to-ground radios, number to be determined by the Meet Director.
- 2.13.7 Cost of the video pool at the National Collegiate Skydiving Championships to be provided by Host
- 2.13.8 Any USPA member in good standing will be allowed to participate in a National Championships in any role.
- 2.13.9 Competition operations will take precedence over normal operations to ensure completion of all rounds.

Appendix A: National Skydiving Championships Bid Information

Complete these forms (or provide equivalent information) for events in your bid.

Type Of Aircraft To Be Used In Each Event

| Discipline | Event | Competition Aircraft | Practice Aircraft |
|------------------------------------|------------------|----------------------|-------------------|
| Formation Skydiving | 4-way | | |
| | 8-Way FS | | |
| | 10-Way FS | | |
| | 16-Way FS | | |
| | 4-Way VFS | | |
| | 2-Way MFS | | |
| Accuracy Landing | Individual | | |
| | Team | | |
| Canopy Formation | 2-Way Sequential | | |
| | 4-Way Rotation | | |
| | 4-Way Sequential | | |
| Artistic Events | Freestyle | | |
| | Freeflying | | |
| Canopy Piloting | Individual | | |
| Canopy Piloting – Freestyle | Individual | | |
| Wingsuit Flying | Acrobatic | | |
| | Performance | | |
| Speed Skydiving | Individual | | |

Registration Fees

Entry fees include all costs to jump in the competition, including sanction fees.
Excluded are costs for practice, fun, competition jumps, and rejets.

| Discipline | Event | Entry Fee for First Event | Additional Events |
|------------------------------------|------------------|---------------------------|-------------------|
| Formation Skydiving | 4-way | | |
| | 8-Way FS | | |
| | 10-Way FS | | |
| | 16-Way FS | | |
| | 4-Way VFS | | |
| | 2-Way MFS | | |
| Accuracy Landing | Individual | | |
| | Team | | |
| Canopy Formation | 2-Way Sequential | | |
| | 4-Way Rotation | | |
| | 4-Way Sequential | | |
| Artistic Events | Freestyle | | |
| | Freeflying | | |
| Canopy Piloting | Individual | | |
| Canopy Piloting - Freestyle | Individual | | |
| Wingsuit Flying | Acrobatic | | |
| | Performance | | |
| Speed Skydiving | Individual | | |

Cost of Jumps

| Discipline | Event | Competition Jumps and Rejumps | Practice Jumps at Competition Altitude | Video |
|-----------------------------|---------------------------|-------------------------------|--|-------|
| Formation Skydiving | 4-way (10,500') | | | |
| | 8-Way FS (13,000') | | | |
| | 10-Way FS (11,000') | | | |
| | 16-Way FS (13,000') | | | |
| | 4-Way VFS (13,000') | | | |
| | 2-Way MFS (13,000') | | | |
| Accuracy Landing | Individual (3,000') | | | |
| | Team (2,800'-3,500') | | | |
| Canopy Formation | 2-Way Sequential (7,000') | | | |
| | 4-Way Rotation (8,200') | | | |
| | 4-Way Sequential (9,000') | | | |
| Artistic Events | Freestyle (13,000') | | | |
| | Freeflying (13,000') | | | |
| Canopy Piloting | 5,000' | | | |
| Canopy Piloting – Freestyle | 5,000' | | | |
| Wingsuit Flying | Acrobatic (12,500') | | | |
| | Performance (12,500') | | | |
| Speed Skydiving | Individual (13,000') | | | |

Simplified Entry Fee Breakdown

US NATIONAL SKYDIVING CHAMPIONSHIPS:

1. General registration fee: _____
 - One event: _____
 2. Cost per event (AL):
 - Accuracy: _____
 - Both events: _____
 3. Cost per event (CF):
 - One event: _____
 - Two events: _____
 - Three events _____
 4. Cost per event (FS):
 - One event: _____
 - Two events: _____
 - Three events: _____
 5. Cost per event (AE): _____
 6. Cost per event (WS):
 - One event: _____
 - Two events: _____
 7. Cost per jump:
 - 2,500-4,000 feet: \$ _____
 - 4,001-9,000 feet: \$ _____
 - 9,001-13,000 feet: \$ _____
 8. Fuel surcharge:
 - \$1 increase/gallon = \$ _____ increase
- per jump

USPA NATIONAL CANOPY PILOTING CHAMPIONSHIPS:

1. CP registration & entry fee: _____
 - Cost per jump (5000 feet): _____
 2. CP-F registration & entry fee: _____
 - Cost per jump (5000 feet): _____
 3. Fuel surcharge:
 - \$1 increase/gallon = \$ _____ increase
- per jump

Appendix B: USPA National Skydiving Championships

Letter Of Agreement

Recitals

1. The United States Parachute Association (USPA) is a New York not-for-profit corporation with offices at 5401 Southpoint Centre Blvd., Fredericksburg, VA 22407. In keeping with its chartered purpose to promote sport parachute competition, USPA sponsors various parachute competition events.
2. _____ (Host)
is a _____ (name of state)
corporation with offices at _____
_____(full address and zip)
Pursuant to the bidding process set forth in the Skydiver's Competition Manual, HOST has been selected to conduct the _____(the "EVENT").

Agreements

In consideration of the mutual promises of the parties set forth in this Agreement, including the payments specified below, the parties agree as follows:

Award of Contract

1. USPA awards HOST the right to conduct the EVENT, to be held at the HOST's _____ (city, state) facility from _____ to _____ (dates).
2. HOST will pay USPA a sanction fee of \$25 per participant, plus \$10 for each additional event entered by the participant (except NCSC, a sanction fee of \$10 per participant) on or before _____ (30 days after scheduled end of event). For the purposes of sanction fees, events are: 4-Way FS, 8-Way FS, 10-Way FS, 16-Way FS, 2-Way MFS, 4-Way VFS, Accuracy/Team Accuracy, Freestyle Skydiving, Freeflying, 4-Way CF Rotation, 4-Way CF Sequential, 2-Way CF Sequential, Canopy Piloting, Canopy Piloting – Freestyle, Acrobatic Wingsuit Flying, Wingsuit Performance Flying, Speed Skydiving and Collegiates (NCSC).

Host Responsibilities

1. HOST agrees and acknowledges that, except as otherwise mutually agreed upon in writing, USPA owns all rights to the EVENT including the commercial exploitation of sound and visual images of the EVENT.
2. HOST shall ensure that USPA has, free of charge, full access to all sound and/or visual images of the EVENT for its own archival and promotional purposes and shall have the right to make its own recordings of the EVENT.
3. HOST must require videographers to sign an agreement that USPA can use all video material recorded at the EVENT for the promotional use by USPA.

4. HOST will provide adequate facilities to accommodate media and USPA officials, allowing each unrestricted access, consistent with safety, to the competition areas.
5. HOST will conduct the EVENT in accordance with all applicable manuals.
6. Upon signing this Agreement, HOST will deposit with USPA \$2,000 per discipline, up to a maximum of \$5000 per EVENT to ensure compliance with all the provisions of this Agreement. Disciplines are FS, AE, CF, AL, CP, WS, SP and NCSC.
7. HOST will provide single-room accommodations and per diem for the USPA Controller, described in paragraph 21, during the EVENT. Per diem will be paid in accordance with the current USPA standard rate.
8. HOST will provide camera-ready material for the advertisements described in paragraph 23.
9. HOST, at its own expense, will provide sufficient staff to conduct the event adequately, and will provide transportation and lodging for the Chief Judge, Meet Director, judges and other staff as required; plus breakfast, lunch and a daily fee of \$100 to judges for all officially scheduled competition days (including training, practice and set-up), for each event for which the judge was hired. This may be modified on an individual basis by mutual agreement between the host and those judges hired for multiple events, and the \$100 fee may be divided into per diem and part-stipend for tax purposes.
10. HOST will charge entry fees, including registration fees and cost of the jumps, to be paid by competitors, as stipulated in the bid submitted by HOST.
11. HOST will pay the direct costs, including shipping expenses, of the medals presented to the competitors. HOST will procure medals or other awards presented to guest competitors at HOST's expense.
12. HOST will provide and pay for all office supplies and other equipment necessary to conduct the Event, including judges' and recording forms and electronic scoring devices.
13. HOST is strongly encouraged to create a proprietary logo for the event, and if one is created, it will include the USPA trademark and/or the USPA Wings and be approved in writing by USPA before use. HOST may provide and sell promotional items bearing the name and logo of the event before, during, and after the event.
14. HOST will ensure that all participants in the event shall, before they participate in the event, sign a "Waiver of Rights, Release and Indemnity Agreement" specifically waiving any and all claims against USPA for property damage or injury or death to persons.
15. HOST will submit a written report of the event to the USPA Board of Directors within 30 days of the completion of the Event. The report normally covers the following subjects: staff and competitor rosters; event revenues and expenses (scope at the host's discretion); sequence of events; any lessons learned.

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- 16. HOST will give to the USPA Controller a copy of the judging images and/or video files and an electronic copy of the results before his or her departure from the competition.
17. HOST will allow any USPA member in good standing to participate in the EVENT in any role.
18. HOST will prioritize all competition operations ahead of normal operations.
19. HOST will provide one photographer responsible for the official competitor and/or team photographs. This photographer will report to the official USPA staff photographer.
20. When hosting a Canopy Piloting or Canopy Piloting - Free-style event, HOST will provide and assign 4 additional persons to assist the judges during the competition. All four persons must be approved in advance by the Chief Judge and should be either a USPA Regional CP Judge or a USPA National Judge rated in any discipline.
21. HOST will publish a competition schedule clearly marked as preliminary on their own website and/or social media at least 13 months prior to the competition, and notify the USPA Competition Committee upon doing so. After no less than 3 weeks of public comment period, and no less than 12 months prior to the competition, a final schedule shall be published and made available to the USPA Competition Department.

USPA Responsibilities

- 1. USPA will provide a Controller to be on site during each event who shall be responsible for verifying that the competition is conducted in accordance with all USPA manuals and with the terms of this Agreement. Transportation for the Controller to and from the event shall be borne by USPA.
2. The USPA Controller will submit a written report of the event to USPA's Board of Directors within 30 days of the completion of the event verifying the extent to which conditions of this agreement were fulfilled, including adherence to applicable USPA manuals.
3. USPA will provide, at its own expense, ad space for one full-page color advertisement and one one-half page black-and-white advertisement of each event in two issues of Parachutist magazine preceding the event. USPA will have sole discretion to determine the content of the advertisements.

- 4. USPA will provide and have delivered to the event location, in a timely manner, medals to be presented by USPA or its designated representative to the winners of the event.
5. USPA may provide and sell promotional items bearing the name and logo of the event before, during, and after the event.

Miscellaneous

- 1. HOST agrees to indemnify, save harmless, and defend USPA, its agents, representatives, and employees from and against all claims, damages, demands, actions, costs, charges, and other liabilities including but not limited to liabilities for property damage or injury or death to persons, arising out of or by reason of this agreement, including indemnification for any attorneys' fees and costs that may be incurred by or on behalf of USPA.
2. This Agreement shall be interpreted and enforced according to the laws of the State of Virginia. HOST consents to the non-exclusive jurisdiction of the federal and state courts of Virginia as a forum for any suit, action, or proceeding arising out of or relating to this Agreement. HOST agrees and consents that, in addition to any methods of service of process provided for under applicable law, all service of process in any such suit, action or proceeding in any state or federal court in Virginia or any other jurisdiction may be made by certified or registered mail, return receipt requested, directed to HOST at the address set forth in Paragraph Two of this Agreement. Service so made shall be complete five days after it shall have been so mailed.
3. In the event that any part or provision of this Agreement shall be determined to be invalid or unenforceable, the remaining parts and provisions shall not be impaired or invalidated and shall continue in full force and effect.
4. HOST warrants that it has taken all corporate action necessary to authorize this Agreement and the accompanying bid submitted to the USPA Board of Directors and agrees to deliver satisfactory proof of this corporate action to USPA upon request.
5. HOST's bid, dated _____ and presented at the USPA Board of Directors' Meeting on _____ shall be a part of this Agreement and shall be subject to the terms and conditions of this Agreement as if set forth in full herein. The bid and this Agreement constitute the entire agreement of the parties and cannot be changed or modified except by written agreement executed by both parties hereto.

DATED this _____ day of _____, 20_____.

(Host) _____ : United States Parachute Association

SIGNED: _____ SIGNED: _____

BY: _____ BY: _____

TITLE: _____ TITLE: _____

6

International Parachuting Activities



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1. General

1.1. Introduction and Purpose

- 1.1.1 The purpose of this document is to establish the means by which USPA and its representatives interact with entities and events related to the International Skydiving Commission of the FAI.

1.2. National and International Air Sport Entities

- 1.2.1 Fédération Aéronautique Internationale (FAI) is the sole internationally recognized governing body for airsports worldwide, which governs airsports competitions, world records, awards, and controls and owns all rights for FAI-sanctioned events.
- 1.2.2 International Skydiving Commission (ISC) is the FAI body whose primary activity focuses on parachuting competition and world records, but also includes promotional, media, technical, safety, and certification activities.
- 1.2.3 National Aeronautic Association (NAA) is the National Airport Control (NAC) of the United States, is the FAI member representing airsports interests in the United States, and serves as the official conduit between USPA and FAI.
- 1.2.4 U.S. Parachute Association (USPA) is recognized by the NAA as the sole official parachuting body in the United States and the organization delegated FAI sporting powers over parachuting competition and records.

1.3. Responsibilities and Obligations

- 1.3.1 The NAA will be a party to any agreements that USPA or its contractors make when awarded FAI events by the International Skydiving Commission.
- 1.3.2 In the case of organizing ISC-sanctioned events, USPA fully accepts this responsibility and is obligated to fulfill all commitments made by event organizers who are contracted by USPA to organize ISC events.
- 1.3.3 USPA should make every possible effort to ensure that its contractors fulfill all commitments made to the ISC, FAI and USPA.

2. ISC Plenary Meetings

2.1. Purpose

- 2.1.1 Annual ISC plenary meetings are the policy and decision-making forums of the ISC.
- 2.1.2 Delegates from FAI member nations assemble each year for this plenary meeting to determine the content of the FAI Sporting Code Section 5, approve competition rules, sanction NACs to organize ISC events, and address other matters related to international parachuting activities.
- 2.1.3 In the days immediately preceding ISC plenary meetings, all ISC committees and working groups conduct open meetings.
- 2.1.4 It is in NAA's and USPA's best interests that U.S. ISC delegates attend all of these meetings so that the interests and opinions of the U.S. skydiving community can be effectively represented.

2.2. Composition, Rights, and Authority

- 2.2.1 ISC delegates—
- 2.2.1.1 Each FAI member-nation may be represented at the plenary meeting by one delegate and one alternate delegate.
- 2.2.1.2 Only these delegates have the guaranteed right to speak at plenary meetings.
- 2.2.1.3 The U.S. delegate has the right to cast votes on behalf of the U.S.
- 2.2.2 Other members of U.S. delegation
- 2.2.2.1 Observers, as designated below, may accompany the delegate and alternate delegate at ISC meetings:
- advisors to ISC committees, working groups, and task forces
 - technical representative, such as competitors, judges, and safety experts
 - officials from NACs, national parachuting associations, and government entities
 - contractors, such as event organizers, equipment vendors, etc.
 - others, including interpreters, invited guests, spouses, and interested parties
- 2.2.2.2 With due cause, the U.S. delegate has the authority to restrict any observer from attending the ISC plenary meeting.

2.3. Financing

- 2.3.1 Travel and subsistence costs for the ISC delegate and alternate delegate to attend ISC meetings will be provided by USPA, per the financial operating procedure in the USPA Governance Manual.
- 2.3.2 Financial support for observers attending ISC meetings may be addressed on a case-by-case basis.

2.4. Hosting ISC Plenary Meetings

- 2.4.1 USPA Board members or the USPA executive director may propose that the U.S. bid to host an ISC meeting.
- 2.4.2 Proposals must include a budget, and must be approved by the USPA Board before submitting a bid to the ISC.

3. Delegates

3.1. U.S. Delegate

- 3.1.1 The ISC delegate is the official voice representing USPA policy in the international parachuting community.
- 3.1.2 To fulfill this important role effectively, USPA's ISC delegate should possess as many of the following qualifications and credentials as possible:
 - 3.1.2.1 Be well respected within the international parachuting community
 - 3.1.2.2 Be knowledgeable and well-versed on:
 - USPA Skydiver's Competition Manual
 - USPA policies related to competition rules and events, judging, world records, and safety matters
 - FAI Sporting Code General Section and Section 5, ISC Internal Regulations and Competition Rules
 - 3.1.2.3 Be capable of:
 - conducting oneself in a professional and respectable manner when representing USPA and the U.S.
 - writing documents and corresponding in a professional manner
 - developing coherent and comprehensive proposals in a timely manner
 - analyzing and reacting to proposals (prepared by others) in a coherent and objective manner
 - public speaking in an effective manner
 - being a team player and contributing effectively to committee projects in a timely manner
 - operating computers, communicating by e-mail, and using the internet as a resource-gathering tool
 - easily adapting to foreign cultures and working effectively with delegates from foreign NACs
 - 3.1.2.4 Have personal experience in competing and/or judging at ISC First Category Events.
 - 3.1.2.5 Have no appearance of a conflict of interest, financial or otherwise, with any ISC-related activities.
- 3.1.3 Duties and obligations
 - 3.1.3.1 Ensure that all proposals for ISC policy changes are presented to USPA's Board of Directors and also to USPA Headquarters in a timely manner to receive USPA Board direction on these issues.
 - 3.1.3.2 Ensure that all proposals, policy statements, and votes related to ISC matters are conducted in full accordance with USPA Board policy.
 - 3.1.3.3 Provide an annual report to the USPA Board of Directors at the first USPA Board meeting following the annual ISC plenary meeting about the activities of the ISC.

3.2. Alternate U.S. Delegate

- 3.2.1 The ISC alternate delegate should assist the ISC delegate, fulfill the delegate's duties if the delegate is unavailable to do so, and serve as the interface between the ISC and USPA Headquarters.
- 3.2.2 Duties and obligations
 - 3.2.2.1 Report all decisions approved by the ISC to USPA Headquarters and provide copies of all ISC-approved documents to USPA Headquarters so that this information can be dispersed to USPA members and related entities as appropriate.
 - 3.2.2.2 Submit in a timely manner:
 - all ISC-approved competition rules to the USPA Competition Committee; also to USPA Headquarters for publication
 - all applications and renewals for FAI Judge rating to the appropriate ISC entity
 - all registration forms for U.S. Skydiving Teams attending ISC-sanctioned events to the appropriate entity in a timely manner
 - international competitions which are using ISC rules and taking place in the U.S. to the FAI for inclusion in its calendar of events

3.3. Appointment of Delegates

- 3.3.1 The U.S. ISC delegate should be a member of the USPA Board of Directors who has the qualifications listed in this Section.

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- 3.3.2 The ISC alternate delegate should be a member of the USPA staff, selected by the executive director, and possess as many of the qualifications and credentials as the ISC delegate as possible.
- 3.3.3 Procedures
 - 3.3.3.1 The choice of individuals to serve as delegate and alternate delegate will be made at the seating of each new USPA Board.
 - 3.3.3.2 The USPA Board selects the ISC delegate according to the same procedures in the USPA Governance Manual used for selecting USPA Board officers.
 - 3.3.3.3 The executive director submits these names to the NAA for confirmation and submission to FAI.
 - 3.3.3.4 NAA submits these names to FAI.
 - 3.3.3.5 ISC formally approves the appointment of delegates and alternate delegates at its annual plenary meeting.
- 3.3.4 If the delegate is unavailable to fulfill the functions of this position, USPA's president will appoint a replacement, whose name will be submitted to the NAA for submission to FAI.

4. Hosting FAI/ISC-Related Events

4.1. Event Organizers

- 4.1.1 USPA desires to have ISC-sanctioned parachuting events conducted in the United States and recognizes that the United States is home to experienced event organizers capable of organizing and conducting international parachuting events in a professional manner.
- 4.1.2 ISC First Category Events should be organized and conducted by professional event organizers in the U.S., including (but not limited to) drop zone operators.
- 4.1.3 Bidding for Events
 - 4.1.3.1 Event organizers in the U.S. should have an equal opportunity to bid for ISC First Category Events.
 - 4.1.3.2 USPA Headquarters will publish the schedule of planned First Category events to provide prospective organizers with equal access to information from which bids can be submitted to USPA.

4.2. FAI Event Categories

- 4.2.1 ISC Events are defined in the ISC Sporting Code, Section 5.
- 4.2.2 First Category Events are defined by the FAI/ISC as World Air Games, World, Continental, and Regional Championships, and other International Sporting Events approved by the ISC.
- 4.2.3 Second Category Events are other international sporting events organized in the U.S. by or under the authorization of NAA/USPA.

4.3. Proposals for Organizing ISC Events (First Category FAI Events)

- 4.3.1 The format for proposals will be similar to that provided in the ISC First Category Event Sanction Procedures document for World Parachuting Championships or World Cups.
- 4.3.2 Proposals may be submitted to USPA Headquarters at any time and must include at least the following:
 - 4.3.2.1 the competition event(s) to be included
 - 4.3.2.2 the venue(s) for the event(s)
 - 4.3.2.3 the arrival and departure dates for the participants
 - 4.3.2.4 the type of aircraft (and exit speed, ± 5 knots) to be used for each competition event
 - 4.3.2.5 the cost of entry fees for competitors, delegation officials, and accompanying persons
 - 4.3.2.6 whether or not accommodations, food, or local transportation will be provided; and if not, the availability and costs of such
 - 4.3.2.7 intentions for media coverage and exploitation
- 4.3.3 Evaluation, approval, and promotion of proposals
 - 4.3.3.1 Typically, decisions whether to approve proposals and forward them to the ISC will take place at the USPA Board meeting following receipt of the proposal, unless the USPA Executive Committee determines that there is a special need to make an interim decision prior to that meeting.
 - 4.3.3.2 Once a proposal is received at USPA Headquarters, it will be distributed to the USPA Competition Committee, the ISC delegate, and the alternate ISC delegate for written reviews.
 - The USPA Competition Committee should review the technical components of the proposed event to determine if all necessary technical elements and personnel will be in place (aircraft, judging, operations facilities, air space, communications, competitor preparation facilities, etc.).

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- The ISC delegate should determine if the proposal complies with FAI and ISC regulations and how it may compare with competing proposals presented to the ISC for this same event and similar ISC events held previously.
- The ISC alternate delegate should determine the effects that the proposed event may have on USPA in general (staff time, expenses, media coverage, member benefits, etc.).

4.3.3.3 The three written reviews will be distributed to the USPA Board, and the organizer will be invited to present the proposal during the board meeting when the decision on the proposal will take place.

4.3.3.4 For USPA-approved proposals, the ISC delegate or alternate delegate will collaborate with the prospective event organizer to prepare a proposal for submission to the ISC using the ISC proposal form and following all ISC-designated procedures for submitting proposals to host ISC-sanctioned events.

4.4. Financial

4.4.1 Proposals must be submitted to USPA with a non-refundable \$100 fee.

4.4.2 Event organizers conducting FAI-sanctioned events in the United States will pay USPA a sanction fee for each registered participant in addition to sanction fees imposed by the ISC.

4.5. Letters of Agreement

4.5.1 All organizers of ISC-sanctioned events must sign an FAI organizer agreement, which is available for review on the FAI-ISC website.

4.5.2 All hosts must sign an agreement with USPA.

4.5.3 The agreements specify the proprietary rights to be held by each party.

5. FAI Sporting Calendar

5.5.1 The FAI maintains and publishes an international sporting calendar (reference FAI Sporting Code General Section).

5.5.2 For an event to be recognized as an international airsport event, it must be registered in the FAI sporting calendar.

5.5.3 The FAI and NACs will recognize only airsport events that are held in accordance with FAI rules.

5.5.4 FAI is entitled to withhold or withdraw the sporting license of any competitor entering a non-recognized airsport event.

5.5.5 Event registration must be received by the ISC alternate delegate in time to notify the FAI secretariat at least three months prior to the start of the event.

6. ISC Jury Members

6.5.1 Because the ISC uses the nominated jury system, it maintains a list of approved and qualified jury members to serve on juries at First Category Events, in accordance with the FAI Sporting Code, Section 5.

6.5.2 Only those approved by an individual's NAC may be placed on the list.

6.5.3 Those wishing to be placed on the list should submit a résumé to the USPA Competition Committee chair no later than the summer USPA Board of Directors meeting of each year with at least the following information, as applicable:

- Current USPA membership number
- Skydiving experience, e.g., competition management, judge ratings, and meets judged, etc.

6.5.4 Individuals on the approved list may be removed by written request from the individual or by decision of the ISC Rules and Regulations Committee, which must be approved by a majority decision of the ISC Plenary.

6.5.5 Once approved by the USPA Board, the individual's name will be forwarded to the USPA ISC delegate for inclusion on the ISC list.



USPA National Collegiate Skydiving Championships Competition Rules



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1. Purpose And Objectives

- To establish and conduct an annual National Collegiate Skydiving Championships.
- To recognize and honor National Collegiate Parachuting Champions of Formation Skydiving and Sport Accuracy.
- To promote learning, safety, competition, sportsmanship, and camaraderie among college skydivers.
- The National Collegiate Skydiving Championships will be run in accordance with Chapter 7; if not covered in Chapter 7, refer to Chapters 1, 8 or 9, as applicable.
- Lack of knowledge of any applicable subsection of the rules is not grounds for protest or appeal.

2. Qualification Requirements

2.1. General Requirements

2.1.1 To compete at the National Collegiate Skydiving Championships and be eligible for medals, each competitor must—

2.1.1.1 Be a current USPA member.

2.1.1.2 Be at least 18 years of age.

2.1.1.3 Hold a valid USPA license (issued before registration, bearing a unique license number). The minimum license requirements are as follows:

- Sport Accuracy, 2-way Vertical Formation Skydiving—A-license
- 2-Way Formation Skydiving—A-license and no more than 125 freefall skydives by the close of registration
- 4-Way Formation Skydiving, 6-Way Speed—B-license

2.2. Enrollment

2.2.1 Each entrant must furnish a statement from the registrar of his or her school that he or she is a full-time student (undergraduate or graduate) enrolled for 12 or more semester hours (or the equivalent) in the term immediately preceding the championships.

2.2.2 The school must be fully or provisionally accredited by a recognized regional accrediting agency and so listed in the Education Directory (Higher Education), published by the U.S. Government Printing Office.

2.3. Ineligible to Compete

2.3.1 To be declared ineligible to compete, a competitor must have achieved all three of the following:

- Reached his or her 25th birthday at the time of the meet.
- Made his or her first jump more than five years prior to the competition.
- Made more than 1,000 freefall skydives by the close of registration.

Note: Any competitor who intentionally violates the spirit of this rule may be barred from future National Collegiate competition.

2.4. Classes of Competition

2.4.1 Novice class is open to participants with no more than 125 freefall skydives by the close of registration.

2.4.2 Intermediate class is open to participants with 126 through 350 freefall skydives by the close of registration.

2.4.3 Masters class is open to participants with 351 or more freefall skydives by the close of registration.

2.4.4 Competitors may choose at the time of registration to compete in a higher class.

2.4.5 Competitors may enter the 6-way and either the 2-way formation skydiving, 2-way vertical formation skydiving, or 4-way formation skydiving event.

2.5. Competition Dates

2.5.1 Unless otherwise approved by the USPA Board of Directors, all USPA National Collegiate Skydiving Championships will be scheduled as follows:

- 28 December – Official Practice Day & Competition Registration
- 29 December – 02 January – Competition Days
- 02 January – Closing Ceremonies

2.6. Judge Requirements

2.6.1 The Chief Judge selected for the USPA National Collegiate Skydiving Championships must be Nationally-rated in Formation Skydiving plus either Accuracy Landing or Canopy Piloting.

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2.6.1.1 The panel of judges must all have a National rating in Formation Skydiving.

2.6.2 The Chief Judge shall brief the panel on the Sport Accuracy rules and judging procedures prior to the start of competition.

3. Duties And Conduct Of Participants

3.6.1 By formally registering in the meet, each competitor agrees to accept all rules published in this document and only personnel meeting and abiding by the requirements outlined herein may compete.

3.6.2 Participants must be acquainted with and comply with these rules throughout the competition.

3.6.3 Participants must abide by the basic rules of good behavior and sportsmanlike conduct, including appropriate attire while jumping, follow the schedule fixed by the meet officials, attend scheduled activities on time with the proper equipment, and respect the established order of jumping.

4. Rules Specific To Sport Accuracy

4.1. Event Description - Sport Accuracy

4.1.1 Each round consists of individual competitors flying their canopies to a target center and performing a stand-up landing.

4.1.2 Individual competitors are not required to compete in Team Sport Accuracy.

4.1.3 The classes in this event are Novice, Intermediate and Masters.

4.2. Event Description - Team Sport Accuracy

4.2.1 Each round consists of a team of four competitors flying their canopies to a target center and performing a stand-up landing.

4.2.2 The team may consist of any four individuals regardless of class.

4.2.3 The team should jump together on the same pass but allowances may be made at the discretion of the meet director.

4.3. Exit Altitude

4.3.1 Sport Accuracy: Each jump is made from 4,500 feet with a five-second maximum delay and up to four competitors per pass. In the event of clouds, this could be reduced to 3,500 feet and two competitors per pass.

4.4. Opening Altitude

4.4.1 On all jumps, the parachute must be opened by manual activation of the opening system. Pilot chutes must appear no lower than the attitudes required in the USPA Skydiver's Information Manual.

4.4.1.1 The Meet Director may ground or expel (without refund of fees) an individual or entire team from one or all events for violating these safety rules.

4.5. Number of Rounds

4.5.1 The minimum requirements for a valid event in each class will be one jump per contestant or team registered in that class.

4.5.2 The maximum scheduled number of rounds for Sport Accuracy is four (4).

4.5.3 The maximum scheduled number of rounds for Team Sport Accuracy is three (3).

4.5.4 The scores of all completed rounds are computed to determine the final standings.

4.6. General

4.6.1 Maximum total score is 45 meters.

4.6.2 The target dead center is 0.4 meters (16 inches) in diameter.

4.6.3 The individuals with lowest total accumulated scores will be the winners.

4.7. Exit Procedures

4.7.1 Each competitor or team is personally responsible for selecting a proper exit point.

4.8. Scoring

4.8.1 Competitors will be judged on the following three tasks:

4.8.1.1 Accuracy: The distance between their first point of contact and the target center will be measured with a possible score of zero meters (dead center) to 15 meters maximum.

4.8.1.2 Stand-up landing: Failure to perform a stand-up landing will add a 15-meter penalty to the competitor's score.

4.8.1.3 Landing control: The competitor will receive a 15-meter penalty if:

- the first point of contact is not within the 30.4-meter-diameter circle, or;

- the competitor fails to contain the landing within the 30.4-meter-diameter circle.

4.9. Judging and Recording Sport Accuracy

- 4.9.1 Landings are judged by at least three principal judges; in addition, there will be one observer person and one wind person.
- 4.9.2 The only persons allowed within the 30.4-meter circle during jumping are members of the panel of judges and necessary members of the organizing staff.
- 4.9.3 The dead-center target must be repositioned immediately after the landing of any competitor who moves or covers its location, except during team jumps when there is insufficient time between the landings of team members.
- 4.9.4 After a landing, competitors must leave the target area immediately.
- 4.9.5 An official appointed by the Meet Director and approved by the Chief Judge will observe the wind speed and direction at the anemometer.
- 4.9.6 One or more observers should watch each jump made and observe the competitors on opening and during their descent.
- 4.9.6.1 The observer should check the time between opening and landing and any conditions that might constitute grounds for a rejump.
- 4.9.6.2 A written record should be made of the observations.
- 4.9.7 If any judge observes a change in winds aloft which prevent one or more competitors from making a reasonable accuracy approach on the target despite having exited at the correct point, that judge must immediately inform the Event Judge or the Chief Judge of the observation.
- 4.9.8 If there is a serious or sudden change in the meteorological conditions or in the winds aloft, the Chief Judge or the Event Judge, with the concurrence of the Meet Director, may decide to interrupt an event.
- 4.9.8.1 This decision is not grounds for a protest.
- 4.9.8.2 The interruption must be made in a way which clearly shows it to the jumpers concerned, who must be granted rejets, and also to the judges at the target.

4.10. Judging and Recording Team Sport Accuracy

- 4.10.1 Landings are judged as in Sport Accuracy
- 4.10.2 All four scores count
- 4.10.3 The sum of each individual score is the team score for the round.
- 4.10.3.1 Teams landing with fewer than four members will receive the max score for each missing member.

4.11. Technical Equipment

- 4.11.1 Windsock:
- 4.11.1.1 The windsock must be capable of responding to winds of at least two m/s and should have a minimum length of four meters and a minimum diameter at the inlet of 60 cm.
- The judges determine its location, which is at a fixed place approximately 50 meters from the target center.
 - Placement of the windsock is not subject to any protest.

4.12. Equipment and Clothing

- 4.12.1 Competitors will be assigned numbers before the competition, and the assigned number must be visible on the individual during the events.
- 4.12.1.1 A competitor who willfully fails to properly display the assigned number shall receive the maximum score for that jump.

4.13. Rejets

- 4.13.1 In Sport Accuracy, a rejump may be awarded if a competitor:
- 4.13.1.1 Experiences a malfunction:
- A sport accuracy competitor with a canopy malfunction that creates a control problem must make no attempt to land in the target area.
 - A judge must verify by equipment inspection or observation that the competitor had a malfunction.
 - A control problem is an adverse condition of the canopy making it virtually impossible to safely attempt a precision target approach, or an adverse steering configuration which prevents a competitor from demonstrating his or her skill.

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- If a judge's inspection reveals that the canopy's condition resulted from faulty equipment, unacceptable rigging or deployment technique, or from any situation illustrating improper judgment or lack of control by a competitor, no rejump will be awarded.
- 4.13.1.2 In the opinion of any judge is prevented by winds aloft from making a reasonable accuracy approach on the target, though having exited at the correct point
- 4.13.1.3 Is in the air during an official period of halted jumping due to exceeded wind speed or any other reason deemed appropriate by the Chief Judge or Meet Director.
- 4.13.1.4 Rejump resulting from a conflict
- A rejump may be awarded to any competitor for whom the Event Judge determines that a canopy conflict with another jumper hampered his or her approach.
 - If the conflict is with the competitor's own teammate, the team is not awarded a rejump, and the competitor's score for the landing after the canopy conflict counts toward the team score for that round.

4.14. Safety

- 4.14.1 The Chief Judge, Meet Director or USPA Controller may issue a yellow card for a safety violation. They will be issued in general for unsafe actions, lack of sufficient canopy control or erratic canopy handling.
- 4.14.2 A second yellow card is the equivalent of the issuance of a red card.
- 4.14.3 The Chief Judge, Meet Director or USPA Controller may issue a red card without a prior yellow card for any action that presents immediate danger and safety hazard 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 or objects in or outside of the course.
- 4.14.4 The issuance of a red card will result in the disqualification of the competitor from further participation in the Sport Accuracy event, including the deletion of any results achieved already during the competition. They will be marked as "disqualified" in the ranking list after all competitors with regular results.

5. Common Rules For Formation Skydiving

5.1. Competition Draw

- 5.1.1 The Chief Judge will supervise a public draw of the sequences for each event.
- 5.1.2 Teams will be given not less than two hours' knowledge of the results of the draw and the start of competition.
- 5.1.3 When available, an electronically generated draw may be used.

5.2. Videographer

- 5.2.1 Each team will be assigned a videographer from a pool of videographers provided by the Host and managed by the Video Controller.
- 5.2.2 The videographer is responsible for providing the evidence required to judge each round.
- 5.2.3 Teams are responsible for briefing the videographer on their exit count and for presenting each point to the video.

5.3. Exit Altitude Changes

- 5.3.1 In the case of weather precluding full altitude, exit altitude may be lowered to as little as 10,000 feet by the Meet Director, with the agreement of the USPA Controller and the Chief Judge. Working times will be adjusted accordingly.

5.4. Opening Altitude

- 5.4.1 On all jumps, the parachute must be opened by manual activation of the opening system. Pilot chutes must appear no lower than the attitudes required in the USPA Skydiver's Information Manual.
- 5.4.1.1 The Meet Director may ground or expel (without refund of fees) an individual or entire team from one or all events for violating these safety rules.

5.5. Rejumps

- 5.5.1 Rejumps will be awarded if the Chief Judge, Event Judge, and the Video Controller agree that the videographer interfered with the team's performance.
- 5.5.2 A rejump may be restricted.
- 5.5.2.1 2-way FS, 4-way FS, 2-way VFS:
- A restricted rejump shall have a score no greater than the maximum possible score of the original performance without penalties and may be offered in the event that the team's performance requirements are assessed by the majority of the panel of judges as unjudgeable due to video problems. This decision shall be at the sole discretion of the Chief Judge and shall not be grounds for protest.

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5.5.2.2 6-way FS

- A restricted rejump shall have a score no less than the maximum possible score of the original performance without penalties and may be offered in the event that the team's performance requirements are assessed by the majority of the panel of judges as unjudgeable due to video problems. This decision shall be at the sole discretion of the Chief Judge and shall not be grounds for protest.

5.5.3 No team will be allowed more than one rejump for any one round of 2-way FS, 4-way FS, and 2-way VFS.

5.5.4 No team will be allowed more than one rejump in 6-way FS.

5.6. Scoring

5.6.1 A team will score one point for each judgeable scoring formation performed in the sequence within the allotted working time of each round. Teams may continue scoring by continually repeating the sequence.

5.6.2 Three points will be deducted for each omission; if both the inter and the second formation in a block sequence are omitted, this will be considered as only one omission.

5.6.3 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 clearly presented and no other infringement occurs in the inter.

5.6.4 The minimum score for any round is zero points.

5.6.5 It is the responsibility of the team to clearly present the correct scoring formations, inters, and total separations to the videographer and the judges.

5.6.6 Scoring formations need not be perfectly symmetrical, but they must be performed in a controlled manner.

5.6.7 Mirror images of random formations and whole block sequences are permitted.

5.7. Definitions

5.7.1 A 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.

5.7.2 A grip consists of a handhold on an arm, leg or foot of another jumper. As a minimum, a grip requires stationary contact of the hand on an arm or leg, as shown in the Definition of Symbols in this section.

5.7.3 A foot grip consists of a handhold on the foot; the grip must be on or below the anklebone, as shown in the Definition of Symbols in this section.

5.7.4 An inter is an intermediate requirement which must be performed as depicted in the block portions of the dive pools.

5.7.5 A subgroup consists of an individual or two or more jumpers linked by a grip or grips.

5.7.5.1 When shown, each subgroup must remain intact as a subgroup from the break of the previous scoring formation in the sequence until the correct completion of the next scoring formation in the sequence.

5.7.5.2 Where degrees are shown, (180°, 270°, 360°, 540°), this indicates the approximate degrees and direction of turn required to complete the inter as indicated. The degrees shown are approximately that amount of the circumference of the subgroup's center point to be presented to the center point(s) of the other subgroup(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. Degrees of turn performed must be in a single direction.

5.7.6 Contact is allowed between subgroups during the inter of a block sequence.

- Any assisting body contact on other jumpers or their equipment within a subgroup or a scoring formation is not permitted.
- Where subgroups are shown, they must remain intact as a subgroup with only the depicted grips on other jumpers in that subgroup.
- Handholds by the jumper on their own body within a subgroup or a scoring formation are permitted.
- If an inter requires an orientation change by a subgroup, no grip may be taken between that subgroup and any other subgroup during the orientation change.

5.7.7 A subgroup's centerpoint is one of the following:

- The defined grip or the geometric center of the defined grips within a subgroup within linked jumpers
- The geometric center of an individual's torso

5.7.8 An infringement is one of the following:

5.7.8.1 An incorrect or incomplete formation which, apart from the last point at freeze frame, is followed within working time by either—

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- A total separation or
- An inter, whether correct or not

5.7.8.2 A correctly completed formation preceded by an incorrect inter or incorrect total separation

5.7.8.3 A formation, inter, or total separation not clearly presented

5.7.9 Omission is one of the following:

5.7.9.1 A formation or inter is missing from the drawn sequence.

5.7.9.2 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.

5.7.10 Separation

5.7.10.1 Total separation is when all competitors show at one point in time, they have released all their grips and no part of their arms are in contact with another body.

5.7.10.2 Total separation is required between whole blocks, between random formations, and between whole blocks and random formations.

5.8. Judging and Recording

5.8.1 Judges are stationed at video monitors to observe each team's performance.

5.8.2 The judges will watch the video evidence of each jump once at normal speed to determine points in time. A second timing will be allowed if the last point in time is in question. At the end of working time, freeze frame will be applied on each full viewing. At the discretion of the Chief Judge, judges may be allowed partial playback, slow motion, and multiple views to increase the quality and speed of judging. If, during the judging cycle, the Chief Judge, Event Judge, or any judge on the panel considers that an absolutely incorrect assessment has occurred, that assessment will be brought to the attention of the Event Judge to ensure that it has been correctly scored by the majority of the panel judges.

5.8.3 The judges will use an electronic scoring system (if one is available) to record their evaluation of the performance. The judges may correct their evaluation record after the jump has been judged. Corrections to the evaluation record may only be made before the chief judge signs the score sheet. All individual judge's evaluations will be published.

5.8.4 The results of the evaluation will be checked by at least one judge, under the supervision of the Chief Judge.

5.8.5 Scoresheets

5.8.5.1 If electronic scoring is not available, the judges will operate their own stopwatches and use a scoresheet to record their evaluation, using the following symbols:

| | |
|----|--|
| - | correct scoring formation |
| O | infringement |
| X | omission |
| NV | formations, inters or total separations not visible on screen due to meteorological conditions, or uncontrollable factors affecting freefall video equipment (example: lens fogging) |
| // | end of working time |

5.8.6 In this case, the scoresheets of all judges must be collected immediately after the judges have scored the jump for evaluation by the scoring section.

6. Rules Specific To 2-Way Formation Skydiving

6.1. Event Description - 2-Way Formation Skydiving

6.1.1 Each team member must be Novice.

6.1.1.1 To compete in the Advanced class, each team member may have no more than two (2) hours of wind tunnel flying time. Teams with members who have with more than two (2) hours of wind tunnel flying time must compete in the Open class.

6.1.2 A team consists of two members and is eliminated if, for any reason, either member is unable to compete.

6.2. Exit Altitude

6.2.1 Each jump is made from 11,500 feet.

6.3. Number of Rounds

- 6.3.1 The minimum requirements for a valid event in each class will be one jump per team registered in that class.
- 6.3.2 The scores of all completed rounds are computed to determine the final standings.
- 6.3.3 Schedule
 - 6.3.3.1 The maximum scheduled number of rounds is three (3).

6.4. Draw

- 6.4.1 Each round consists of a sequence of three or four (whichever is drawn first) scoring formations from the current Collegiate 2-way FS dive pool.

6.5. Working Time

- 6.5.1 Working time starts the moment of the first separation of a grip from the first drawn formation, or five seconds after any team member separates from the aircraft, whichever comes first; if the first separation is not on the video, the working time begins on the exit of the aircraft.
- 6.5.2 Each sequence should be repeated until the working time of 35 seconds has expired.

7. Rules Specific To 4-Way Formation Skydiving

7.1. Event Description - 4-Way Formation Skydiving

- 7.1.1 Team members may be of any experience level, as long as they meet the license requirements.
- 7.1.2 Each team consists of four members and is eliminated from competition if for any reason it is cut to three or fewer members.

7.2. Exit Altitude

- 7.2.1 Each jump is made from 12,000 feet.

7.3. Number of Rounds

- 7.3.1 The minimum requirements for a valid event in each class will be one jump per team registered in that class.
- 7.3.2 The maximum scheduled number of rounds is six (6).
- 7.3.3 The scores of all completed rounds are computed to determine the final standings.

7.4. Draw

- 7.4.1 Each round consists of a sequence of three or four (whichever is drawn first) scoring formations from the current USPA 4-way dive pool. Reference USPA SCM Chapter 9, appendices C and D for current dive pool.
 - 7.4.1.1 The draw will be performed from a dive pool consisting of only blocks 2, 4, 6, 7, 8, 9, 19, and 21, and all random formations.

7.5. Working Time

- 7.5.1 Working time starts the moment of the first separation of a grip from the first drawn formation, or five seconds after any team member separates from the aircraft, whichever comes first; if the first separation is not on the video, the working time begins on the exit of the aircraft.
- 7.5.2 Each sequence should be repeated until the working time of 35 seconds has expired.

8. Rules Specific To 2-Way Vertical Formation Skydiving

8.1. Event Description - 2-way Vertical Formation Skydiving

- 8.1.1 A team consist of two members and is eliminated if, for any reason, either member is unable to compete.

8.2. Exit Altitude

- 8.2.1 Each jump is made from 13,000 feet.

8.3. Number of Rounds

- 8.3.1 The minimum requirements for a valid event in each class will be one jump per team.
- 8.3.2 The maximum scheduled number of rounds is four (4).
- 8.3.3 The scores of all completed rounds are computed to determine the final standings.

8.4. Draw

- 8.4.1 Each round consists of four or five (whichever is drawn first) scoring formations from the dive pool.

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- 8.4.2 Representations of the regularly scheduled round numbers (i.e. 1..4) will be placed singularly in one container. The first number drawn will designate which round is belly/back. Blocks 5 and 6, and randoms G, H, J, K, L, M, N, O, P, Q, and R will be placed singularly in one container and will be used to draw the belly/back round.
- 8.4.3 All remaining rounds will be head-up only. Blocks 1, 2, 3, and 4, and randoms A, B, C, D, E, and F will be placed singularly in one container and will be used to draw the head-up only rounds.
- 8.4.4 After completion of the draw, the Chief Judge will determine whether a tie break jump will be a Mixed Round or Vertical Round using the following procedure:
 - 8.4.4.1 One belly/back and one head-up round marker will be placed singularly in one container. One marker will be drawn from the container in order to determine the type of tie break round. The round will then be drawn in accordance with either 8.4.2 or 8.4.3 as appropriate.

8.5. Working Time

- 8.5.1 Working time starts the moment any team member (excluding the videographer) separates from the aircraft, as determined by the judges.
- 8.5.2 Each sequence should be repeated until the working time of 35 seconds has expired.

9. Rules Specific To 6-Way Formation Skydiving

9.1. Event Description - 6-Way Speed

- 9.1.1 Team members may be of any experience level, as long as they meet the license requirements.
- 9.1.2 A team consists of six members and is eliminated, if for any reason it is cut to five or fewer members.

9.2. Exit Altitude

- 9.2.1 Each jump is made from 12,000 feet.

9.3. Number of Rounds

- 9.3.1 The minimum requirements for a valid event in each class will be one jump per team.
- 9.3.2 The maximum scheduled number of rounds is three (3).
- 9.3.3 The scores of all completed rounds are computed to determine the final standings.

9.4. Draw

- 9.4.1 Each round consists of building one formation drawn from the current collegiate dive pool.

9.5. Working Time

- 9.5.1 Working time starts when the first competitor crosses the starting line and stops when the formation is complete.
- 9.5.2 Each formation must be completed within 35 seconds and held for a minimum of five seconds.
- 9.5.3 Total working time is 40 seconds.
- 9.5.4 Mandatory break-off altitude is 5,000 feet.

9.6. Exits

- 9.6.1 The door of the airplane is the starting line for 6-way speed.
- 9.6.2 The videographer must record an image of the door or the plane prior to the team exiting the aircraft.
- 9.6.3 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.
- 9.6.4 Handholds on other persons or their equipment are not permitted on exit. Incidental contact is permitted.

9.7. Scoring

- 9.7.1 Each team receives a score (in seconds) for the completed 6-way formation that is held for a minimum of five seconds.
- 9.7.2 These five seconds must fall within working time (i.e., the last grip must be completed within 35 seconds).
- 9.7.3 If a team does not complete a 6-way formation, it will receive the maximum score of 35 seconds.
- 9.7.4 The score for each jump is computed by averaging the three scores to one one-hundredth (.01) of a second.
- 9.7.5 It is the responsibility of the team to clearly present the correct scoring formation.
- 9.7.6 Mirror images of random formations are permitted.

10. Technical Conditions

10.1. General

- 10.1.1 The sponsoring organization and hosts of this meet bear no responsibility for any accidents, injuries, or casualties to contestants.
- 10.1.2 Minimum number of judges is seven; one Chief Judge and six principal judges.
- 10.1.3 Judging will be by nationally rated judges in each event.
- 10.1.4 All events will be judged with a minimum of three principal judges.
- 10.1.5 To control unsafe swoop-type approaches, turns below 300 feet that create a safety hazard are not allowed, and competitors who are observed violating this rule will not be allowed to continue to compete, without refund of fees.

10.2. Aircraft

- 10.2.1 A variety or any combination of aircraft may be used.
- 10.2.2 Aircraft speed
 - 10.2.2.1 Aircraft speed at time of exit must not exceed 87 knots (100 mph) indicated.
 - 10.2.2.2 Any slower speed desired will be through mutual agreement of pilot and competitor.
- 10.2.3 Competitors may not make any change whatsoever once manifested for any lift, regardless of type of aircraft.

10.3. Weather

- 10.3.1 Wind speed and direction determinations are to be made by meet management at reasonable intervals.
- 10.3.2 Maximum allowable wind speed in the freefall events and Sport Accuracy is nine m/s.

11. Protests

11.1. General

- 11.1.1 At any time during the event, a competitor or a team that is dissatisfied on any matter should first ask the appropriate official (Chief/Event Judge or Meet Director) for assistance and, if still dissatisfied, may file a protest in accordance with General Rules 8.4, except that the protest is filed with the USPA Controller.
- 11.1.2 A written protest must be filed within three hours of the knowledge of the grounds for the protest. The decision of the USPA Controller is final; there is no appeal to a Jury.

12. Classification Of Final Results

12.1. General

- 12.1.1 The winners of an event are determined by combining all scores earned in completed rounds of the event.
- 12.1.2 In the case of a tie in the top three places, one jump-off round will be conducted.
- 12.1.3 If a tie still occurs, the competitor with the best score in any one round obtains the higher place.
- 12.1.4 If a tie still occurs, the competitor with the best score, starting with the last completed round and continuing in reverse order, round by round until the tie is broken, obtains the higher place.
- 12.1.5 If a tie still occurs, the competitors concerned shall be declared co-medalists.

12.2. Recognition of Winners

- 12.2.1 Medals will be presented to the first, second, and third-place winners in—
 - Sport Accuracy; novice, intermediate and masters
 - Team Sport Accuracy
 - 4-Way Formation Skydiving; Open and Advanced
 - 2-Way Formation Skydiving; Open and Advanced
 - 2-Way Vertical Formation Skydiving
 - 6-way Formation Skydiving

12.3. Most Competitive Collegiate Skydiver

- 12.3.1 This honor is awarded to the most competitive skydiver based on objective criteria.
 - 12.3.1.1 Each individual member of a team is awarded points based on the team's ranking.

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- 12.3.1.2 Sport Accuracy competitors earn points only from individual ranking.
- 12.3.1.3 Advanced, intermediate and novice-class competitors are awarded points as follows:
 - First = 5pts, Second = 4pts, Third = 3pts, Fourth = 2pts, Fifth = 1pt
- 12.3.1.4 Masters, open and one-class competitors earn one (1) additional point per ranking.
- 12.3.1.5 Competitors setting a new Collegiate record earn one (1) additional point.
- 12.3.1.6 The competitor earning the most cumulative points from all events entered wins.
- 12.3.2 The André Istel Memorial Scholarship is managed by the National Aeronautic Association (NAA) and will be awarded to the Most Competitive Collegiate Skydiver.
- 12.3.3 Once USPA has determined the Most Competitive Collegiate Skydiver, it shall notify the NAA.
- 12.3.4 The award will be in an amount equal to 75 percent of the income earned by the Fund in the year ending prior to the date of the championships, i.e., the 2016 Most Competitive Collegiate Skydiver will be awarded 75 percent of the income earned by the Fund for the 12-month period ending December 31, 2015.
- 12.3.5 The winner must use the award for an educational purpose.
- 12.3.6 The winner may donate the award to a participating school or individual competitor of his or her choice.

Appendix A: Definition Of Symbols



Indicates direction of turn by a sub-group.



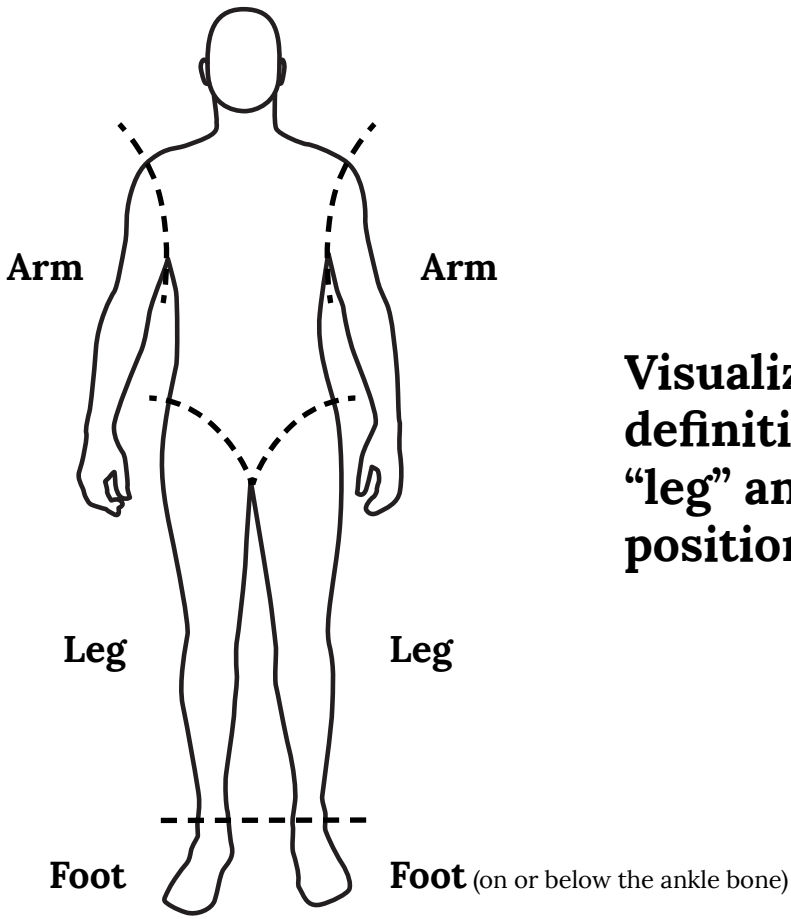
Indicates direction of turn by a sub-group in either direction.



Indicates clarification of intent

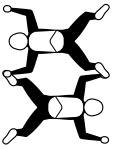
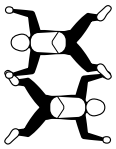

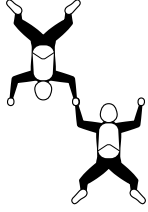
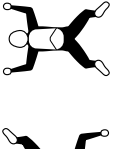
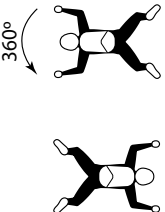

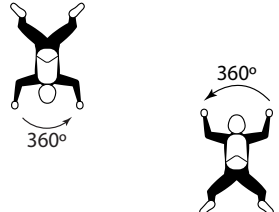
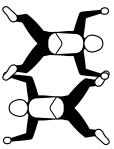
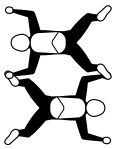

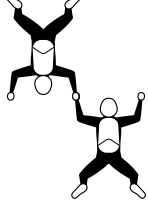
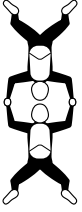
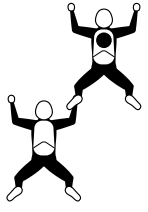
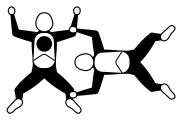
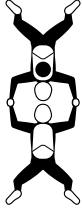
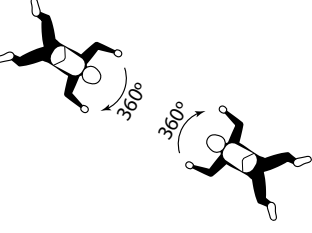

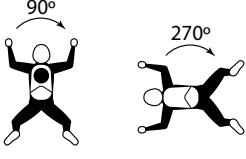
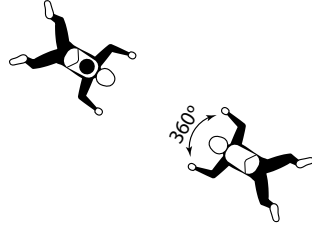
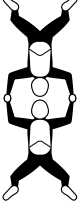
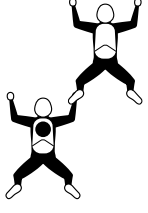
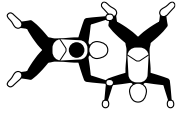

180° 270°
360° 540°

Indicated approximage degrees of turn to show intent of the transition maneuver

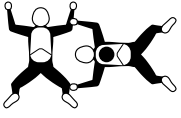

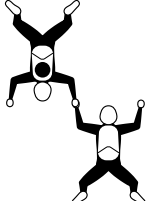
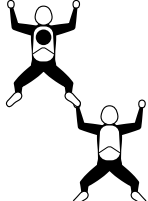
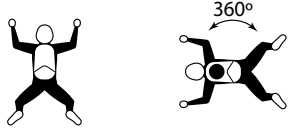
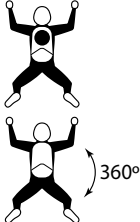
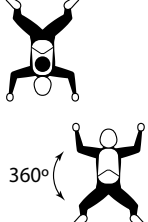
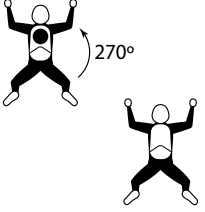
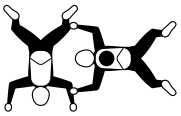

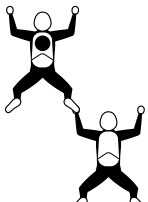
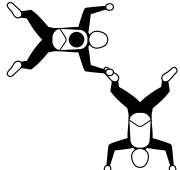

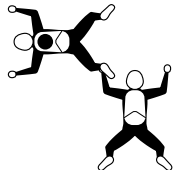

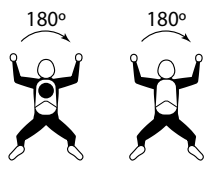
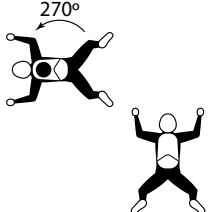
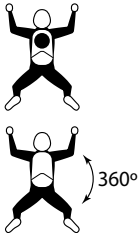
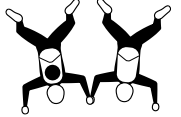
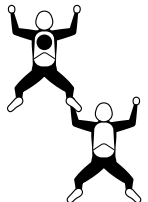
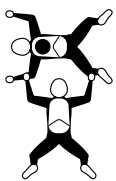


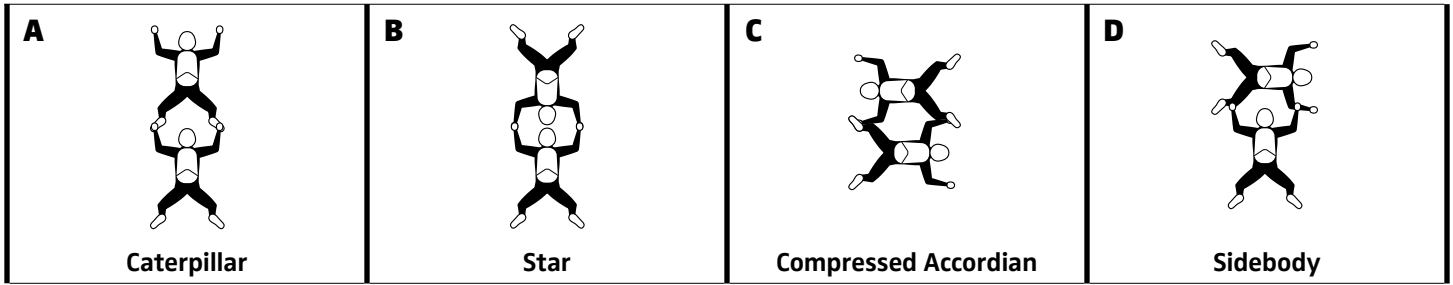
Visualization of definitions of “arm”, “leg” and “foot” for grip positioning.

Appendix B: 2-Way Block Sequence

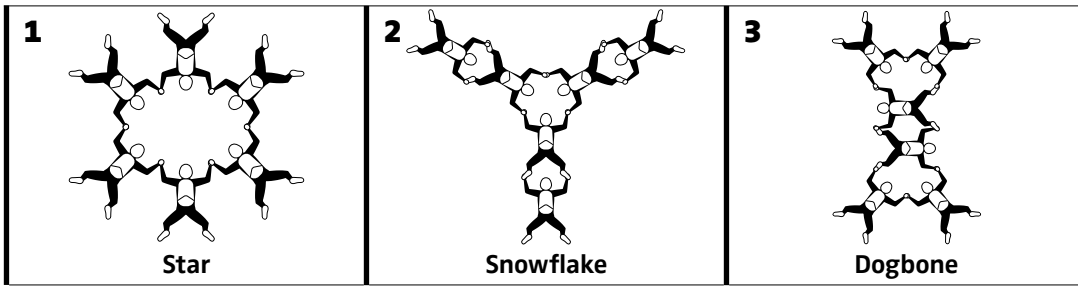
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|--|--|--|---|
| <p>1</p>  <p>Compressed Accordion</p> | <p>2</p>  <p>Compressed Accordion</p> | <p>3</p>  <p>Caterpillar</p> | <p>4</p>  <p>Opposed Stairstep</p> |
|  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |
|  <p>Compressed Accordion</p> |  <p>Compressed Accordion</p> |  <p>Caterpillar</p> |  <p>Opposed Stairstep</p> |
| <p>5</p>  <p>Star</p> | <p>6</p>  <p>Stairstep</p> | <p>7</p>  <p>Sidebody</p> | <p>8</p>  <p>Star</p> |
|  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |
|  <p>Star</p> |  <p>Stairstep</p> |  <p>Sidebody</p> |  <p>Caterpillar</p> |

Appendix B: 2-Way Block Sequences (continued)




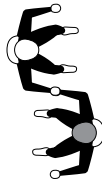
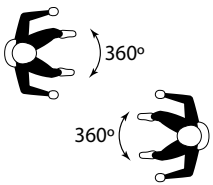
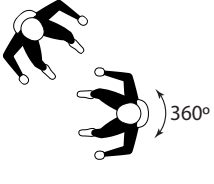
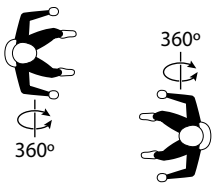
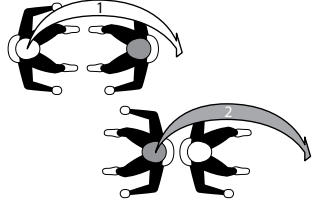




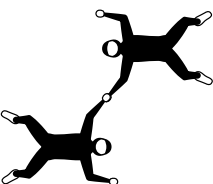
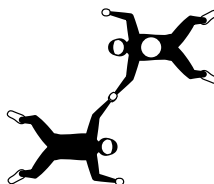
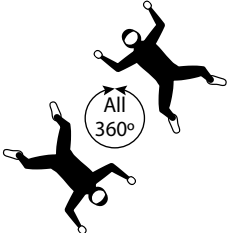
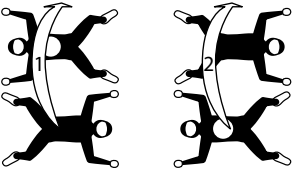
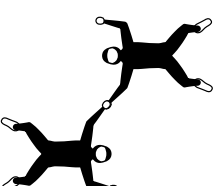
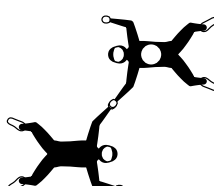
| | | | |
|---|---|--|---|
| <p>9</p>  <p>Sidebody</p> | <p>10</p>  <p>Caterpillar</p> | <p>11</p>  <p>Opposed Stairstep</p> | <p>12</p>  <p>Stairstep</p> |
|  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |
|  <p>Sidebody</p> |  <p>Star</p> |  <p>Stairstep</p> |  <p>Skew</p> |
| <p>13</p>  <p>Line</p> | <p>14</p>  <p>Skew</p> | <p>15</p>  <p>Caterpillar</p> | |
|  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> | |
|  <p>Line</p> |  <p>Stairstep</p> |  <p>Sidebody</p> | |




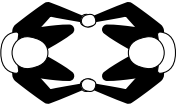
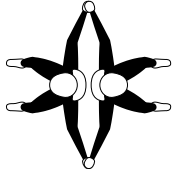

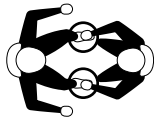

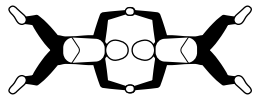

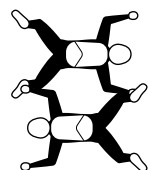
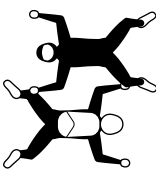
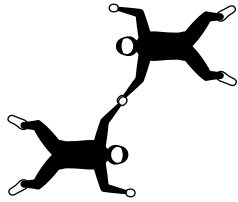
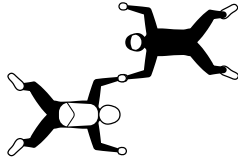
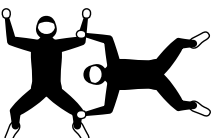
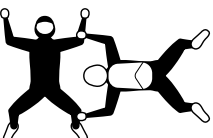


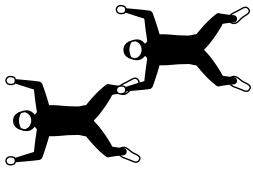
Appendix D: 6-Way Speed Formations



Appendix E: VFS 2-Way Formations

| | | | |
|---|---|---|--|
| <p>1</p>  <p>Grip</p> | <p>2</p>  <p>Grip</p> | <p>3</p>  <p>Grip</p> | <p>4</p>  <p>Grip</p> |
|  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |
|  <p>Grip</p> |  <p>Grip</p> |  <p>Grip</p> |  <p>Grip</p> |
| <p>5</p>  <p>Back Open Accordion</p> | <p>6</p>  <p>Back Open Accordion</p> | | |
|  <p>Inter</p> |  <p>Inter</p> | | |
|  <p>Back Open Accordion</p> |  <p>Back Open Accordion</p> | | |

Appendix F: VFS 2-Way Random Formations

| | | | |
|--|--|--|--|
| <p>A</p>  <p>Single Grip</p> | <p>B</p>  <p>In-Facing Double Grip</p> | <p>C</p>  <p>Out-Facing Double Grip</p> | <p>D</p>  <p>Hand-to-Foot</p> |
| <p>E</p>  <p>Hands-to-Feet</p> | <p>F</p>  <p>Double Spock</p> | <p>G</p>  <p>Belly Star</p> | <p>H</p>  <p>Back Star</p> |
| <p>J</p>  <p>Belly Closed Accordion</p> | <p>K</p>  <p>Mixed Closed Accordion</p> | <p>L</p>  <p>Back Open Accordion</p> | <p>M</p>  <p>Mixed Open Accordion</p> |
| <p>N</p>  <p>Back Side Body</p> | <p>O</p>  <p>Mixed Side Body</p> | <p>P</p>  <p>Back Cat</p> | <p>Q</p>  <p>Mixed Cat</p> |
| <p>R</p>  <p>Back Stair Step</p> | | | |



USPA National Accuracy Landing Championships Competition Rules



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1. General

1.1. Objectives

- 1.1.1 Accuracy Landing consists of competitors under parachute aiming to land on or as closely as possible to the center of a target.
- 1.1.2 It is up to each competitor to clearly present to the judges the first contact with the target.

1.2. Event

- 1.2.1 The discipline will include the following events:

- 1.2.1.1 Individual Accuracy Landing
- 1.2.1.2 Team Accuracy Landing

1.3. Accuracy Landing Event Description

- 1.3.1 Individual Accuracy Landing:

- 1.3.1.1 Each round consists of individual competitors guiding their canopies to a precision landing on an Automatic Measuring Device (AMD) with a two-centimeter-diameter (2 cm) dead-center target.
- 1.3.1.2 Individual competitors are not required to compete in Team Accuracy.

- 1.3.2 Team Accuracy: Each round consists of a team of four competitors making sequential precision approaches as described in Individual Accuracy Landing.

- 1.3.2.1 Normally, the Accuracy Landing competition is conducted in a team format for the first eight rounds.
- 1.3.2.2 No substitutes to the composition of a team are permitted for any reason after competition begins.

1.4. Wind Drift Indicators (WDI)

- 1.4.1 Before starting the Accuracy Event or if jumping has been interrupted for 60 minutes or more, a WDI is dropped from 2,500 feet over the drop zone by a judge or non-competing, experienced skydiver.
- 1.4.2 The WDI landing point is marked by a signal panel or on an aerial photo of the area or indicated in the best available method to all competitors.
- 1.4.3 Additional WDIs are dropped if the Chief Judge, consulting with other principal judges, decides that altered wind conditions render the proper opening point uncertain.
- 1.4.4 Observation of a WDI or canopies successfully landing in the target area or uninterrupted continuity of the Accuracy Event are sufficient data to evaluate the proper opening point, and no protests will be allowed for lack of this knowledge.

1.5. Exit Order, Altitude and Procedures

- 1.5.1 The order of jumping in each round will be individuals, followed by teams. Teams will jump in reverse order of standing at the discretion of the Meet Director.
- 1.5.2 Rounds nine and ten will be individual, in reverse order of standing at the discretion of the Meet Director.
- 1.5.3 Individual Accuracy Landing: Each jump is made from 3,000 feet and jumpers will exit one or two per pass, which the Meet Director may lower by as much as 300 feet to negotiate weather.
- 1.5.4 Team Accuracy:
 - 1.5.4.1 Each jump is made from 3,500 feet, which the Meet Director may lower to 2,800 feet for the whole round to negotiate weather.
 - 1.5.4.2 The team must jump from the same aircraft during the same passage of the aircraft over the target.
- 1.5.5 Each competitor or team is personally responsible for selecting a proper exit point.

1.6. Number of Rounds

- 1.6.1 Individual Accuracy Landing: The minimum number of rounds to constitute a meet is one, and the maximum (scheduled) number is ten.
- 1.6.2 Team Accuracy Landing: The minimum number of rounds to constitute a meet is one, and the maximum (scheduled) number of rounds is eight.

1.7. Weather

- 1.7.1 Observation of wind speed and direction will be made at the discretion of the Event Judge until such time as winds exceed three (3) meters per second (m/s).
- 1.7.2 When the wind speed on the ground is greater than three (3) m/s, the wind speed will be monitored constantly and documented at an interval of no greater than every two (2) minutes.

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- 1.7.3 The maximum allowable wind speed at ground level in the Accuracy Events is set by the Chief Judge, Event Judge, and Meet Director within the range of between six (6) m/s and eight (8) m/s.
- 1.7.3.1 This limit will be given to the competitors at the initial briefing and will remain for the duration of the competition.
- 1.7.3.2 Scoring must stop while the wind exceeds this limit for a period of 30 seconds.
- 1.7.3.3 A competitor who lands during the period 15 seconds before the wind speed exceeds the limit, while the wind speed is over the limit, and 30 seconds after the wind speed has returned below the limit, and does not score a dead center, will be offered a rejump. The competitor must make an immediate decision and inform the Event or Chief Judge of their decision, otherwise that competitor must do a rejump.
- 1.7.3.4 The event will be automatically interrupted, and the target covered for a minimum of five minutes if the ground wind speed exceeds nine (9) m/s.
- Any competitor who exits the aircraft during a period of halted jumping will be waved off and not allowed to land on the tuffet.
 - All competitors who are waved off will make a rejump.
- 1.7.4 An audible device capable of being heard by the judges scoring in the pit must be used to alert the judges of a wind hold.
- 1.7.4.1 This device may be a whistle or horn manually sounded by the person monitoring the wind speed.
- 1.7.4.2 It may also be an audible device integrated into the monitoring device itself.
- 1.7.5 The maximum allowable wind direction limit is exceeded when there is a change in ground wind direction of 90 degrees or more when the wind speed exceeds three (3) m/s during final approach.
- 1.7.5.1 If there is a sudden change in ground wind direction of more than 90 degrees when the wind speed is more than three (3) m/s and automatically recorded by an electronic device, a competitor landing within 30 seconds after the wind change will be offered a rejump. The competitor must make an immediate decision.

1.8. Scoring

- 1.8.1 Individual Accuracy Landing:
- 1.8.1.1 The landing point is the first point of body contact with the surface or the AMD.
- 1.8.1.2 A landing off the AMD (or at the edge) or a disqualified jump is scored as 16 cm.
- 1.8.2 Team Accuracy:
- 1.8.2.1 Landings are judged as described for Individual Accuracy Landing.
- 1.8.2.2 All four scores count.
- 1.8.2.3 If, because of insufficient separation between team members, a competitor lands on the AMD before it has been reset, the score given is 15 cm.
- 1.8.2.4 Competitors landing off the AMD for any reason, including insufficient separation with their team members, will be given a score of 16 cm.
- 1.8.2.5 The sum of individual scores is the score of the team for that round.
- 1.8.2.6 Teams landing with fewer than four members receive a score of 16 cm for each missing member.

1.9. Judging and Recording

- 1.9.1 Landings will be judged by at least three principal judges positioned around the target, who independently assess the landing. Each judge will signal a valid result by putting one hand on the chest and an invalid result by pointing to the ground. The decision of the judges will be made by simple majority.
- 1.9.2 A Video Viewing system must be available and may be used for all competition jumps (for example: tablet with slow motion) at the discretion of the event-/chief judge for any decision found necessary. This decision is not grounds for protest.
- 1.9.3 In addition to the panel of judges at the target, there will be one canopy-flight observer and one wind recorder—not necessarily judges—qualified for the tasks and approved by the Chief/Event Judge.
- 1.9.4 The only persons allowed within the 20-meter circle during jumping are members of the panel of judges, members of the Jury and necessary members of the organizing staff.
- 1.9.4.1 During the final approach of a competitor, only principal judges are allowed within five meters.
- 1.9.4.2 Exceptions to this rule are the responsibility of the Chief Judge.
- 1.9.5 The AMD must be repositioned immediately after the landing of any competitor who moves or covers its location, except during team jumps when there is insufficient time between the landings of team members.

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- 1.9.6 After a landing, competitors must leave the target area immediately.
- 1.9.7 An official appointed by the Meet Director and approved by the Chief Judge will observe the wind speed and direction at the anemometer.
- 1.9.8 One or more observers should watch each competitor's/team's opening and monitor their descent.
 - 1.9.8.1 The observer should check the time between opening and landing and any conditions which might constitute grounds for a rejump.
 - 1.9.8.2 A written record should be made of the observations.
- 1.9.9 If any judge observes a change in winds aloft which prevent one or more competitors from making a reasonable accuracy approach on the target despite having exited at the correct point, that judge must immediately inform the Event Judge or the Chief Judge of the observation.
- 1.9.10 If there is a serious or sudden change in the meteorological conditions or in the winds aloft, the Chief Judge or the Event Judge, with the concurrence of the Meet Director, may decide to interrupt an event.
 - 1.9.10.1 This decision is not grounds for a protest.
 - 1.9.10.2 The interruption must be made in a way which clearly shows it to the jumpers concerned, who must be granted rejudges, and also to the judges at the target.
 - 1.9.10.3 A new WDI must be dropped before the event may continue.

1.10. Technical Equipment

- 1.10.1 Windsack:
 - 1.10.1.1 The windsack must be capable of responding to winds of at least two (2) m/s and should have a minimum length of four (4) meters and a minimum diameter at the inlet of 60 cm.
 - The judges determine its location, which is at a fixed place approximately 50 meters from the target center.
 - Placement of the windsack is not subject to any protest.
 - 1.10.1.2 A wind direction indicator (streamer) mounted on a pole, which is capable of responding to winds of less than two (2) m/s, is placed by the Event Judge within 20 meters of the target.
- 1.10.2 Wind-speed measuring device:
 - 1.10.2.1 Meet management is responsible for providing a single, accurate wind-speed measuring device capable of displaying wind velocity in meters per second.
 - 1.10.2.2 The device should be at least six (6) meters above ground level.
- 1.10.3 Target: The AMD must be centered within a marked circle of 20 meters radius
 - 1.10.3.1 The center of the target must be an AMD.
 - The AMD will have a dead-center disc of two (2) cm in diameter in a contrasting color.
 - The AMD must be capable of measuring to a minimum distance of 16 cm.
 - 1.10.3.2 The AMD is placed centrally on a foam or air tuffet with the following specifications:
 - Diameter: approximately five (5) meters
 - Thickness: a minimum of 30 cm
 - Color: any color

1.11. Equipment and Clothing

- 1.11.1 Competitor numbers
 - 1.11.1.1 Competitors will be assigned numbers before the competition, and the assigned number must be visible on the individual during the events.
 - 1.11.1.2 A competitor who willfully fails to properly display the assigned number is disqualified for that jump.
- 1.11.2 Footwear
 - 1.11.2.1 If footwear is worn, it must be of a type that will not damage the AMD.
 - 1.11.2.2 Meet management has the right to refuse the use of specific footwear.

1.12. Aircraft

- 1.12.1 A variety or combination of aircraft may be used.

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1.12.2 Aircraft speed at time of exit must not exceed 87 knots (100 mph) indicated.

1.12.3 Any slower speed desired will be through mutual agreement of pilot and competitor.

1.13. Rejumps

1.13.1 In Accuracy Landing, a rejump may be awarded if a competitor:

1.13.1.1 is given an erroneous score by the AMD (determined by a simple majority of the principal judges)

1.13.1.2 experiences a malfunction:

- An accuracy competitor with a main canopy malfunction creating a control problem must indicate on opening that a problem exists by signaling with arms and legs apart and making no attempt to land in the target area.
- A judge must verify by equipment inspection or observation that the competitor had a malfunction.
- A control problem is a condition in the canopy deployment making it virtually impossible to safely attempt a precision target approach or a canopy configuration that prevents a competitor from demonstrating his or her skill.
- If a judge's inspection reveals that the canopy's condition resulted from faulty equipment, unacceptable rigging or deployment technique, or from any situation illustrating improper judgment or lack of control by a competitor, no rejump will be awarded.

1.13.1.3 in the opinion of any judge is prevented by winds aloft from making a reasonable accuracy approach on the target, though having exited at the correct point

1.13.1.4 is subjected to conditions exceeding the wind direction limits (verified by the Chief Judge or a designated judge)

1.13.1.5 is in the air during an official period of halted jumping due to exceeded wind speed or direction limits

1.13.2 Rejump resulting from a conflict:

1.13.2.1 A rejump may be awarded to any competitor for whom the Event Judge determines that a canopy conflict with another jumper hampered his or her approach.

1.13.2.2 If the conflict is with the competitor's own teammate:

- The rejump is awarded to the individual for his or her individual score.
- The team is not awarded a rejump, and the competitor's score for the landing after the canopy conflict counts toward the team score for that round.

1.13.3 If an AMD is found to be defective or unintentionally not reset and the first point of contact has been on it, the affected competitor(s) must be offered a rejump.

2. Classification Of Final Results

2.1. Recognition of Winners

2.1.1 Appropriate medals or other suitable recognition are presented to each Individual Accuracy Landing titlist and each of four members of the Team Accuracy teams described under the National Championships title classifications.

2.2. Accuracy Landing

2.2.1 Each competitor's score for each jump in each round will be added.

2.2.2 The winner is the competitor with the lowest score.

2.2.3 In the case of a tie in the top three places, a jump-off will be conducted until it can be broken, or until the end of the scheduled competition. If the tie cannot be broken, co-medals will be awarded.

2.3. National Championships Title Classifications

2.3.1 National Accuracy Landing

2.3.2 National Team Accuracy—1st, 2nd, 3rd

Appendix A: Accuracy Landing Administration And Judging Notes

Note: The guidelines in this section are included to assist judges in the performance of their duties but are not grounds for protest.

1.1. Accuracy Landing Event

- 1.1.1 Prior to the start of the Accuracy Landing event, the Chief Judge, Event Judge, and Meet Director may agree to postpone or suspend the event when certain conditions exist that make it impossible for the competitors to fairly demonstrate their skill. These conditions may be due, but not limited to, existing obstacles that adversely affect wind conditions for Accuracy Landing.

1.2. Scoring

- 1.2.1 The center of the target must be an automatic measuring device with a dead center of two centimeters (2 cm) diameter in a contrasting color, hereafter referred to as the AMD.
- 1.2.2 The AMD must be kept as flat as possible and capable of measuring out to a distance of 16 cm.
- 1.2.3 The AMD should be mounted centrally on an underlying control pad (if one is available) of at least one meter diameter, which when struck at any point, scores 16 cm.
- 1.2.4 If a control pad is unavailable, the competition may be conducted without it. In this case, a landing off the AMD is determined by a simple majority of the principal judges and must be given a score of 16 cm.
- 1.2.5 An erroneous reading of the AMD or control pad is determined by a simple majority of the principal judges.
- 1.2.6 If the AMD becomes inoperable, it must be replaced with one that is functioning.
- 1.2.7 If the control pad malfunctions and no replacement is available, the current round may be continued without it.
- 1.2.8 Winds aloft are those winds occurring above the altitude of the wind-speed measuring device described in this section.



USPA National **Formation Skydiving** Championships Competition Rules



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1. General

- On a freefall jump, teams perform a designated formation or a sequence or series of formations and/or intermediate maneuvers (inter) drawn from the dive pool as shown in this chapter.

2. Event Description

2.1. 2-Way Mixed Formation Skydiving (MFS)

- 2.1.1 Open: Each round consists of four or five (whichever is drawn first) scoring formations from the dive pool. All points from the dive pool may be drawn in the same round.
- 2.1.2 Advanced: Each round consists of four or five (whichever is drawn first) scoring formations from the dive pool. The draw for advanced excludes certain more difficult randoms (listed in event specific draws).

2.2. 4-Way Vertical Formation Skydiving (VFS)

- 2.2.1 Open: Each round consists of five or six (whichever is drawn first) scoring formations from the dive pool.
- 2.2.2 Advanced: Each round consists of four or five (whichever is drawn first) scoring formations from the dive pool.
- 2.2.3 Intermediate: Each round consists of three or four (whichever is drawn first) scoring formations from the dive pool.

2.3. 4-Way Formation Skydiving (FS)

- 2.3.1 Advanced and Open: Each round consists of five or six (whichever is drawn first) scoring formations from the dive pool.
- 2.3.2 Intermediate: Each round consists of four or five (whichever is drawn first) scoring formations from the dive pool.

2.4. 8-Way FS

- 2.4.1 Advanced and Open: Each round consists of five or six (whichever is drawn first) scoring formations from the dive pool.
- 2.4.2 Intermediate: Each round consists of four or five (whichever is drawn first) scoring formations from the dive pool.

2.5. 16-Way FS

- 2.5.1 Each round consists of three or four (whichever is drawn first) scoring formations drawn from the dive pool.

2.6. 10-Way FS

- 2.6.1 Each round consists of building one formation drawn from the dive pool.

3. Team Composition

- No team in any Advanced, or Intermediate class (4-way and 8-way FS, 2-way MFS, 4-way VFS, etc.) may be composed of more than one quarter of members (in MFS 1 member) who have won a gold medal in that class, or any medal in a higher class of the same event at any USPA National Skydiving Championships, or in the same event at an FAI First Category Event, at any time in the prior five calendar years. The videographer will not be considered when applying this rule.
- A competitor or videographer is allowed to compete on only one team in each of the events.

3.1. 2-Way MFS

- 3.1.1 Each team consists of up to four (4) members, including a videographer, but is eliminated from competition if, for any reason, it is cut to one or fewer members and a videographer.

3.2. 4-Way FS/VFS

- 3.2.1 Each team may consist of up to six members, including a videographer, but is eliminated from competition if, for any reason, it is cut to three or fewer members and a videographer.
- 3.2.2 The videographer on an all-women 4-Way team competing in the Open class may be either sex.

3.3. 8-Way

- 3.3.1 Each team may consist of up to 11 members, including a videographer, but is eliminated from competition if, for any reason, it is cut to seven or fewer members and a videographer.

3.4. 16-Way

- 3.4.1 Each team may consist of up to 18 members, including a videographer, but is eliminated from competition if, for any reason, it is cut to 15 or fewer members and a videographer.

3.5. 10-Way

- 3.5.1 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.

4. Competition Draw

4.1. General

- 4.1.1 The Chief Judge will supervise a public draw of the sequences.
- 4.1.2 Teams will be given not less than two hours' knowledge of the results of the draw and the start of competition.
- 4.1.3 When available, an electronically generated draw may be used.

4.2. Event Specific Draws

4.2.1 A separate draw will be made for the following classes and events:

4.2.1.1 2-Way MFS Open, 4-way VFS Open, 4-Way Advanced & Open, 8-Way Advanced & Open, 16-Way, and 10-way

4.2.1.2 2-Way MFS Advanced

- Representations of the regularly scheduled round numbers (i.e. 1...8) will be placed singularly in one container. The first three numbers drawn shall determine which rounds will be designated mixed rounds only (see 8.1.5.7). Blocks 7, 8, 10, and 12 and randoms G, K, L, Q, R and T will be placed singularly in one container and blocks 1, 3, 4, 5, 6, and 11 and randoms B, C, E, F, H, J, O, and P will be placed singularly in a separate container. Beginning with the belly/back container, the draw will alternate containers until complete.
- All remaining rounds will be drawn from a dive pool consisting of blocks 1, 2, 3, 4, 5, 6, 9, 11, and randoms A, B, C, D, E, F, H, J, M, N, O and P.
- After completion of the draw as determined in 5.6.5, the Chief Judge will determine whether a tie break jump will be a Mixed Round or Vertical Round using the following procedure:
- One Mixed Round and one Vertical Round marker will be placed singularly in one container. One marker will be drawn from the container in order to determine the type of tie break round. The round will then be drawn in accordance with 4.2.1.2.

4.2.1.3 4-Way VFS Advanced

- The draw will be performed from a dive pool consisting of only blocks 1, 2, 3, 4, 7, 8, 9, 11, 12, 13, 14, 16, 17, 18, 20, 21, and 22 and only randoms A, B, C, E, J, K, L, and Q.

4.2.1.4 4-Way VFS Intermediate

- The draw will be performed from a dive pool consisting of only blocks 1, 2, 3, 7, 8, 12, 13, 14, 21, and 22, and only randoms A, B, E, J, and L

4.2.1.5 4-Way Intermediate

- The draw will be performed from a dive pool consisting of only blocks 1, 2, 4, 6, 7, 8, 9, 11, 13, 14, 15, 18, 19, 20, 21, and 22, and all the randoms.

4.2.1.6 8-Way Intermediate

- The draw will be performed from a dive pool consisting of only blocks 1, 3, 4, 5, 6, 7, 8, 10, 13, 14, 16, 17, 18, 19, and 21, and all the randoms.

4.2.2 Common Draw Procedures

4.2.2.1 Representations of the numbered block sequences and lettered random formations from the relevant dive pool are singularly placed in one container for each event.

4.2.2.2 Individual withdrawal from the container, without replacement, determines the sequences to be jumped in each round.

4.2.2.3 If, while performing the draw the container becomes exhausted, the entire pool will be put back in the container and the draw will continue until it is completed. If a duplicate random or block is drawn within a single round, the duplicate will be removed from the round and put back in the container before continuing the draw.

4.2.2.4 The number of rounds drawn shall be the number of regular scheduled rounds for the event plus one additional round to serve as a tie-breaker.

4.3. Number of Rounds

4.3.1 2-Way MFS: One complete round constitutes a meet; the maximum (scheduled) number is eight.

4.3.2 4-Way VFS Open and Advanced: One complete round constitutes a meet; the maximum (scheduled) number is ten.

4.3.3 4-Way VFS Intermediate: One complete round constitutes a meet; the maximum (scheduled) number is six.

4.3.4 4- and 8-Way FS: One complete round constitutes a meet; the maximum (scheduled) number is ten.

4.3.5 16- and 10-Way: One complete round constitutes a meet; the maximum (scheduled) number is six.

5. Exit Altitude And Working Time

5.1. 2-Way MFS and 4-Way VFS

- 5.1.1 Each jump is made from 13,000 feet.
- 5.1.2 Working time starts the moment any team member (excluding the videographer) separates from the aircraft, as determined by the judges; if the judges cannot determine the start of the working time, the following procedure will be followed:
 - 5.1.2.1 Working time will start as the videographer separates from the aircraft; and,
 - 5.1.2.2 A penalty equal to 20 percent (rounded down) of the score for that jump will be deducted from the score for that jump.
- 5.1.3 Each sequence should be repeated until the working time of 35 seconds has expired.
- 5.1.4 Where possible the Meet Director will attempt to schedule rounds at times when the sun is not within 20 degrees of the zenith to allow the team videographer to clearly video their team.

5.2. 4-Way FS

- 5.2.1 Each jump is made from 10,500 feet, which may be lowered for a complete round to 9,500 feet (without change to the working time) by the Meet Director to negotiate weather.
- 5.2.2 Working time starts the moment any team member (excluding the videographer) separates from the aircraft, as determined by the judges; if judges cannot determine the start of the working time, the following procedure will be followed:
 - 5.2.2.1 Working time will start as the videographer separates from the aircraft; and,
 - 5.2.2.2 A penalty equal to 20 percent (rounded down) of the score for that jump will be deducted from the score for that jump.
- 5.2.3 Each sequence should be repeated until the working time of 35 seconds has expired.

5.3. 8-Way

- 5.3.1 Each jump is made from 13,000 feet.
- 5.3.2 Working time starts the moment any team member (excluding the videographer) separates from the aircraft, as determined by the judges; if judges cannot determine the start of the working time, the following procedure will be followed:
 - 5.3.2.1 Working time will start as the videographer separates from the aircraft; and,
 - 5.3.2.2 A penalty equal to 20 percent (rounded down) of the score for that jump will be deducted from the score for that jump.
- 5.3.3 Each sequence should be repeated until the working time of 50 seconds has expired.

5.4. 10-Way

- 5.4.1 Each jump is made from 11,000 feet.
- 5.4.2 Working time starts when the first competitor crosses the starting line and stops when the formation is complete; if no clear exit is shown, the team will be assessed the maximum score of 35 seconds.
- 5.4.3 Each formation must be completed within 35 seconds and held for a minimum of five seconds.
- 5.4.4 Total working time is 40 seconds.
- 5.4.5 Mirror images of random formations are permitted.

5.5. 16-Way

- 5.5.1 Each jump is made from 13,000 feet.
- 5.5.2 Working time starts the moment any team member (excluding the videographer) separates from the aircraft, as determined by the judges; if judges cannot determine the start of the working time, the following procedure will be followed:
 - 5.5.2.1 Working time will start as the videographer separates from the aircraft; and,
 - 5.5.2.2 A penalty equal to 20 percent (rounded down) of the score for that jump will be deducted from the score for that jump.
- 5.5.3 Each sequence should be repeated until the working time of 50 seconds has expired.

5.6. Exit Altitude Changes

- 5.6.1 For meteorological reasons only and with the consent of the USPA Controller or the Chief Judge, the Meet Director may lower the exit altitude as listed in 5.6.4.2 below.
- 5.6.2 The round in progress will stop.
- 5.6.3 The next round will be conducted from the lower altitude.
- 5.6.4 The remaining incomplete round will be completed as soon as the weather permits.

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- 5.6.4.1 If the incomplete round cannot be completed from the full altitude, the teams that have not jumped will finish the round from the lower altitude.
- 5.6.4.2 If the incomplete round cannot be completed from the full altitude, teams that jumped from full altitude in that round will be rescored using the reduced working time associated with lowered exit altitudes as follows:
- Exit altitude for the 4-Way FS event is 7,500 feet; the working time is 20 seconds.
 - Exit altitude for the 2-Way MFS and 4-Way VFS is 9,000 feet; the working time is 20 seconds.
 - Exit altitude for the 8-Way event is 9,000 feet; the working time is 30 seconds.
 - Exit altitude for the 16-Way event is 10,000 feet; the working time is 30 seconds.

6. Exit And Break-Off Procedures

6.1. 2-, 4-, 8-, and 16-Way

- 6.1.1 There are no exit limitations other than those imposed by the Chief Pilot for safety reasons.

6.2. 10-Way

- 6.2.1 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 (5) feet forward of the tailgate edge and parallel to the edge of the tailgate.
- 6.2.1.1 The videographer must record an image of the line on the floor prior to the team exiting the aircraft.
- 6.2.1.2 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.
- 6.2.2 Each team member other than the videographer must present individual separation at some point after exiting the plane and before the formation is completed.

6.3. Refusal to Jump

- 6.3.1 The team may choose not to exit the aircraft for any pertinent reason and land with the aircraft.
- 6.3.2 Once any team member (other than the videographer) has left the aircraft the jump shall be evaluated and scored.
- 6.3.3 A team that has landed with the aircraft shall be given a new opportunity to jump as soon as possible

6.4. Break-Off

- 6.4.1 Teams are responsible to break off at an appropriate altitude to ensure compliance with the Basic Safety Requirements.

7. Scoring

7.1. 2-, 4-, 8-, and 16-Way

- 7.1.1 A team will score one point for each judgeable scoring formation performed in the sequence within the allotted working time of each round. Teams may continue scoring by continually repeating the sequence.
- 7.1.2 Three points will be deducted for each omission; if both the inter and the second formation in a block sequence are omitted, this will be considered as only one omission.
- 7.1.3 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 clearly presented and no other infringement occurs in the inter.
- 7.1.4 The minimum score for any round is zero points.
- 7.1.5 It is the responsibility of the team to clearly present the start of working time, correct scoring formations, inters, and total separations to the videographer and the judges.
- 7.1.6 Scoring formations need not be perfectly symmetrical, but they must be performed in a controlled manner.
- 7.1.7 Mirror images of random formations and whole block sequences are permitted.
- 7.1.8 MFS/VFS: No grip line may cross another grip line within a formation.

7.2. 10-Way

- 7.2.1 Each team receives a score (in seconds) for the completed 10-Way formation that is held for a minimum of five (5) seconds.
- 7.2.1.1 These five (5) seconds must fall within working time (i.e., the last grip must be completed within 35 seconds).
- 7.2.1.2 If a team does not complete a 10-Way formation, it will receive the maximum score of 35 seconds.

7.2.2 The score for each jump is computed by averaging the three scores to one one-hundredth (.01) of a second.

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

8. Definitions

8.1. Scoring Formation

8.1.1 A 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.

8.2. Grips

8.2.1 A grip consists of a handhold on an arm, leg, foot, or head of another jumper as shown in the Definition of Symbols. As a minimum, a grip requires stationary contact. A foot grip must be on or below the ankle bone. A head grip consists of hand placement on the top of the head; the grip must be above the line that goes around the head passing at or above the jaw-line.

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

8.3. Inter

8.3.1 An inter is an intermediate requirement which must be performed as depicted in the block portions of the dive pools.

8.4. Subgroup

8.4.1.1 A subgroup consists of an individual or two or more jumpers linked by a grip or grips.

8.4.1.2 When shown, each subgroup must remain intact as a subgroup from the break of the previous scoring formation in the sequence until the correct completion of the next scoring formation in the sequence.

8.4.1.3 Where degrees are shown, (180°, 270°, 360°, 540°), this indicates the approximate degrees and direction of turn required to complete the inter as indicated. The degrees shown are approximately that amount of the circumference of the subgroup's center point to be presented to the center point(s) of the other subgroup(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. Degrees of turn performed must be in a single direction.

8.4.1.4 Contact is allowed between subgroups during the inter of a block sequence. If an inter requires an orientation change by a subgroup, no grip may be taken between that subgroup and any other subgroup during the orientation change.

8.4.1.5 Where subgroups are shown, they must remain intact as a subgroup with only the depicted grips on other jumpers in that subgroup. For VFS and MFS, where a subgroup is not required to change its orientation, the orientation must be maintained throughout the inter.

8.4.1.6 Assisting handholds on other bodies in a scoring formation are not permitted.

8.4.1.7 Handholds by the jumper on their own body within a subgroup or a scoring formation are permitted.

8.4.1.8 A subgroup's center point is one of the following:

- The defined grip or the geometric center of the defined grips within a subgroup within linked jumpers
- The geometric center of an individual's torso

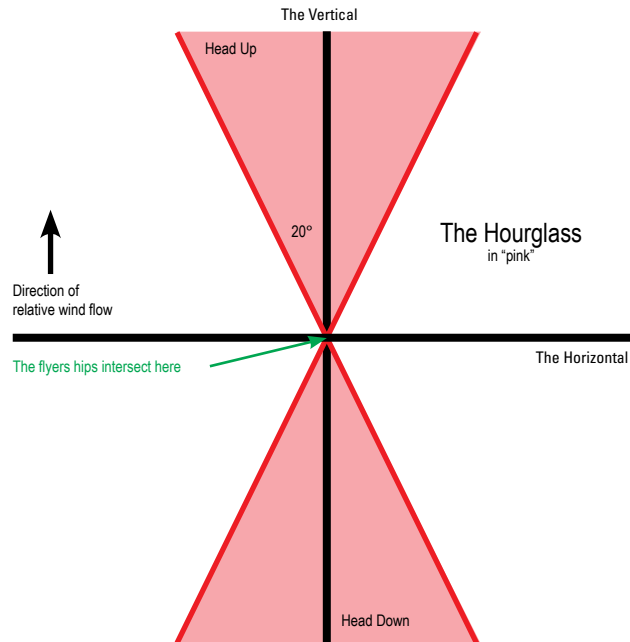
8.5. VFS "Grip line"

8.5.1 This is the line linking the torsos of two competitors via their arms or legs and feet and the grip that joins them.

- Clarification regarding random O: There is an imaginary vertical plane passing through the handgrips, with outside competitors having hand grips on one side of the vertical plane and the competitor taking the leg grip on the other side of the vertical plane. No grip line may cross the vertical pl



8.6. MFS/VFS Orientation



- 8.6.1 “The Vertical”: An imaginary line running parallel to the relative wind (see diagram).
- 8.6.2 “The Horizontal”: An imaginary line running perpendicular to the relative wind (see diagram).
- 8.6.3 “The Flyer’s Line”: An imaginary, straight line of infinite length, roughly following the flyer’s spine, from the center of the flyer’s hips through the center of the flyer’s head and beyond “The Horizontal”: An imaginary line running perpendicular to the relative wind (see diagram).
- 8.6.4 “The Hourglass”: The acceptable range of deviation from The Vertical that a flyer’s Line may take when meeting an orientation requirement (head up or head down). A flyer’s orientation shall be judged with The Vertical and The Horizontal intersecting at the flyer’s hips.
- 8.6.5 MFS/VFS “Upright”: orientation requires that Flyer’s Line must fall within, and remain within, the upper portion of the Hourglass..
- 8.6.6 MFS/VFS “Head down” orientation requires that Flyer’s Line must fall within, and remain within, the lower portion of the Hourglass. .
- 8.6.7 MFS “Mixed Round” is a round that may include belly, back, head down or upright formations.
- 8.6.8 “Bellyflying” or “Belly to Earth” orientation requires that the competitor’s torso is in a horizontal (prone) position, with the front of the torso toward the earth.
- 8.6.9 “Backflying” orientation requires that the competitor’s torso is in a horizontal (prone) position, with the back of the torso toward the earth.

8.7. Infringement

- 8.7.1 An incorrect or incomplete formation which, apart from the last point at freeze frame, is followed within working time by either—
- A total separation or
 - An inter, whether correct or not
- 8.7.2 A correctly completed formation preceded by an incorrect inter or incorrect total separation
- 8.7.3 A formation, inter, or total separation not clearly presented

8.8. Omissions

- 8.8.1 A formation or inter is missing from the drawn sequence.
- 8.8.2 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.

8.9. Separation

- 8.9.1 In 2-way, 4-way and 8-way sequences, total separation is required between whole blocks, between random formations, and between whole blocks and random formations.

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- 8.9.2 Total separation is when all competitors show at one point in time they have released all their grips and no part of their arms are in contact with another body.
- 8.9.3 In 16-way sequences, teams are allowed free transitions between random formations, between block sequences, and between block sequences and random formations.

8.10. Zenith

- 8.10.1 Point of the celestial sphere located vertically above the head of an observer

9. Judging And Recording

9.1. General

- 9.1.1 Judges are stationed at video monitors to observe each team's performance.

9.2. Judging Procedures

- 9.2.1 The judges will watch the video evidence of each jump once at normal speed to determine points in time. A second timing will be allowed if the last point in time is in question. At the end of working time, freeze frame will be applied on each full viewing. At the discretion of the Chief Judge, judges may be allowed partial playback, slow motion, and multiple views to increase the quality and speed of judging.
- 9.2.1.1 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 Judge or Event Judge will direct that only that part(s) of the jump in question be reviewed at reduced speed in accordance with 9.2.1. If the review results in a unanimous decision by a 3-judge panel, or a minimum four to one decision by a 5-judge panel on the part(s) of the performance in question, the score for the jump will be adjusted accordingly. Only one review is permitted for each jump.
- 9.2.2 In the event a possible international record round is drawn in the open class, the panel of judges will judge by current ISC competition rules and dive pool depictions for that round(s) if possible.
- 9.2.3 The judges will use the electronic scoring system to record their evaluation of the performance. The judges may correct their evaluation record after the jump has been judged. Corrections to the evaluation record can only be made before the Chief Judge signs the score sheet. All individual judge's evaluations will be published.
- 9.2.4 The results of the evaluation will be checked by at least one judge.

9.3. Score sheets

- 9.3.1 If the judges use a score sheet to record their evaluation, they will operate their own stopwatches, accurate to one one-hundredth (.01) of a second, and use the following symbols:

| | |
|----|--|
| - | correct scoring formation |
| O | infringement |
| X | omission |
| NV | formations, inters or total separations not visible on screen due to meteorological conditions, or uncontrollable factors affecting freefall video equipment (example: lens fogging) |
| // | end of working time |

- 9.3.2 In this case, the score sheet of all judges must be collected immediately after the judges have scored the jump for evaluation by the scoring section.

10. Aircraft

10.1. General

- 10.1.1 All aircraft must be similar in configuration, interior, and exterior, as determined by the Meet Director, who is responsible for ensuring that all teams receive an equal aircraft rotation within the limits of aircraft availability.
- 10.1.2 The Meet Director and the Chief Pilot will determine the aircraft speed, torque, and flap settings at the time of exit, except:
- Twin Otter: 85 to 95 knots (indicated) inclusive.
 - Cessna: 70 to 90 knots (indicated) inclusive.
 - DC-3: 90 to 100 knots (indicated) inclusive.

11. Weather

11.1. General

- 11.1.1 Meet management will make wind speed and direction recordings at 30-minute intervals or less.
- 11.1.2 The maximum allowable wind speed limits are eleven (11) meters per second for Open and Advanced classes and nine (9) meters per second for Intermediate class.

12. Classification Of Final Results

12.1. 2-, 4-, 8-, and 16-Way

- 12.1.1 For each team, the scores for each jump in each complete round are added.
- 12.1.2 The winner is the team with the largest score.

12.2. 10-Way

- 12.2.1 The winner is the team scoring the lowest total time, compiled through all complete rounds.

12.3. Ties

- 12.3.1 If two or more teams have equal scores, the following order of procedures will be applied until the first three places are determined:
 - 12.3.1.1 One tie-break round (jump off). The tie-break round will be the next drawn round of the competition, or if all scheduled rounds are complete, one additional round drawn by the Chief Judge
 - 12.3.1.2 Highest score in any completed round of scheduled competition (prior to any jumps-offs);
 - 12.3.1.3 Highest score starting with the last completed round of scheduled competition and continuing in reverse order, round by round, until the tie is broken;
 - 12.3.1.4 The fastest time (measured to the hundredths of a second) to the last formation scored without infringement by both teams in the last completed round. Starting time must be that used for original evaluation of the performance.

12.4. Combined Freefall

- 12.4.1 For each individual competing in Open class formation skydiving events (including MFS/VFS), points are awarded to the individual's team placement in each event.
- 12.4.2 An individual must compete in three of the six FS/MFS/VFS Open events to be eligible.
- 12.4.3 If the competitor competes in more than three events, their three best placements are used.
- 12.4.4 The individuals with the lowest cumulative placements are the winners.
- 12.4.5 Combined Freefall classification is not applicable to the Advanced or Intermediate classes.

12.5. National Championships Title Classifications

- 12.5.1 National 4-Way FS Intermediate Champions—1st, 2nd, 3rd
- 12.5.2 National 4-Way FS Advanced Champions—1st, 2nd, 3rd
- 12.5.3 National 4-Way FS Open Champions—1st, 2nd, 3rd
- 12.5.4 National 4-Way FS Open Female Champions—1st
- 12.5.5 National 2-Way MFS Advanced Champions—1st, 2nd, 3rd
- 12.5.6 National 2-Way MFS Open Champions—1st, 2nd, 3rd
- 12.5.7 National 4-Way VFS Intermediate Champions—1st, 2nd, 3rd
- 12.5.8 National 4-Way VFS Advanced Champions—1st, 2nd, 3rd
- 12.5.9 National 4-Way VFS Open Champions—1st, 2nd, 3rd
- 12.5.10 National 8-way FS Intermediate Champions—1st, 2nd, 3rd
- 12.5.11 National 8-Way FS Advanced Champions—1st, 2nd, 3rd
- 12.5.12 National 8-Way FS Open Champions—1st, 2nd, 3rd
- 12.5.13 National 16-Way FS Champions—1st, 2nd, 3rd
- 12.5.14 National 10-Way FS Champions—1st, 2nd, 3rd
- 12.5.15 National Champions of Combined Freefall—1st

Appendix A: Administrative And Judging Notes

The guidelines in this section are included to assist judges in the performance of their duties but are not grounds for protest.

1.1. Placement During Jump Run

- 1.1.1 Only the team to be evaluated should be near the door.
- 1.1.2 All others should remain seated forward and out of the way.
- 1.1.3 Formation and transition specifications
 - 1.1.3.1 All formations performed need satisfy only the judges that each formation was complete and controlled.
 - 1.1.3.2 Where an “inter” is required, it must be visually presented as shown in the dive pool.
 - 1.1.3.3 There is no holding time requirement for any formation other than 10-way.
 - 1.1.3.4 Teams must ensure that each formation is complete and held long enough to be clearly visible.

1.2. Required Equipment

- 1.2.1 Playback equipment compatible with high definition digital video files.
- 1.2.2 Monitor(s) suitable for display of HD digital video files.
- 1.2.3 Score sheets
- 1.2.4 Stopwatches, which are the responsibility of each judge

1.3. Air-to-Air Judging Procedures

- 1.3.1 At the National Championships, judges evaluate an air-to-air video for freefall team events.
- 1.3.2 Barring any unusual circumstances, all jumps are recorded by a suitable air-to-air system.
- 1.3.3 The judges use the electronic scoring system to record their evaluation of the performance.
 - 1.3.3.1 The judge may correct his or her evaluation.
 - 1.3.3.2 The scoring system user guide will be consulted for this procedure.

1.4. Other Comments

- 1.4.1 The Event Judge is permitted to abort and reinitiate the judging panel’s viewing of a performance if the viewing has been interrupted before the freeze frame, i.e., power failure, startling noise disruption, or any other unforeseen significant distraction, that would prevent the panel from making a reasonably fair appraisal.
- 1.4.2 Judges may not discuss the performance of a competitor or team until either all the judges have completed their assessment of the jump, or the Chief Judge or Event Judge initiates a discussion.
- 1.4.3 Dark jumpsuits with contrasting gloves are recommended for best video judgeability.

Appendix B: Definition Of Symbols



Indicates direction of turn by a sub-group.



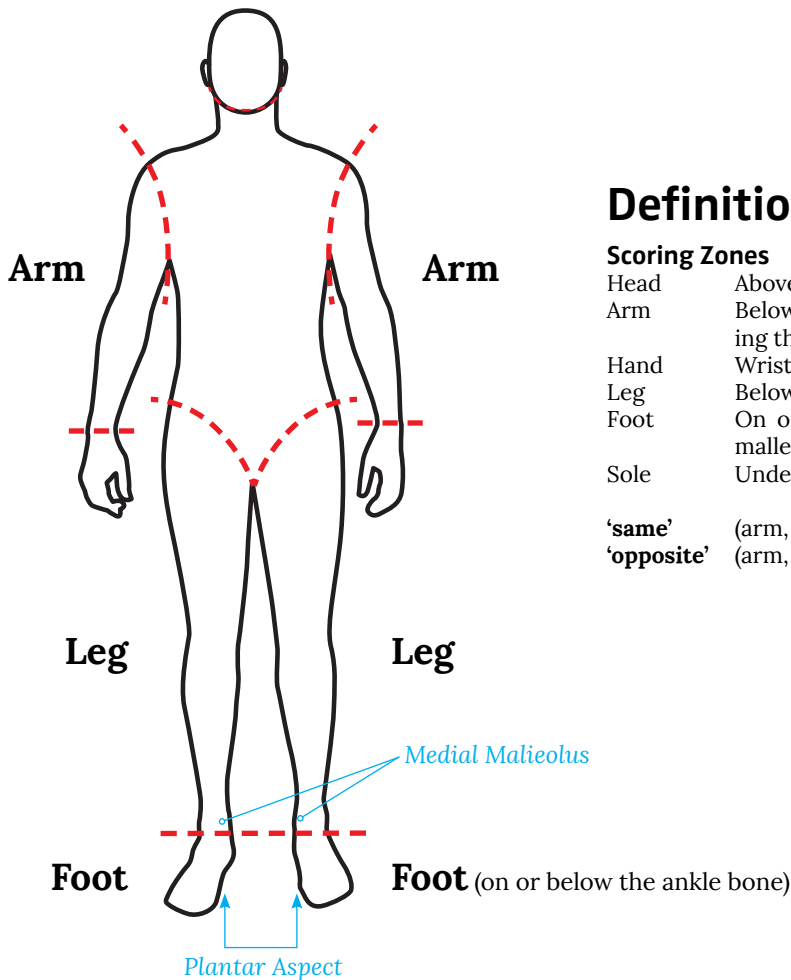
Indicates direction of turn by a sub-group in either direction.



Indicates clarification of intent

180° 270°
360° 540°

Indicated approximage degrees of turn to show intent of the transition maneuver



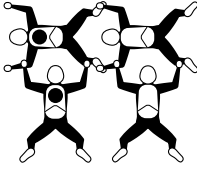
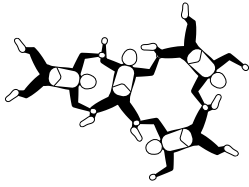
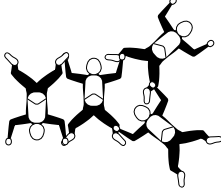
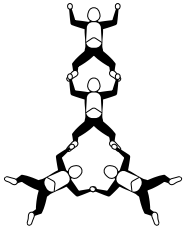
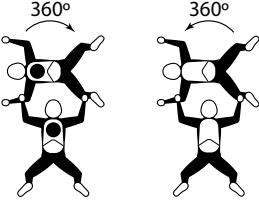
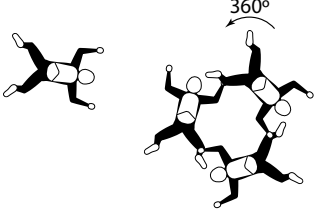
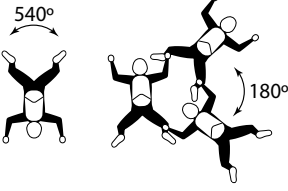
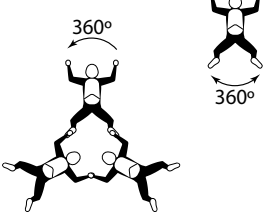
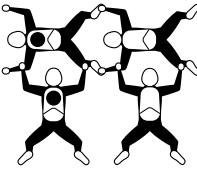
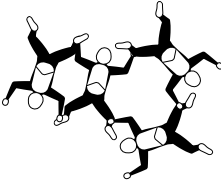
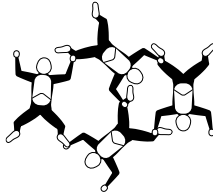
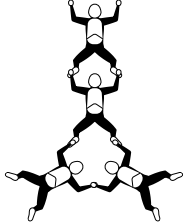
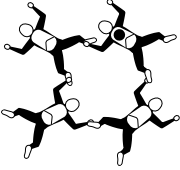
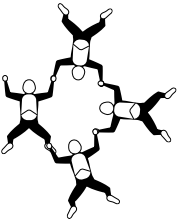
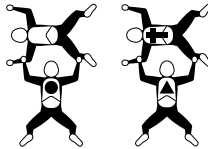
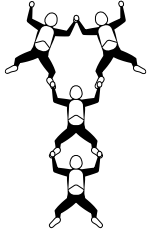
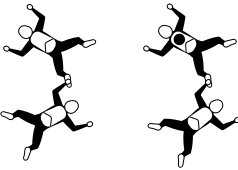
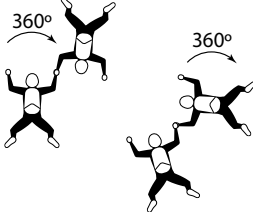
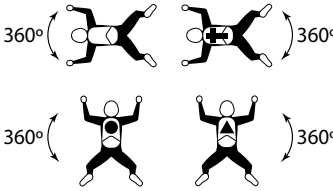
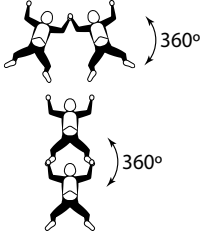
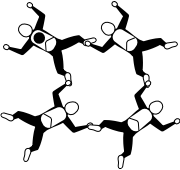
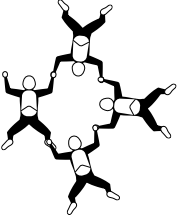
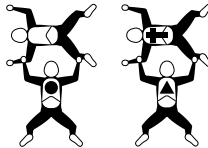
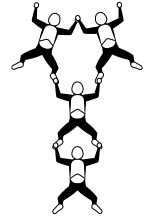
Definitions for Building a Formation

Scoring Zones

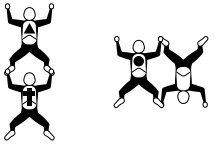
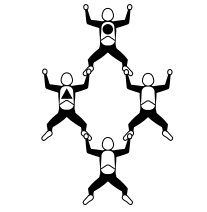
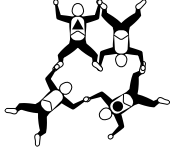
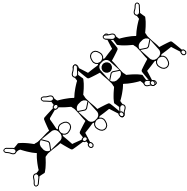
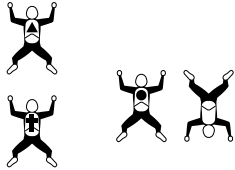
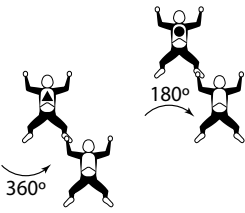
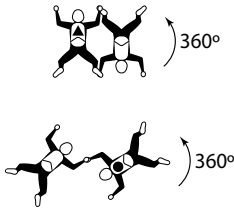
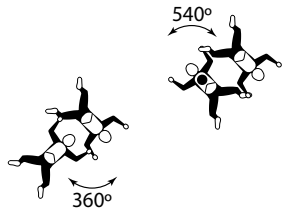
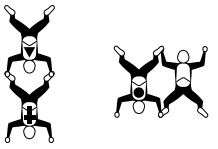
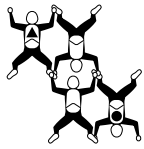
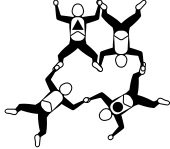
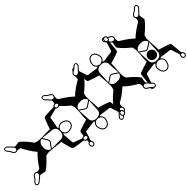
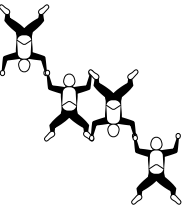
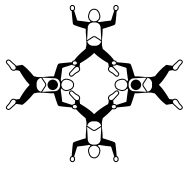
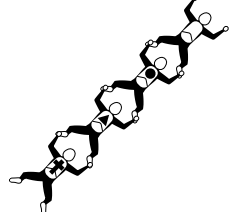

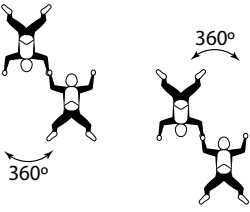
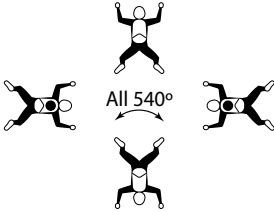
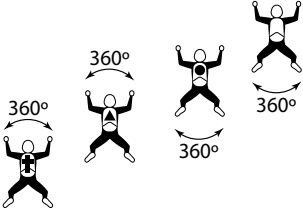
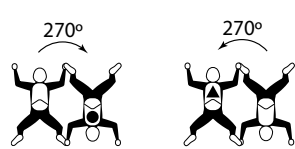
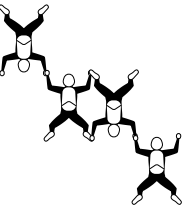
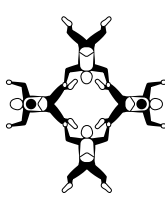
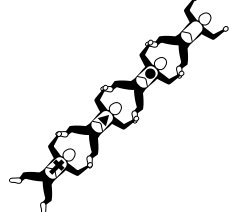
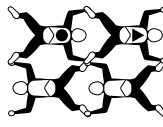
| | |
|------|---|
| Head | Above the jaw-line |
| Arm | Below a line from the tip of the shoulders to the armpit, including the hand, excluding the shoulder. |
| Hand | Wrist to finger tips. |
| Leg | Below a line from hip joint to crotch, including the foot. |
| Foot | On or below the anklebone (slight protrusion of the 'medial malleous'). |
| Sole | Underside ('plantar aspect') of the foot. |

'same' (arm, leg, foot): left to left-or-right to right.
'opposite' (arm, leg, foot): left to right-or-right to left.

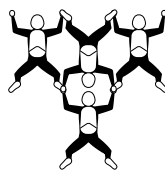
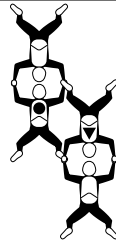
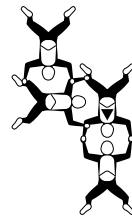
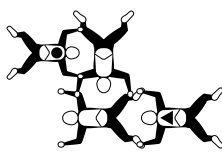
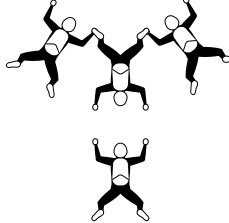
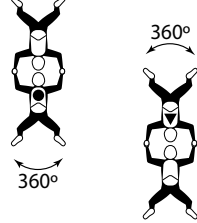
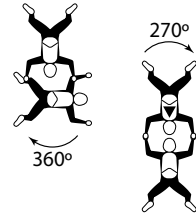
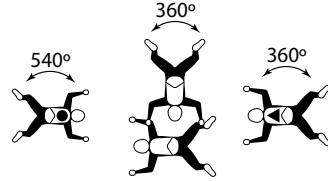
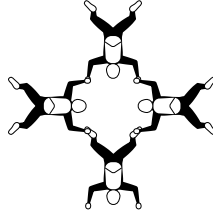

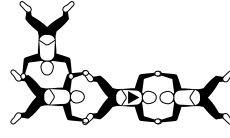
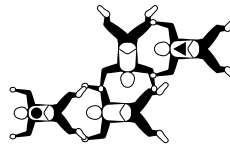
Appendix C: FS 4-Way Block Sequences

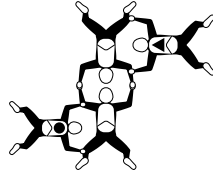
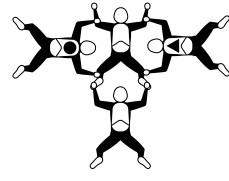
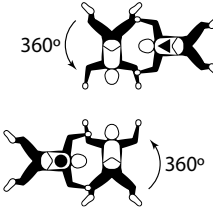
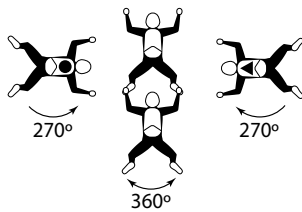
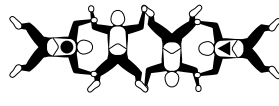
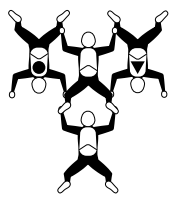
| | | | |
|--|--|--|--|
| <p>1</p>  <p>Molar</p> | <p>2</p>  <p>Sidebody Donut</p> | <p>3</p>  <p>Side Flake Opal</p> | <p>4</p>  <p>Monopod</p> |
|  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |
|  <p>Molar</p> |  <p>Side Flake Donut</p> |  <p>Turf</p> |  <p>Monopod</p> |
| <p>5</p>  <p>Opal</p> | <p>6</p>  <p>Stardian</p> | <p>7</p>  <p>Sidebuddies</p> | <p>8</p>  <p>Canadian Tee</p> |
|  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |
|  <p>Opal</p> |  <p>Stardian</p> |  <p>Sidebuddies</p> |  <p>Canadian Tee</p> |

Appendix C: 4-Way Block Sequences (continued)

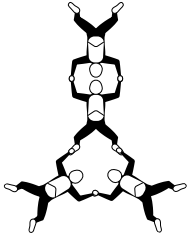
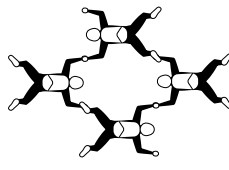
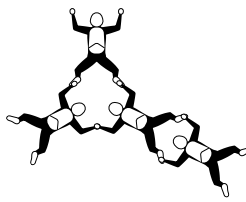
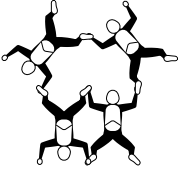
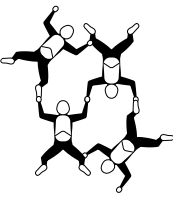
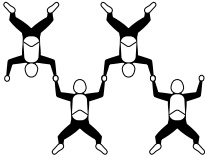
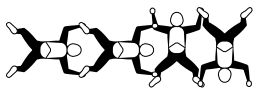
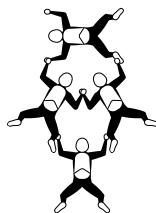
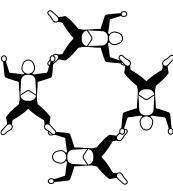
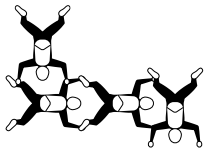
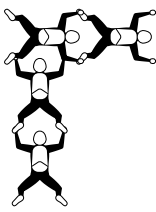
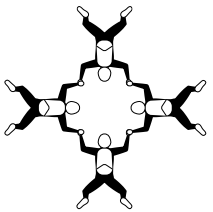
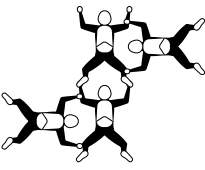
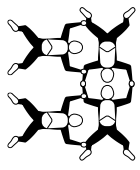
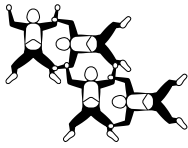
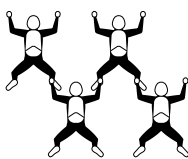
| | | | |
|--|---|---|---|
| <p>9</p>  <p>Cat+Accordion</p> | <p>10</p>  <p>Diamond</p> | <p>11</p>  <p>Photon</p> | <p>12</p>  <p>Bundy</p> |
|  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |
|  <p>Cat+Accordion</p> |  <p>Bunyip</p> |  <p>Photon</p> |  <p>Bundy</p> |
| <p>13</p>  <p>Mixed Accordion</p> | <p>14</p>  <p>Bipole</p> | <p>15</p>  <p>Caterpillar</p> | <p>16</p>  <p>Compressed</p> |
|  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |
|  <p>Mixed Accordion</p> |  <p>Bipole</p> |  <p>Caterpillar</p> |  <p>Box</p> |

Appendix C: 4-Way Block Sequences (continued)

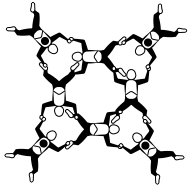
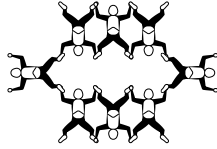
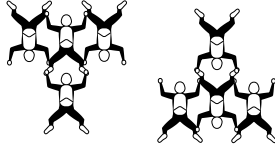
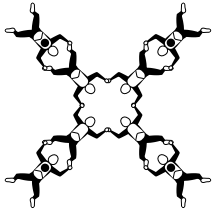
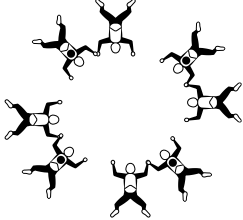
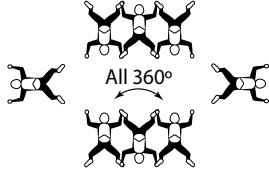

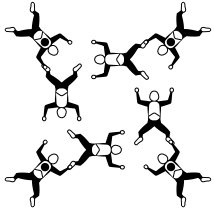
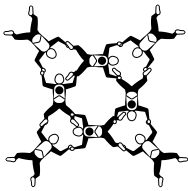
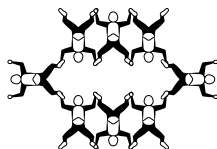
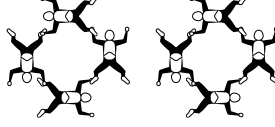
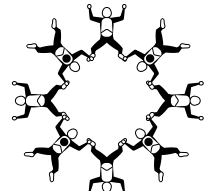
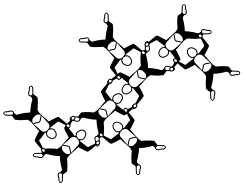
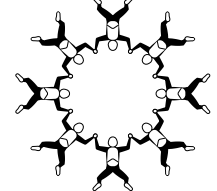
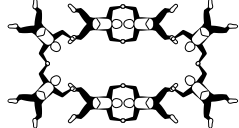
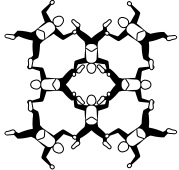
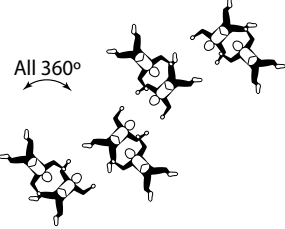
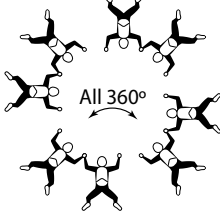
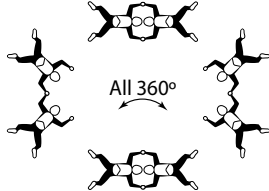
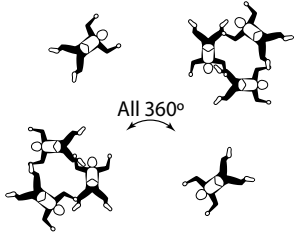
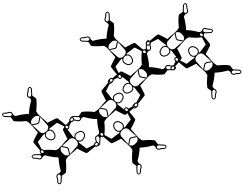
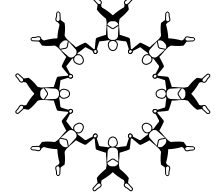
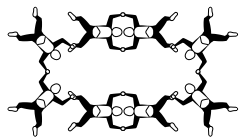
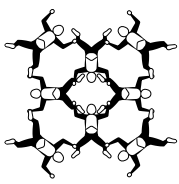
| | | | |
|---|---|--|--|
| <p>17</p>  <p>Danish Tee</p> | <p>18</p>  <p>Zircon</p> | <p>19</p>  <p>Ritz</p> | <p>20</p>  <p>Piver</p> |
|  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |
|  <p>Murphy</p> |  <p>Zircon</p> |  <p>Icepick</p> |  <p>Viper</p> |

| | |
|--|--|
| <p>21</p>  <p>Zig Zag</p> | <p>22</p>  <p>Tee</p> |
|  <p>Inter</p> |  <p>Inter</p> |
|  <p>Marquis</p> |  <p>Chinese Tee</p> |

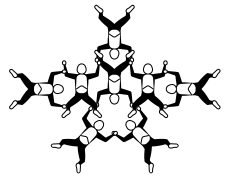
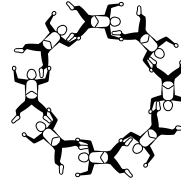
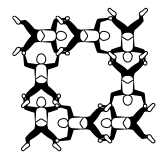
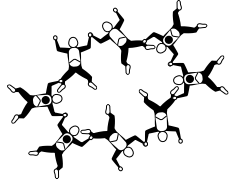
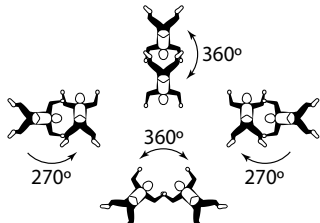
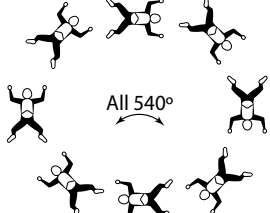
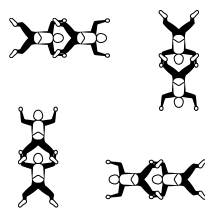
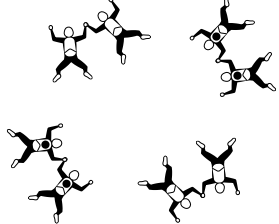
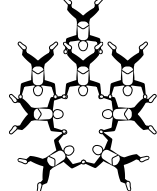
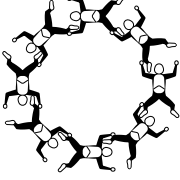
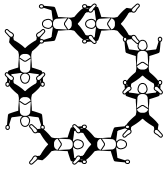
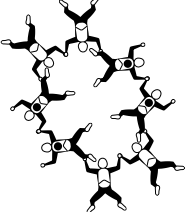
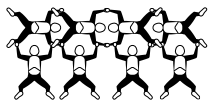
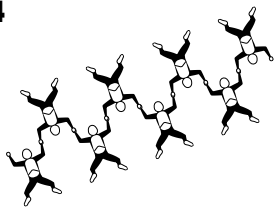
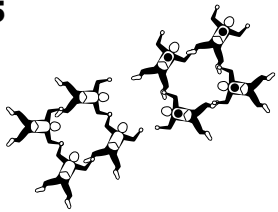
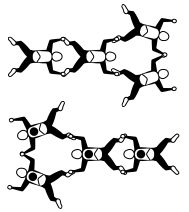
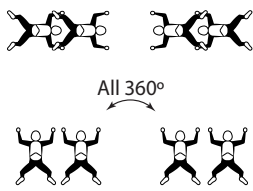
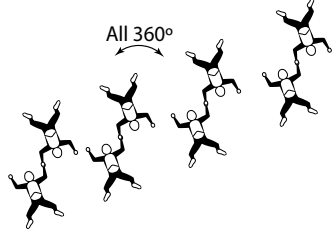

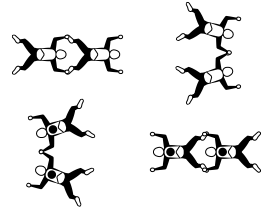
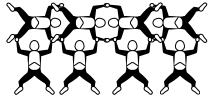
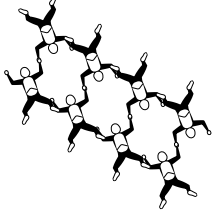
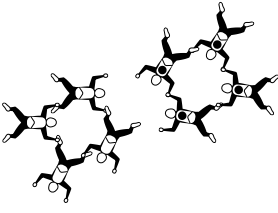
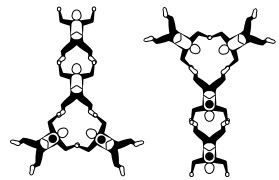
Appendix D: FS 4-Way Random Formations

| | | | |
|--|--|--|--|
| A  Unipod | B  Stairstep Diamond | C  Murphy Flake | D  Yuan |
| E  Meeker | F  Open Accordion | G  Cataccord | H  Bow |
| J  Donut | K  Hook | L  Adder | M  Star |
| N  Crank | O  Satellite | P  Sidebody | Q  Phalanx |

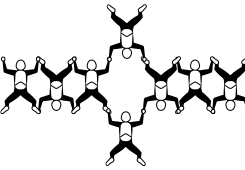
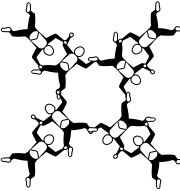
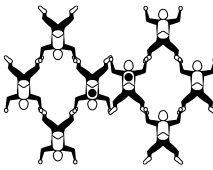
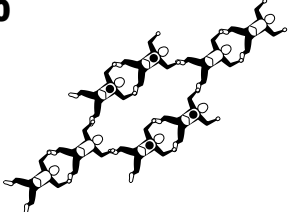
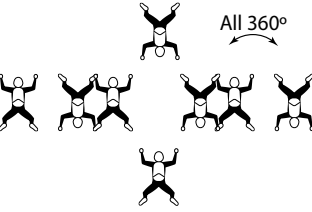
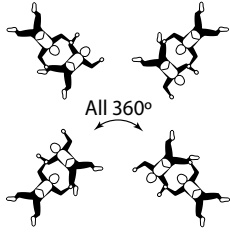
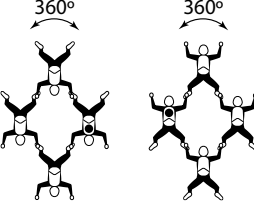
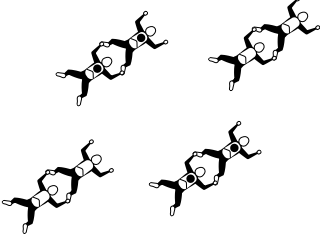
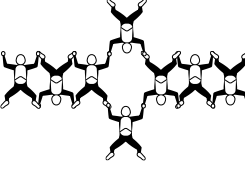
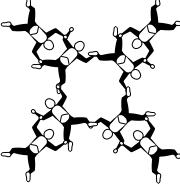
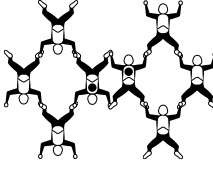
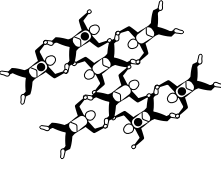
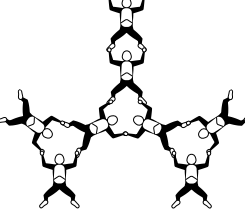
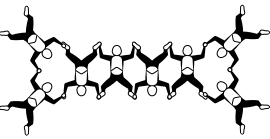
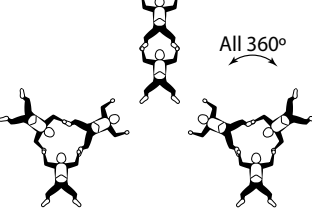
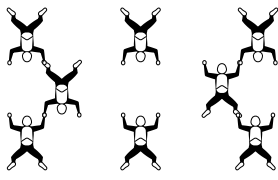
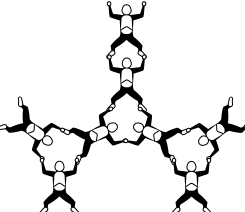
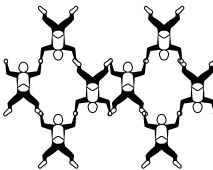
Appendix E: FS 8-Way Block Sequences

| | | | |
|---|--|--|---|
| <p>1</p>  <p>Donut Flake</p> | <p>2</p>  <p>Swiss Bear</p> | <p>3</p>  <p>Double Chinese Tees</p> | <p>4</p>  <p>Snowflake</p> |
|  <p>Inter</p> |  <p>All 360°</p> <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |
|  <p>Donut Flake</p> |  <p>Swiss Bear</p> |  <p>Double Donuts</p> |  <p>In-Out</p> |
| <p>5</p>  <p>Opposed Crank</p> | <p>6</p>  <p>Star</p> | <p>7</p>  <p>Nacho</p> | <p>8</p>  <p>Frisbee</p> |
|  <p>All 360°</p> <p>Inter</p> |  <p>All 360°</p> <p>Inter</p> |  <p>All 360°</p> <p>Inter</p> |  <p>All 360°</p> <p>Inter</p> |
|  <p>Opposed Crank</p> |  <p>Star</p> |  <p>Nacho</p> |  <p>Frisbee</p> |

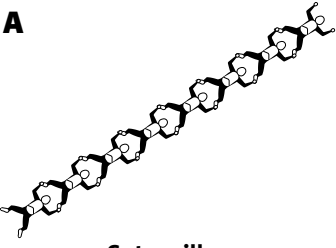
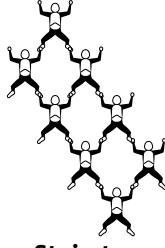
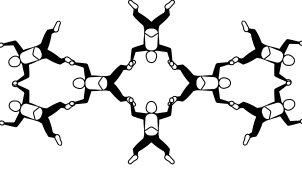
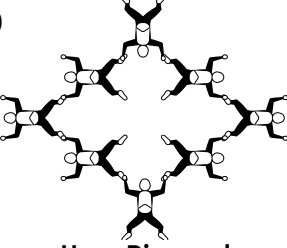
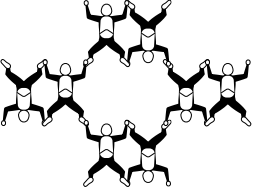
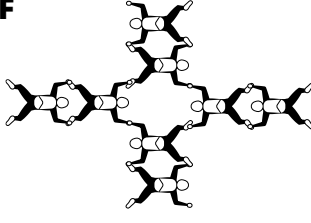
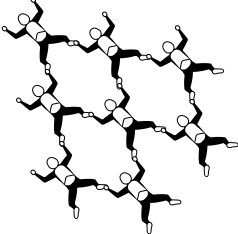
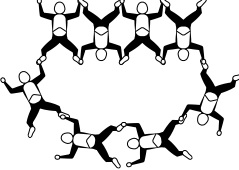
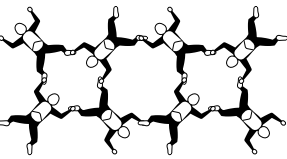
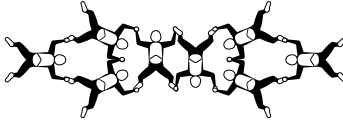
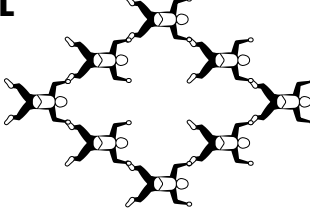
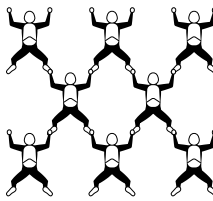
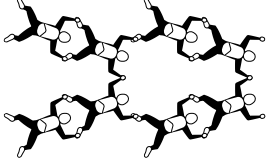
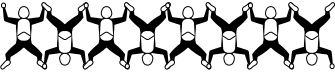
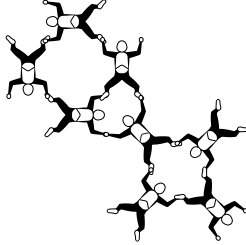
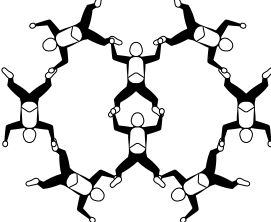
Appendix E: FS 8-Way Block Sequences (continued)

| | | | |
|---|--|---|--|
| <p>9</p>  <p>Taj</p> | <p>10</p>  <p>Donut</p> | <p>11</p>  <p>Norwegian Box</p> | <p>12</p>  <p>Stereo Bipoles</p> |
|  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |
|  <p>Mahal</p> |  <p>Donut</p> |  <p>Norwegian Donut</p> |  <p>Stereo Bipoles</p> |
| <p>13</p>  <p>Double Satellite</p> | <p>14</p>  <p>Accordion</p> | <p>15</p>  <p>Opal & Zipper</p> | <p>16</p>  <p>Canadian Tees</p> |
|  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |
|  <p>Double Satellite</p> |  <p>Opposed Stairstep</p> |  <p>Zipper & Opal</p> |  <p>Monopods</p> |

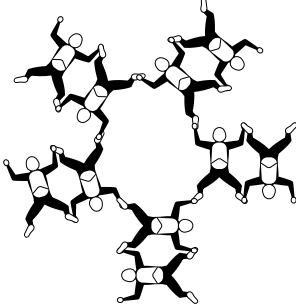
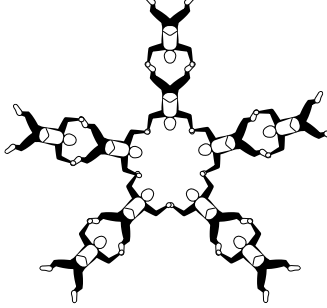
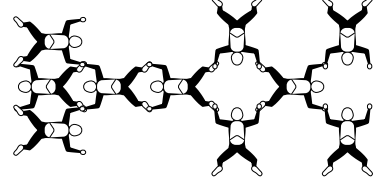
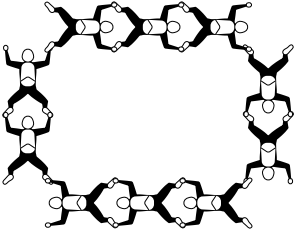
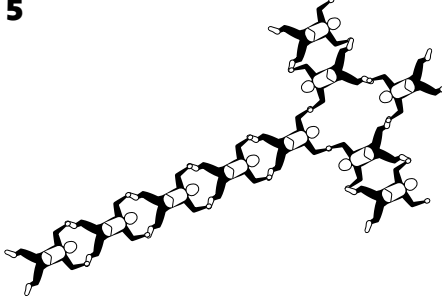
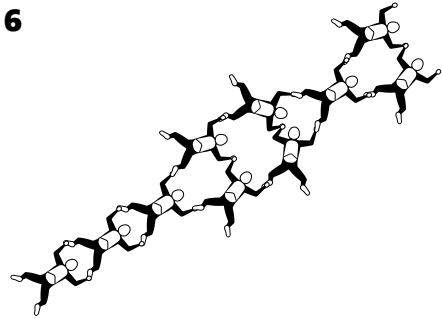
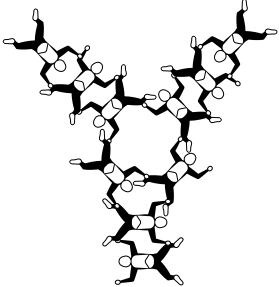
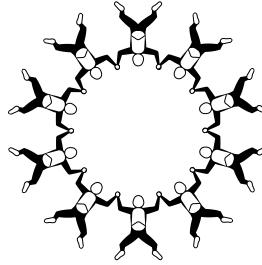
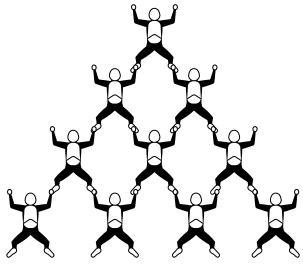
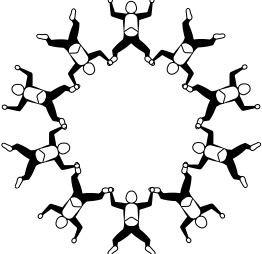
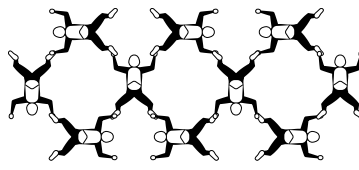
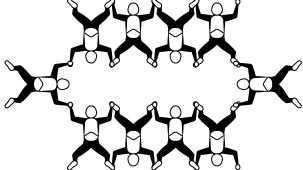
Appendix E: FS 8-Way Block Sequences (continued)

| | | | |
|--|---|---|--|
| <p>17</p>  <p>Buzzard</p> | <p>18</p>  <p>Sidebody Donut</p> | <p>19</p>  <p>Compressed Diamonds</p> | <p>20</p>  <p>Cat Diamond</p> |
|  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |
|  <p>Buzzard</p> |  <p>Sidebody Donut</p> |  <p>Compressed Diamonds</p> |  <p>Cat Accordion</p> |
| <p>21</p>  <p>Stereopod</p> | <p>22</p>  <p>Old Bone</p> | | |
|  <p>Inter</p> |  <p>Inter</p> | | |
|  <p>Stereopod</p> |  <p>Compressed Stairstep Diamonds</p> | | |

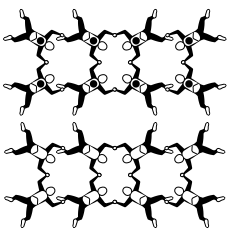
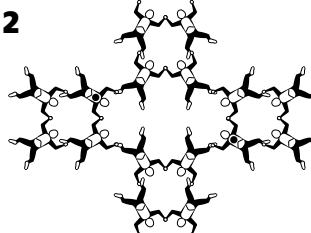
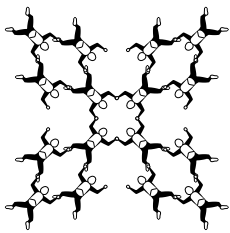
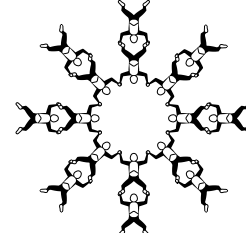
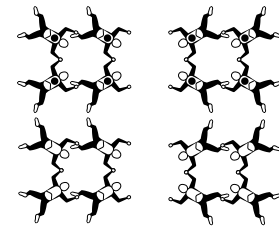
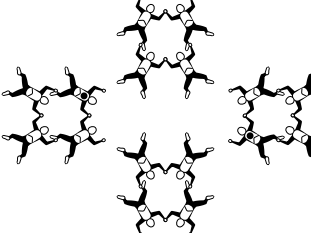
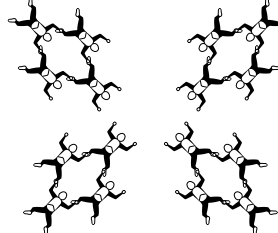
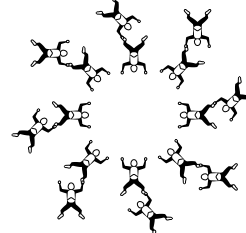
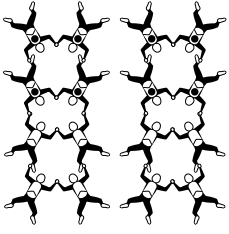
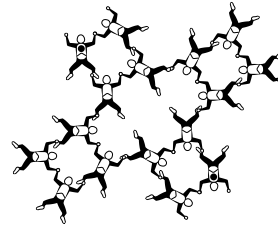
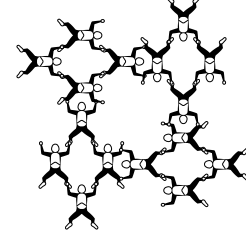
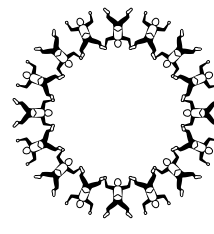
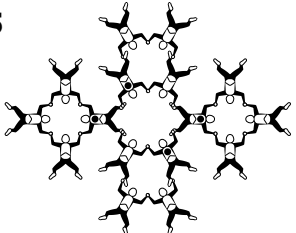
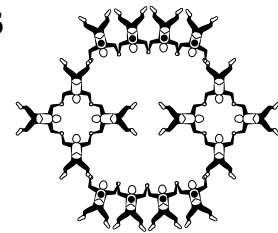
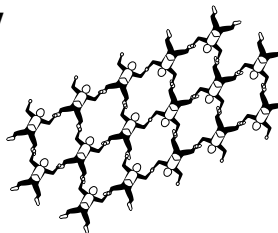
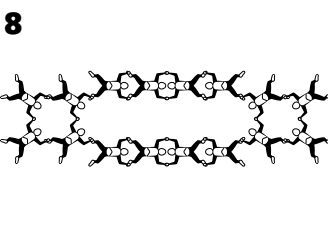
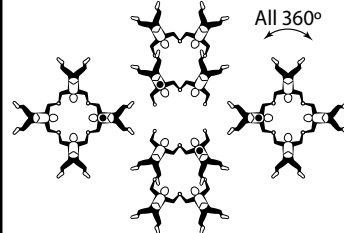
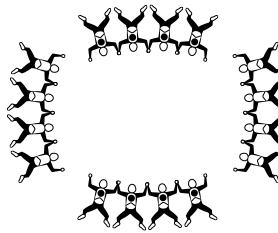
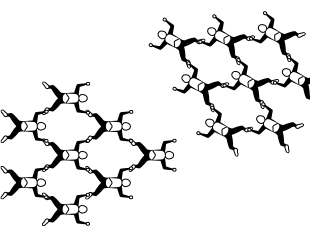
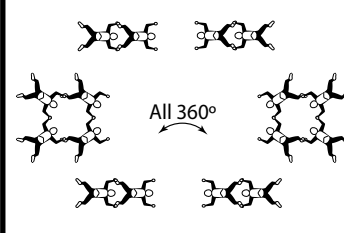
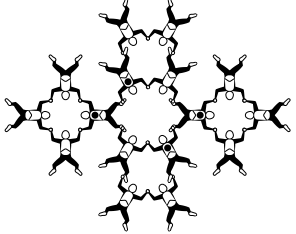
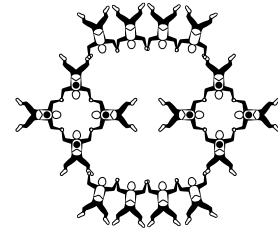
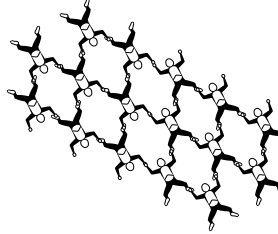
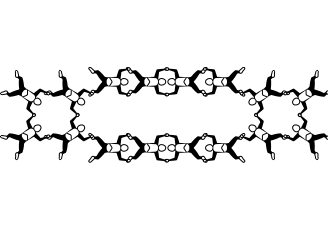
Appendix F: FS 8-Way Random Formations

| | | | |
|---|---|--|--|
| A  Caterpillar | B  Stairstep | C  Hourglass | D  Hope Diamond |
| E  Rubik | F  Diamond Flake | G  Arrowhead | H  Iriquois |
| J  Springbok | K  Crossbow | L  Open Facing Diamond | M  Double Spiders |
| N  Zipper Flake | O  Compressed Accordion | P  Venus | Q  Compass |

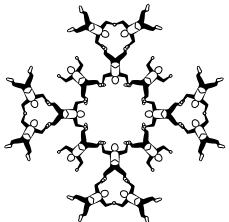
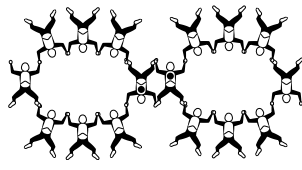
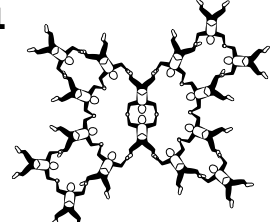

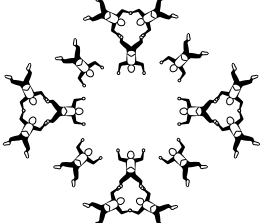
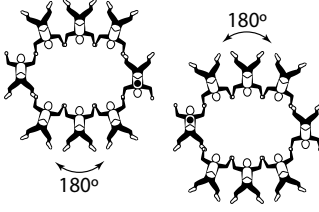
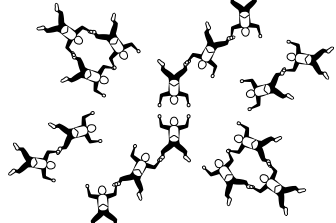
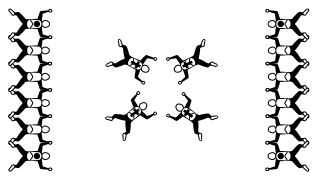
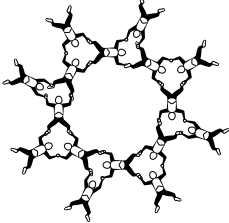
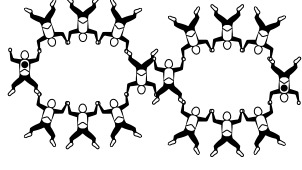
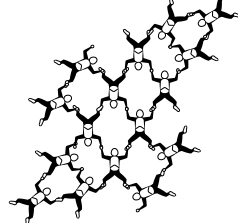
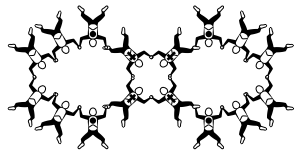
Appendix G: FS 10-Way Formations

| | | |
|--|--|---|
| <p>1</p>  <p>Compressed Donut</p> | <p>2</p>  <p>Tom's Texas</p> | <p>3</p>  <p>Missing Tom</p> |
| <p>4</p>  <p>Box Score</p> | <p>5</p>  <p>Ottley Sword</p> | <p>6</p>  <p>Raeford Dragon</p> |
| <p>7</p>  <p>Roger Rabbit</p> | <p>8</p>  <p>Star</p> | <p>9</p>  <p>Wedge</p> |
| <p>10</p>  <p>Out-In</p> | <p>11</p>  <p>Triple Donuts</p> | <p>12</p>  <p>Trapped Bear</p> |

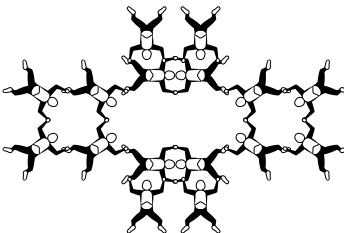
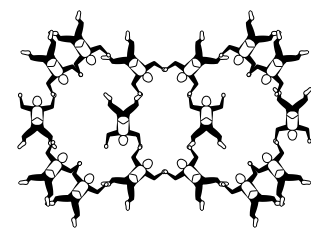
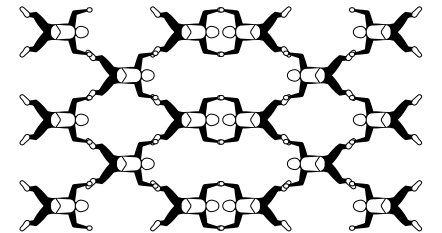
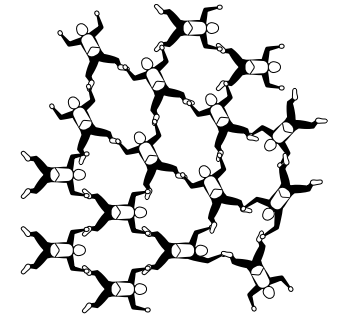
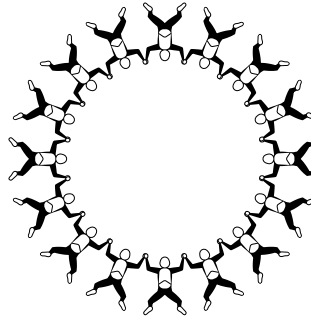
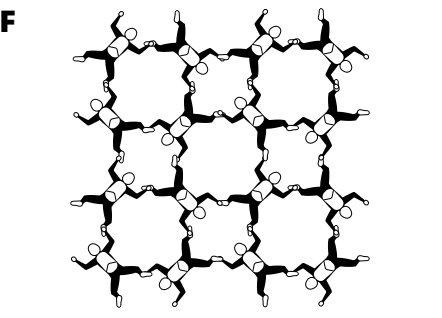
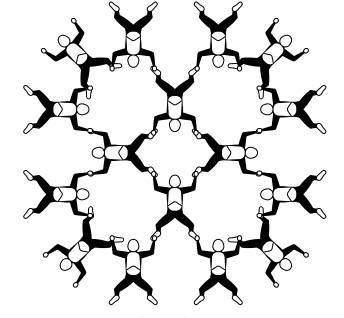
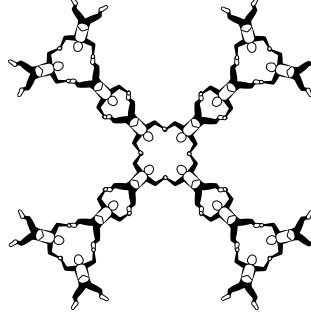
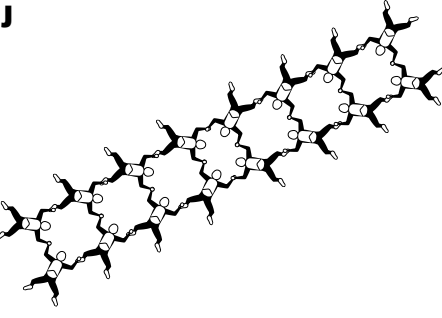
Appendix H: FS 16-Way Block Sequences

| | | | |
|--|--|---|--|
| <p>1</p>  <p>Twin Zips</p> | <p>2</p>  <p>Stereo Bipole</p> | <p>3</p>  <p>Quadra Diamonds</p> | <p>4</p>  <p>Snowflake</p> |
|  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |
|  <p>Twin Zips</p> |  <p>Stereo Bipole</p> |  <p>Sidebody Diamonds</p> |  <p>In-Out</p> |
| <p>5</p>  <p>Nairobi</p> | <p>6</p>  <p>Lines and Loops</p> | <p>7</p>  <p>Stairstep Arrowhead</p> | <p>8</p>  <p>Macho Nacho</p> |
|  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |
|  <p>Nairobi</p> |  <p>Loops and Lines</p> |  <p>Stairstep Arrowhead</p> |  <p>Macho Nacho</p> |

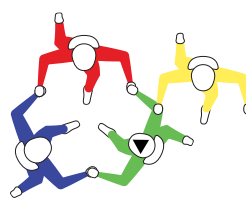
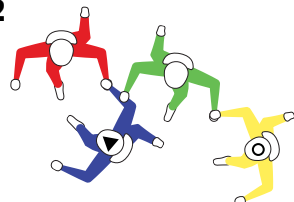
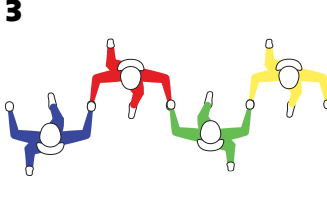
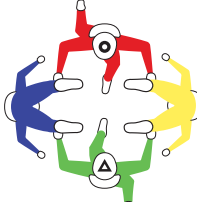
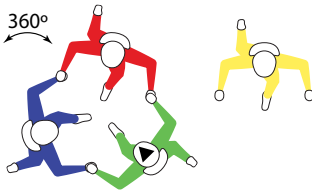
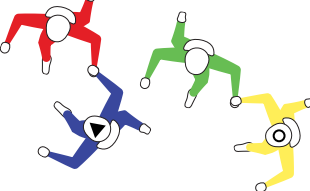
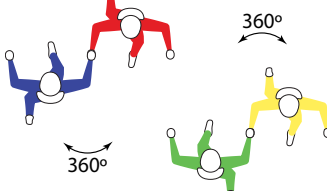
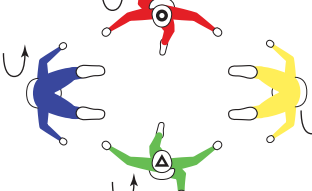
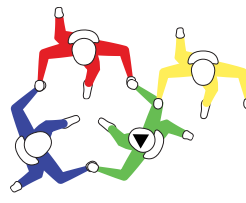
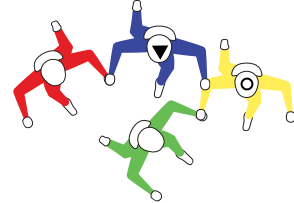
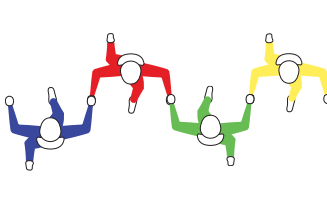
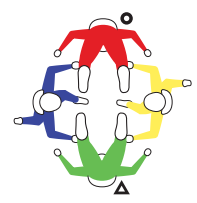
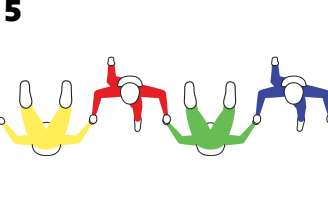
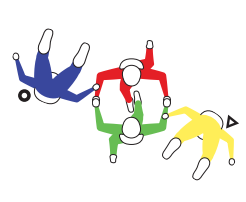
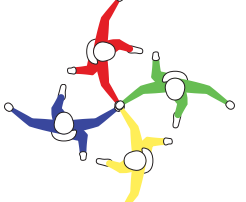
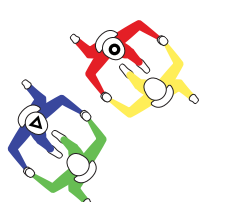
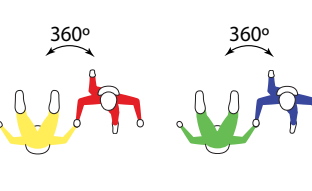
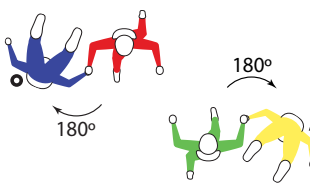
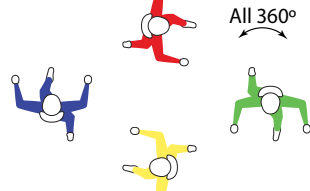
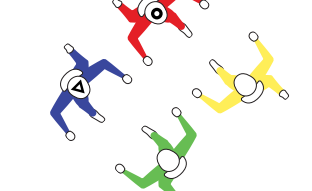
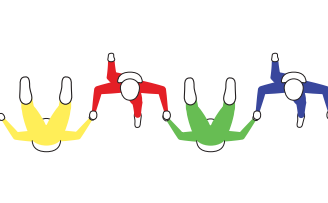
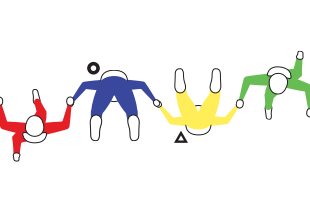
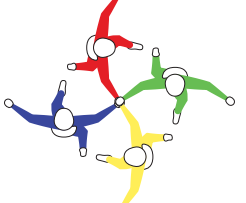
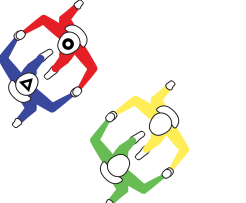
Appendix H: FS 16-Way Block Sequences (continued)

| | | | |
|---|---|--|---|
| <p>9</p>  <p>Rose</p> | <p>10</p>  <p>Tumbleweeds</p> | <p>11</p>  <p>Ask</p> | <p>12</p>  <p>Hip</p> |
|  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |
|  <p>Donut Flake</p> |  <p>Tumbleweeds</p> |  <p>Jack</p> |  <p>Hop</p> |

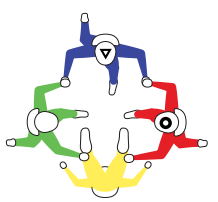
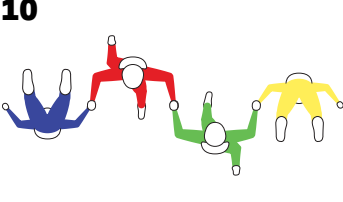
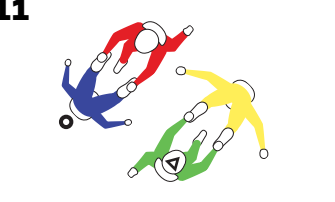
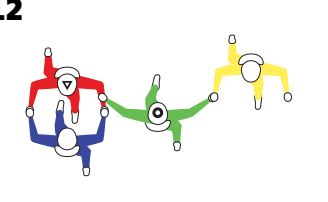
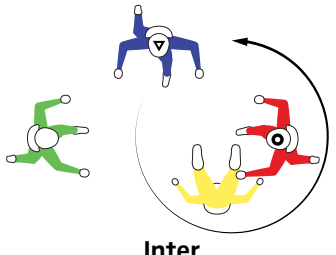
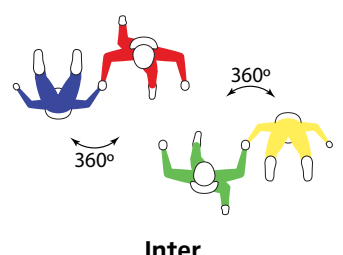
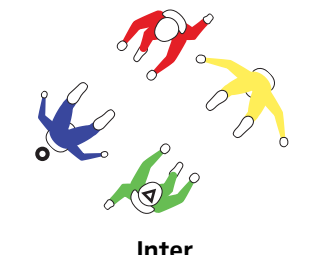
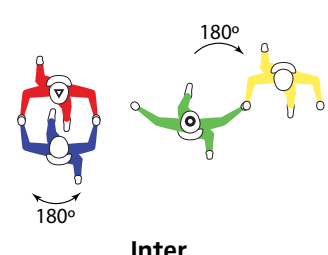
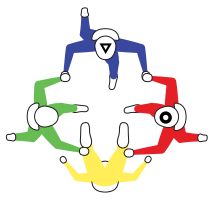
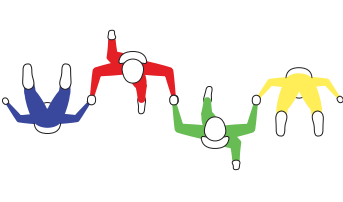
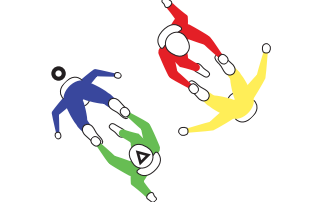
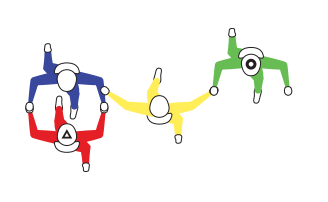
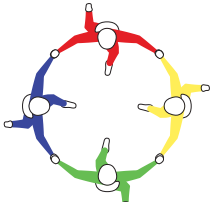
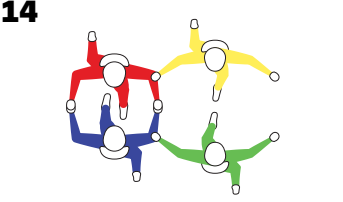
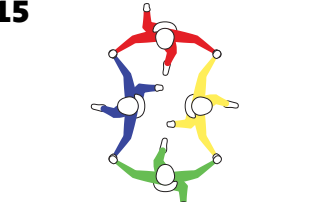
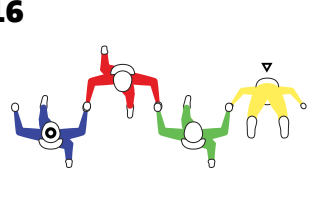
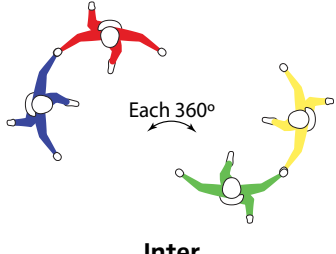
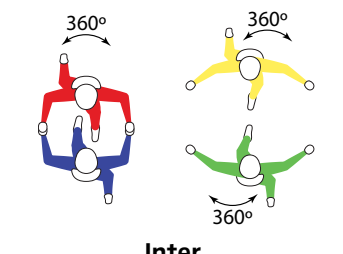
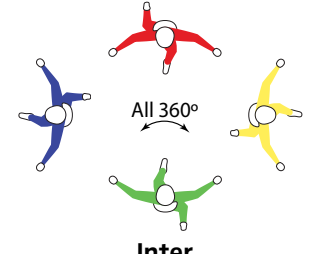
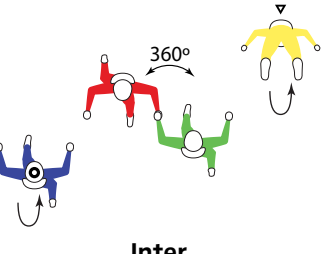
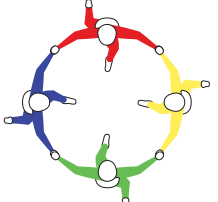
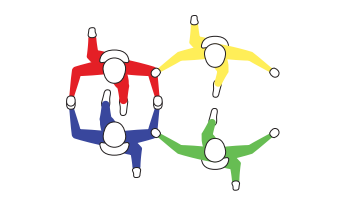
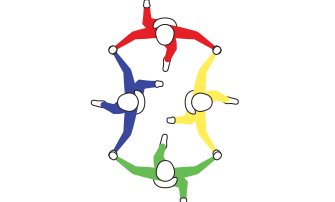
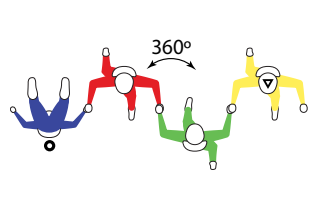
Appendix I: FS 16-Way Random Formations

| | | |
|---|--|---|
| <p>A</p>  <p>Jambo</p> | <p>B</p>  <p>Ruby</p> | <p>C</p>  <p>Spiders</p> |
| <p>D</p>  <p>Quasar</p> | <p>E</p>  <p>Star</p> | <p>F</p>  <p>Donut Jewel</p> |
| <p>G</p>  <p>Bipolium</p> | <p>H</p>  <p>Quadro Pods</p> | <p>J</p>  <p>Antenna</p> |

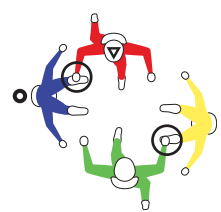
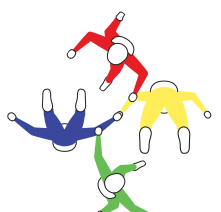
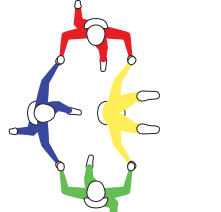
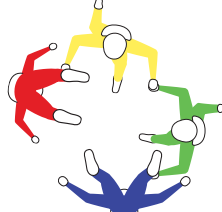
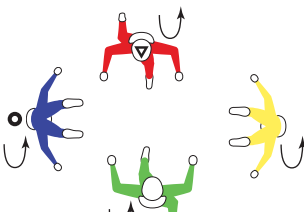
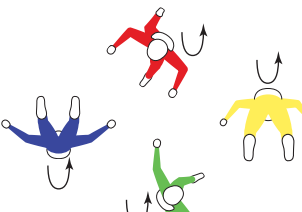
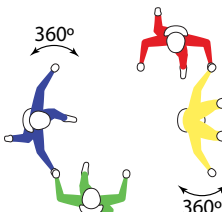
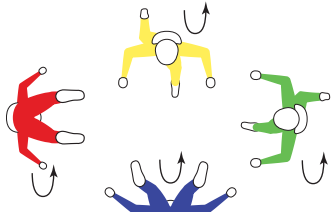
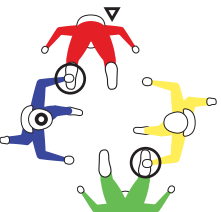
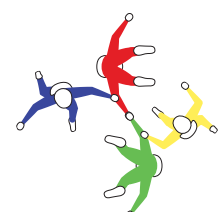
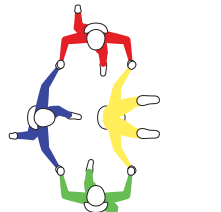
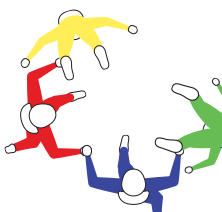
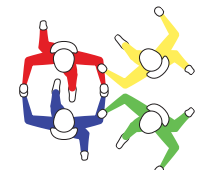
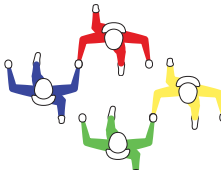
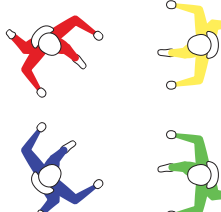
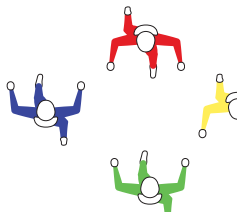
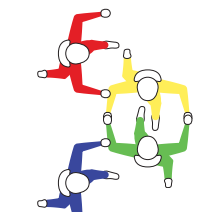
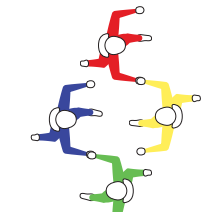
Appendix J: VFS 4-Way Block Formations

| | | | |
|---|---|---|--|
| <p>1</p>  <p>Arrowhead</p> | <p>2</p>  <p>Claw</p> | <p>3</p>  <p>HD Accordion</p> | <p>4</p>  <p>Chain Gang</p> |
|  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |
|  <p>Arrowhead</p> |  <p>Claw</p> |  <p>HD Accordion</p> |  <p>Chain Gang</p> |
| <p>5</p>  <p>Mixed Accordion</p> | <p>6</p>  <p>Snowflake</p> | <p>7</p>  <p>Flower</p> | <p>8</p>  <p>Buddy</p> |
|  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |
|  <p>Mixed Accordion</p> |  <p>End of Snowflake</p> |  <p>Flower</p> |  <p>Buddy</p> |

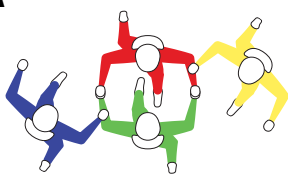
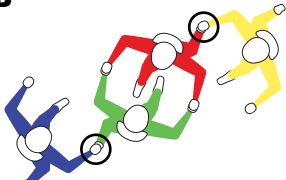


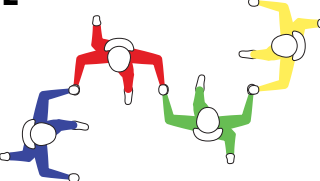
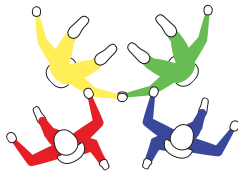
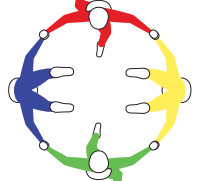
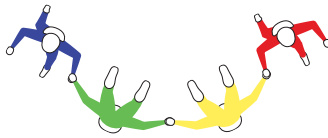
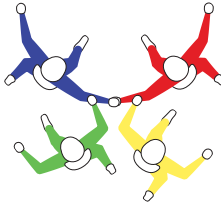

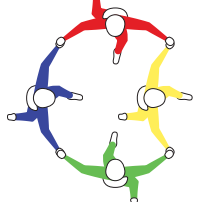
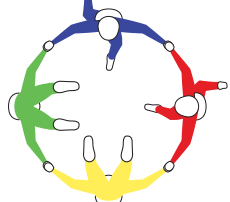
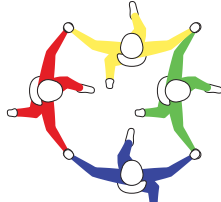
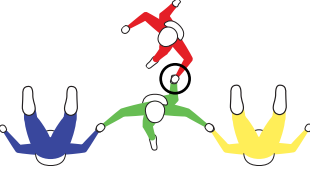
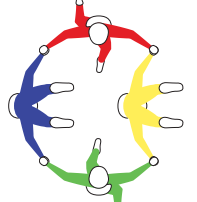
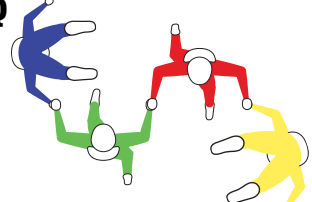
Appendix J: VFS 4-Way Block Formations (continued)

| | | | |
|--|---|---|---|
| <p>9</p>  <p>Shorty</p> | <p>10</p>  <p>Mixed Anthem</p> | <p>11</p>  <p>Fun Buddies</p> | <p>12</p>  <p>Pinwheel</p> |
|  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |
|  <p>Shorty</p> |  <p>Mixed Anthem</p> |  <p>Fun Buddies</p> |  <p>Pinwheel</p> |
| <p>13</p>  <p>HD Star</p> | <p>14</p>  <p>Satellite</p> | <p>15</p>  <p>Bipole</p> | <p>16</p>  <p>Chimmy</p> |
|  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |
|  <p>HD Star</p> |  <p>Satellite</p> |  <p>Bipole</p> |  <p>Chimmy</p> |

Appendix J: VFS 4-Way Block Formations (continued)

| | | | |
|---|---|---|--|
| <p>17</p>  <p>Zins</p> | <p>18</p>  <p>Ding</p> | <p>19</p>  <p>Angry Pelican</p> | <p>20</p>  <p>Focus Buddies</p> |
|  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |
|  <p>Zins</p> |  <p>Ding</p> |  <p>Angry Pelican</p> |  <p>Focus Buddies</p> |
| <p>21</p>  <p>Top Spot</p> | <p>22</p>  <p>Core Buddies</p> | | |
|  <p>Inter</p> |  <p>Inter</p> | | |
|  <p>Top Spot</p> |  <p>Core Buddies</p> | | |

Appendix K: VFS 4-Way Random Formations




| | | | |
|--|--|---|--|
| A  Cross | B  Gulley | C  Shoeshine | D  Box |
| E  Wave | F  Double Joker | G  Mixed Star | H  T-Bird |
| J  Flock | K  Anchor | L  Rebel | M  Chemtrails |
| N  Double Rebel | O  Trident | P  Cortex | Q  Mixed Wave |

Appendix L: MFS Definitions of Symbols

Legend Point of View/Camera Position

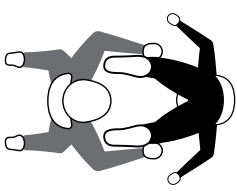
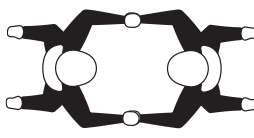
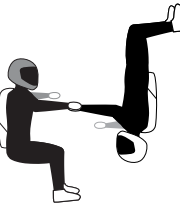
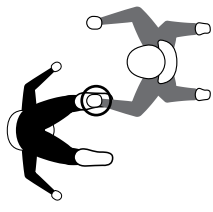
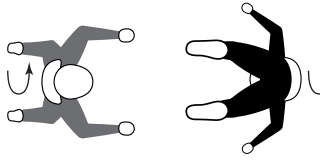
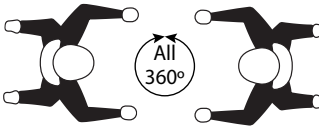
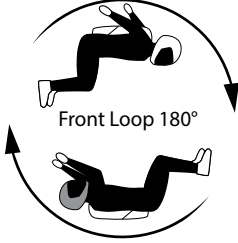
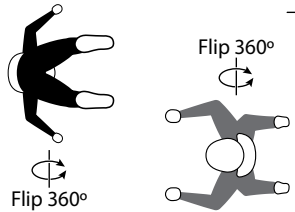
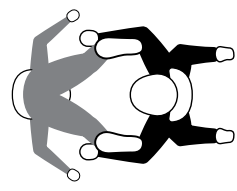
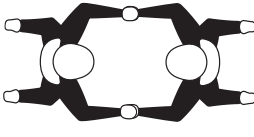

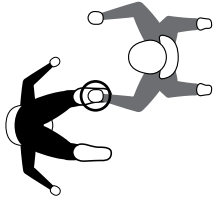
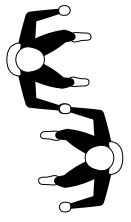
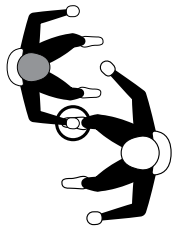
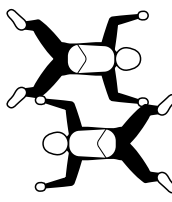
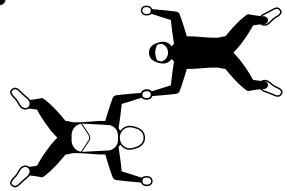
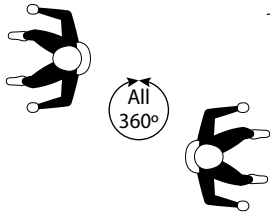
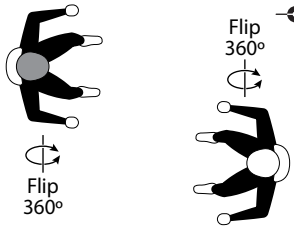
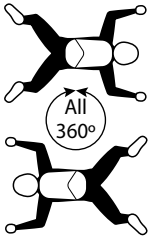
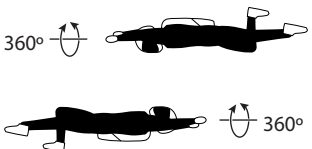
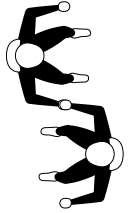
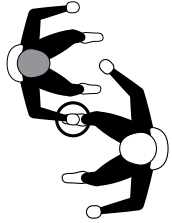
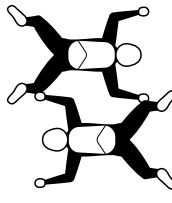
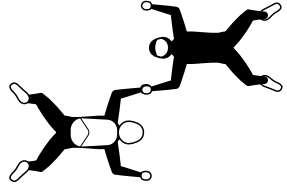
A dart will orient itself parallel to the relative wind, with its tip towards the oncoming wind. We have chosen three different views of a dart to indicate from which point of view the formation was drawn. It corresponds with what we think is the optimal position from which to film a particular formation, if the draw for the round permits it.

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

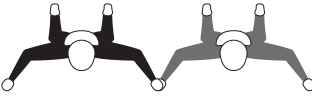
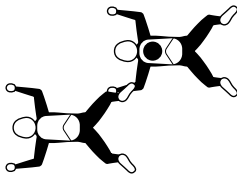
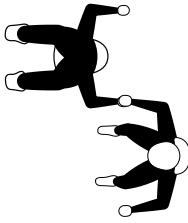
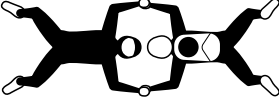
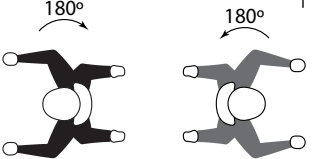
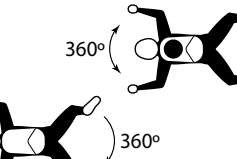
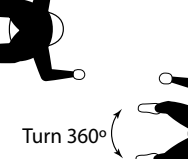
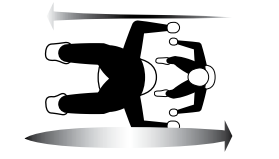
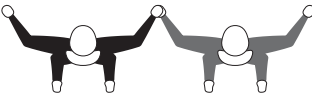
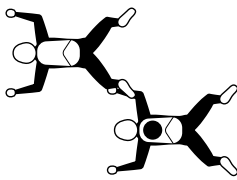
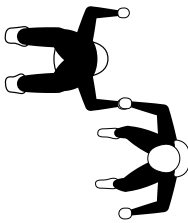

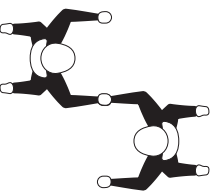
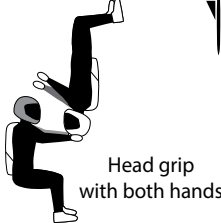
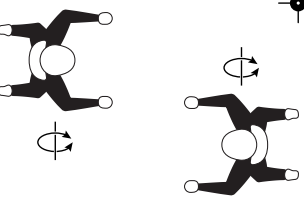
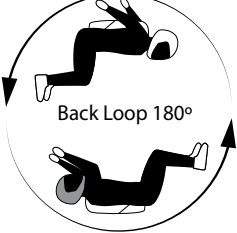
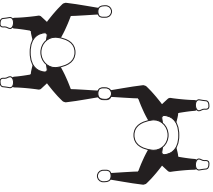
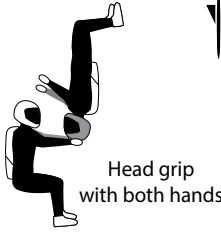
-  A. All parts of the dart can be seen. This symbol indicates an edge-on view. The camera flyer is on level with the subjects.
-  B. Only the flight shaft can be seen. This symbol indicates a view from 'above'. The camera flyer is trailing or above the subjects, looking into the relative wind.
-  C. Only the point, barrel and parts of the flight can be seen. This symbol indicates a view from 'below'. The camera flyer is leading or below the subjects.

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



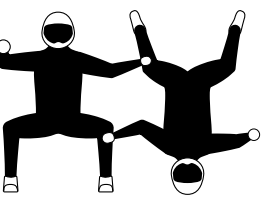

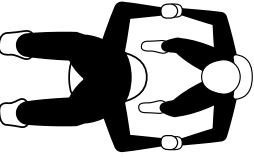

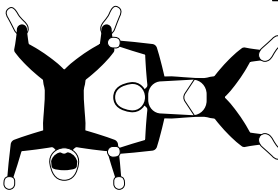
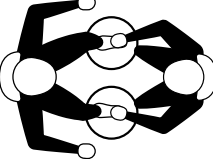
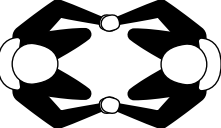
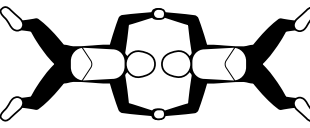
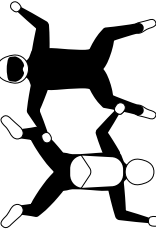
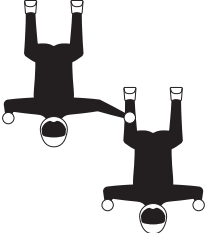
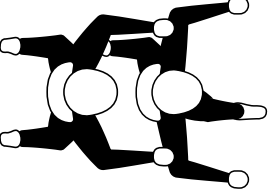
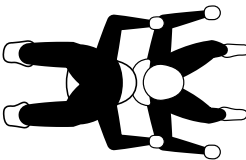
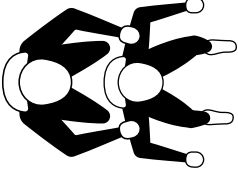
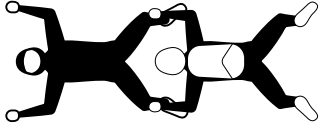
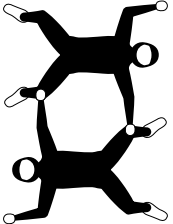

Appendix M: MFS 2-Way Block Formations

| | | | |
|---|--|--|--|
| <p>1</p>  <p>Double 69</p> | <p>2</p>  <p>Head-down Star</p> | <p>3</p>  <p>Oil Drill</p> | <p>4</p>  <p>Cogwheel</p> |
|  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |
|  <p>Double 69</p> |  <p>Head-down Star</p> |  <p>Oil Drill</p> |  <p>Cogwheel</p> |
| <p>5</p>  <p>Upright Auger</p> | <p>6</p>  <p>Gears</p> | <p>7</p>  <p>Periscope</p> | <p>8</p>  <p>Bison</p> |
|  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |
|  <p>Upright Auger</p> |  <p>Gears</p> |  <p>Periscope</p> |  <p>Bison</p> |

Appendix M: MFS 2-Way Block Formations (continued)

| | | | |
|---|---|--|---|
| <p>9</p>  <p>Turnstile</p> | <p>10</p>  <p>Flat Stairstep</p> | <p>11</p>  <p>Mova</p> | <p>12</p>  <p>Mixed Star</p> |
|  <p>Inter</p> |  <p>Inter</p> |  <p>Inter</p> |  <p>Both: Back Loop 180°</p> <p>Inter</p> |
|  <p>Turnstile</p> |  <p>Flat Stairstep</p> |  <p>Mova</p> |  <p>Mixed Star</p> |
| <p>13</p>  <p>Arrow</p> | <p>14</p>  <p>Head grip with both hands</p> <p>Raw</p> | | |
|  <p>Inter</p> |  <p>Back Loop 180°</p> <p>Inter</p> | | |
|  <p>Arrow</p> |  <p>Head grip with both hands</p> <p>War</p> | | |

Appendix N: MFS 2-Way Random Formations

| | | | |
|---|--|---|---|
| <p>A</p> <p>Two-handed grip</p>  <p>WindMarp</p> | <p>B</p> <p>Same Arm</p>  <p>Double Spock</p> | <p>C</p>  <p>Vertical Compressed</p> | <p>D</p> <p>Same Foot</p>  <p>Sole to Sole</p> |
| <p>E</p>  <p>Vice Versa</p> | <p>F</p> <p>Feet to dock on top of same arms, including shoulders</p>  <p>Totem</p> | <p>G</p>  <p>T-Square</p> | <p>H</p>  <p>Tetris</p> |
| <p>J</p>  <p>Upright Star</p> | <p>K</p>  <p>Belly Star</p> | <p>L</p>  <p>Waffle Maker</p> | <p>M</p>  <p>Stairstep</p> |
| <p>N</p>  <p>Half Rebel</p> | <p>O</p>  <p>Versa Vice</p> | <p>P</p>  <p>Upright Half Rebel</p> | <p>Q</p>  <p>Mixed Cat</p> |
| <p>R</p>  <p>Belgian Waffle</p> | <p>T</p>  <p>Caterpillar</p> | | |

10

USPA National **Canopy Formation** Championships Competition Rules



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1. General

- During descent under canopies, canopy formation teams perform a canopy formation or a sequence of canopy formations drawn from the dive pool as shown in this section.

2. Event Description And Performance Requirements

2.1. 4-way Rotation

- 2.1.1 Each round consists of successive 4-way stack-plane formations being made by rotation.
 - 2.1.1.1 Rotations must be 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.
 - 2.1.1.2 The intermediate formation is the remaining, correctly completed 3-way stack-plane formation.

2.2. 4-Way Sequential

- 2.2.1 Each round consists of a sequence of four or five scoring formations (whichever is first) drawn from the current dive pool.

2.3. 2-way Sequential Open and Pro/Am

- 2.3.1 Each round consists of five formations from two sets of the six formations as shown in the dive pool.

3. Team Composition

3.1. 4-way

- 3.1.1 Each team may consist of up to six members, including the team videographer, but only five may compete on a jump; the team is eliminated from competition if for any reason it is cut to three or fewer members and a videographer.

3.2. 2-way

- 3.2.1 Each team may consist of up to four members, including the team videographer, but only three may compete on a jump; the team is eliminated from competition if for any reason it is cut to two or fewer members, including the videographer.
- 3.2.2 Only one flying competitor of a Pro/Am class team may have won a medal in CF at the nationals of any country. This rule does not apply to the videographer.
- 3.2.3 A competitor or videographer is allowed to compete on only one team in each of the events.

4. Competition Draw

4.1. General

- 4.1.1 The Chief Judge will supervise the draw of the formations.
- 4.1.2 Teams will be given no less than two hours between the draw and the start of the competition.

4.2. Event Specific Draws

- 4.2.1 4-Way Sequential
 - 4.2.1.1 Each block sequence or random from the dive pool will be drawn only once for each competition.
 - 4.2.1.2 Should the pool have insufficient lots to complete the draw, the drawn lots must be returned to the pool to enable the draw for the remaining rounds.
 - 4.2.1.3 All rounds shall consist of four or five scoring formations, whichever number is reached first.
- 4.2.2 2-Way Sequential (Open)
 - 4.2.2.1 Each round consists of five formations from two sets of the six formations as shown in the dive pool.
 - 4.2.2.2 After each sequence is drawn, the five formations shall be returned to the dive pool so that they may be drawn again.
- 4.2.3 2-Way Sequential (Pro/Am)
 - 4.2.3.1 Each round consists of five formations from two sets of the six formations as shown in the dive pool.
 - 4.2.3.2 After each sequence is drawn, the five formations shall be returned to the dive pool so that they may be drawn again.
- 4.2.4 When available, an electronically generated draw may be used.

4.3. Order of Jumping

- 4.3.1 Teams are manifested and sent to the aircraft in the order drawn, but the exit order will be determined by meet management based on flight profile of the canopies or other pertinent conditions.

5. Exit Altitude And Working Time

5.1. 4-Way Rotation

- 5.1.1 Each jump is made from 9,000 feet.

5.2. 4-Way Sequential

- 5.2.1 Each jump is made from 10,000 feet.

5.3. 2-Way Sequential

- 5.3.1 Each jump is made from 8,000 feet.

5.4. Higher descent rates

- 5.4.1 Any team whose descent rate puts them below 3,000 feet before working time expires must report this to the Meet Director before the start of that event.

- 5.4.1.1 Appropriate changes in exit altitude will be made at the Meet Director's discretion.

- 5.4.1.2 Any additional cost will be borne by the team.

5.5. Exit Procedures

- 5.5.1 There is no limitation on the exit other than those imposed by the chief pilot for safety reasons.

- 5.5.2 The pilot chute must not be withdrawn from the equipment until the competitor is clear of the aircraft.

- 5.5.3 The pilot must maintain the altitude and direction until well clear of the jumpers.

- 5.5.4 The chronometer will be operated by the Judges or by a person(s) appointed by the Chief Judge, and will be started as determined in 5.6.1. If Judges cannot determine the exit time, the following procedure will be followed. Exit 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.

- 5.5.5 Teams will be responsible for their own exit once the aircraft is on jump run.

5.6. Working Time

- 5.6.1 For all events, the working time begins at the moment of the first complete separation of a grip from the first scoring formation, whether correct or not, or 30 seconds after the exit of the first team member (including the team's videographer), whichever is first. If the judges cannot determine the working time from the video footage submitted, the following procedure will be followed. The Event Judge will determine the closest approximation to the working time and begin the chronometer and a penalty equal to 20% (rounded down) of the score for that jump will be deducted from the score for that round.

- 5.6.2

- 5.6.3

- 5.6.4 4-Way Sequential

- 5.6.4.1 Each sequence should be repeated until the working time of 120 seconds has expired.

- 5.6.5 2-Way Sequential

- 5.6.5.1 Each sequence should be repeated until the working time of 60 seconds has expired.

- 5.6.6 4-way Rotation

- 5.6.6.1 Rotations should be repeated until the working time of 90 seconds has expired.

5.7. Break-off Procedures

- 5.7.1 All forms of canopy-formation activity must cease by 2,500 feet with all jumpers separated from one another (unless an emergency situation has occurred).

- 5.7.2 The Meet Director has the authority to disqualify for that round any team in breach of this rule.

5.8. Number of Rounds

- 5.8.1 The minimum number of rounds to constitute a meet in each event is one, and the maximum (scheduled) number is eight.

6. Definitions

6.1. General

- 6.1.1 Formation: two or more jumpers and canopies linked by grips, correct or not.

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- 6.1.2 Grip: a hand hold or foot hook on the “A” lines or front riser so that a formation is built in accordance with the configurations as depicted in the dive pool.
- 6.1.3 Sequence: a series of blocks and random formations that are designated by the draw.
- 6.1.4 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, and there is an advantage to the team resulting from the substitution.
- 6.1.5 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 video equipment that cannot be controlled.
- 6.1.6 Total Separation: When all competitors show at one point in time they have released all their grips and no part of their arms or feet have contact with another canopy.
- 6.1.7 Inter: An intermediate requirement within a block sequence which must be performed as depicted in the dive pools.
- 6.1.8 Scoring Formation: a formation which 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.
- 6.1.9 Infringement
- 6.1.9.1 Is one of the following:
- An incorrect or incomplete formation which is followed within working time by either a total separation or an inter, whether correct or not.
 - A correctly completed formation preceded by an incorrect inter or incorrect total separation.
 - A formation, inter, or total separation not clearly presented.
- 6.1.9.2 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 clearly presented and no other infringement occurs in the inter.

6.2. Configurations

- 6.2.1 The requirements for the configurations in this subsection only apply to complete formations.
- 6.2.2 Stack: The shoulders of the upper jumper must be above the upper surface of the lower canopy. The grip must be on an “A” line attached to the center cell.
- 6.2.3 Plane: The head of the upper jumper must be below the lower surface of the lower canopy. A grip must be on the front risers or an “A” line attached to the center cell.
- 6.2.4 Stairstep
- 6.2.4.1 The shoulder of the upper jumper must be above the upper surface of the lower canopy.
- 6.2.4.2 The grip must be on (or at a minimum, include) the outside “A” line of the end cell; it must be taken with the inside foot; it may include an additional handhold, if desired.
- 6.2.5 Plane/stack: A correct grip must be maintained on any position on the riser or line attached to the center cell between these configurations.

7. Scoring

7.1. General

- 7.1.1 Practice during competition
- 7.1.1.1 During competition, practice of formations or maneuvers other than those specified for that jump shall result in disqualification from the competition.
- 7.1.2 Canopy Formation cannot be practiced or scored using any reserve (auxiliary) parachute; to do so will result in disqualification for the remainder of the meet.
- 7.1.3 Showing performance
- 7.1.3.1 To be scored, all formations and inter requirements must be completed and recorded in such a manner that the judges may determine that the required performance has been achieved.
- 7.1.3.2 The team is responsible for providing video evidence for judging purposes.
- 7.1.4 Disqualification
- 7.1.4.1 If a competitor or team is disqualified for a jump, they will receive zero points for that jump.

7.2. 4-Way Rotation

- 7.2.1 Teams will be scored from the first formation, whether correct or not.
- 7.2.2 Teams will be awarded one point for the first correctly completed formation and then every correctly completed 4-way plane/stack formation within the working time, according to the performance requirement.
- 7.2.3 Team members rotating from the top of the plane/stack formation before the bottom team member has taken a grip will not receive credit for that formation. The following formation (the rebuild) shall be scored as zero points, except for the formation following the first formation after the start of working time.

7.3. 4-Way Sequential

- 7.3.1 Teams will be awarded one point for each correctly completed formation which, apart from the first formation, is preceded by total separation within the working time.
- 7.3.2 Teams are not awarded points for incorrect formations, nor will there be any penalty.
- 7.3.3 Omission
 - 7.3.3.1 For each omission of a formation in a round, the team will not score the point for the omitted formation, and an additional one point per omission will be deducted from that round as a penalty; if both the inter and the second formation in a block sequence are omitted, this will be considered as only one omission.
 - 7.3.3.2 Scoring will be unaffected if the team goes back to correctly complete the omitted formation, incorrect formation, or formation prior to the incorrect inter requirement.
 - 7.3.3.3 An attempt to complete a formation, although incorrect or incomplete, demonstrated by at least three canopies connected with grips or the two 2-way formations in an inter clearly attempting to build the formation required by the draw sequence, will be judged as an incorrect formation, not as an omission.
- 7.3.4 If the formation breaks up during the building sequence, the team may rebuild in any order.
- 7.3.5 Each formation and inter requirement must be performed in accordance with the drawn sequence.
 - 7.3.5.1 Where there is no inter requirement between formations, there must be a release of all grips between all canopies at one point in time.
 - 7.3.5.2 Mirror images are acceptable for complete blocks and random formations.
 - 7.3.5.3 Formations need not be symmetrical.
 - 7.3.5.4 At the end of a sequence there must be release of all grips before restarting the sequence as drawn.

7.4. 2-Way Sequential

- 7.4.1 Teams will be awarded one point for each correctly completed formation which, apart from the first formation, is preceded by total separation within the working time.
- 7.4.2 Teams will not be awarded points for incomplete formations, nor will there be any penalty.
- 7.4.3 Omission
 - 7.4.3.1 For each omission of a formation in a round, the team will not score the point for the omitted formation, and an additional two points per omission will be deducted from that round as a penalty; if both the inter and the second formation in a block sequence are omitted, this will be considered as only one omission.
 - 7.4.3.2 Scoring will be unaffected if the team goes back to correctly complete the omitted formation or incorrect formation.
- 7.4.4 Each formation must be performed in accordance with the illustrations in the drawn sequence.
 - 7.4.4.1 Jumper position for each random is set by the draw, i.e. the dark canopy position on the first formation built within a round must remain in the dark canopy position on all subsequent formations of that round.
 - 7.4.4.2 There must be release of all grips between each formation.
 - 7.4.4.3 No mirror formations are allowed.
 - 7.4.4.4 All formations shall be performed as shown in the dive pool, as seen from behind.

7.5. Rejumps

- 7.5.1 In the case of an NV:
 - 7.5.1.1 The Video Review Panel will assess the conditions and circumstances surrounding that occurrence and may award a rejump.
 - 7.5.1.2 Should the Video Review Panel determine that there has been an intentional abuse of the rules by the team, or by the videographer on behalf of the team, no rejump will be granted and they will receive zero points or maximum penalty for that jump.

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- 7.5.1.3 Problems with a team's equipment are not grounds for a rejump, except as determined in an NV situation and in §7.5.1.4.
- In the event of an equipment malfunction, or for any other safety reason, only one rejump may be granted per team, per competition event. This rejump will not be granted if the team builds a complete formation (correct or not) at any time during the jump.
 - Evidence of the malfunction or intention to abort the jump before the first complete formation for safety reasons must be provided by the team. The meet director in conjunction with the Chief Judge will assess the conditions and circumstances surrounding the occurrence. A rejump will be granted unless it is determined that there was an intentional abuse of the rules by the team; in which case, no rejump will be granted and the team's score for that jump will be zero.
- 7.5.1.4 Contact or other means of interference between a team and its videographer are not grounds for the team to request a rejump.

7.6. Judging

- 7.6.1 Judges will use air-to-air video evidence as described in this section, normally using an electronic scoring system to record their evaluation of the performance.
- 7.6.2 The judges shall start timing when the first team member (including the team's videographer) leaves the aircraft. The judges will watch the video evidence of each jump once at normal speed to determine points in time. If the first viewing has taken place and a clear decision has not been made as to when the working time begins, the Event Judge may guide the panel of judges as to when to start working time. At the end of working time, freeze frame will be applied on each full viewing. At the discretion of the Chief Judge or Event Judge, judges may then be allowed partial playback, slow motion, and multiple views to increase the quality and speed of the judging. If, during the judging cycle, the Chief Judge, Event Judge, or any judge on the panel considers that an absolute infringement has occurred, that infringement will be brought to the attention of the Event Judge to insure that it has been correctly scored by the majority of the panel judges.
- 7.6.2.1 If using scoresheets, Judges should record the following for each team: team number, round number, and score. All the score sheets must be collected immediately after the judges have scored the jump for checking by the Event Judge and Chief Judge.
- 7.6.2.2 Each judge must have a digital stopwatch accurate to one one-hundredth (.01) of a second.
- 7.6.2.3 The following symbols will be used to mark the score sheets:
- | | |
|----|--|
| - | correct scoring formation |
| O | infringement |
| X | omission |
| NV | formations, inters or total separations not visible on screen due to meteorological conditions, or uncontrollable factors affecting freefall video equipment (example: lens fogging) |
| // | end of working time |
- 7.6.2.4 The results of the evaluation will be checked by at least one judge.

7.7. Aircraft

- 7.7.1 A variety or combination of aircraft may be used (determined by meet management) and must be announced in advance of the National Championships.

7.8. Weather

- 7.8.1 Maximum allowable wind speed is nine (9) meters per second.
- 7.8.2 When air turbulence is apparent or clouds at lower altitudes affect visibility, the Meet Director may decide to raise the exit altitude to no higher than 10,000 feet. The Meet Director must inform all competitors. This decision is not open to protest.
- 7.8.3 Teams may refuse to jump in rain or turbulent conditions. Whenever possible, evidence must be provided.
- 7.8.4 The Meet Director and Chief Judge, by unanimous decision, may decide to continue the event.
- 7.8.5 If a team aborts a jump a second time for the same reason, that team will not jump that round and is awarded the maximum or minimum score, whichever is worse.
- 7.8.6 Rain during a jump is not grounds for protest.

8. Classification Of Final Results

8.1. 4-Way Events

- 8.1.1 The result for each team is the total points obtained by the team during all completed competition rounds.
- 8.1.2 The winner is the team with the highest total score.

8.2. 2-Way Event

- 8.2.1 The result for each team is the total points obtained by the team during all completed competition rounds.
- 8.2.2 The winner is the team with the highest total points.

8.3. Tie-breaking Method

- 8.3.1 Where two or more teams have equal scores, the following order of procedures will be applied to determine the final placings:
 - 8.3.1.1 one tie break round, if possible (for the first three placings only). The tie break round will be the next drawn round of the competition,
 - 8.3.1.2 the highest score in any completed round,
 - 8.3.1.3 the highest score starting with the last completed round and continuing in reverse order, round by round until the tie is broken,
 - 8.3.1.4 the fastest time (measured to hundredths of a second) to the last formation scored without infringement by both teams in the last completed round. Starting time must be that used for original evaluation of the jump.
- 8.3.2 Tied teams placed lower than third remain tied.

8.4. Combined Canopy Formation

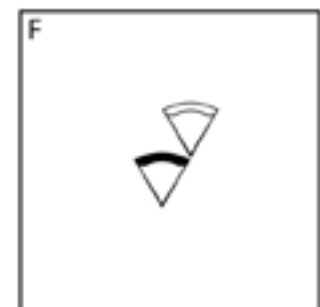
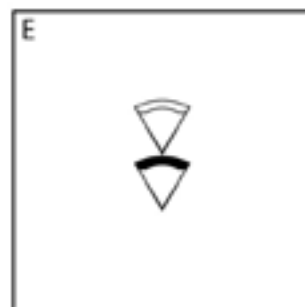
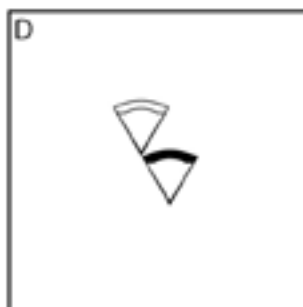
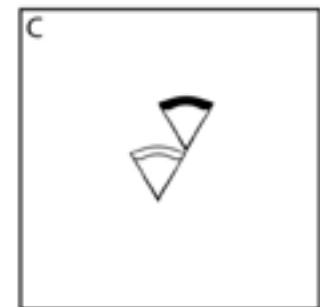
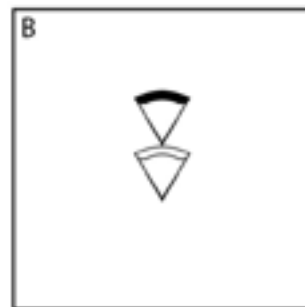
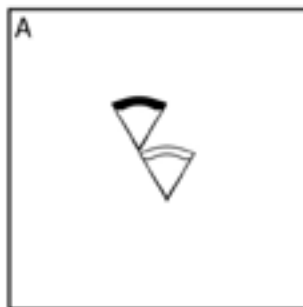
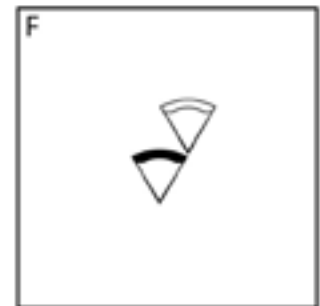
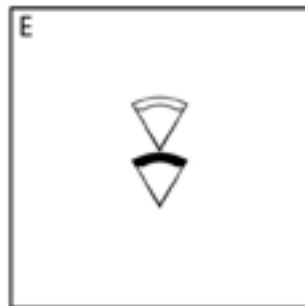
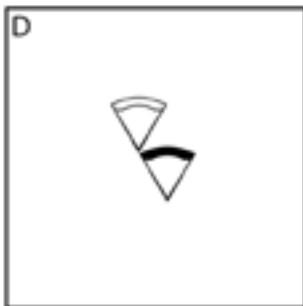
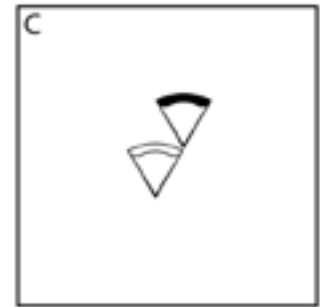
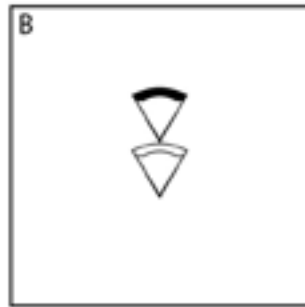
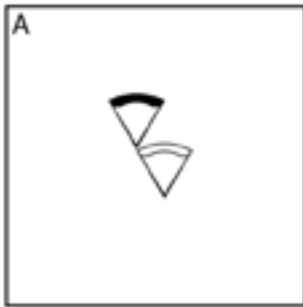
- 8.4.1 For each individual competing in all three Open Class events—
 - 8.4.1.1 Points are awarded according to the individual's team placement in each event.
 - 8.4.1.2 The individuals with the lowest score are the winners.

8.5. National Championships Title Classifications

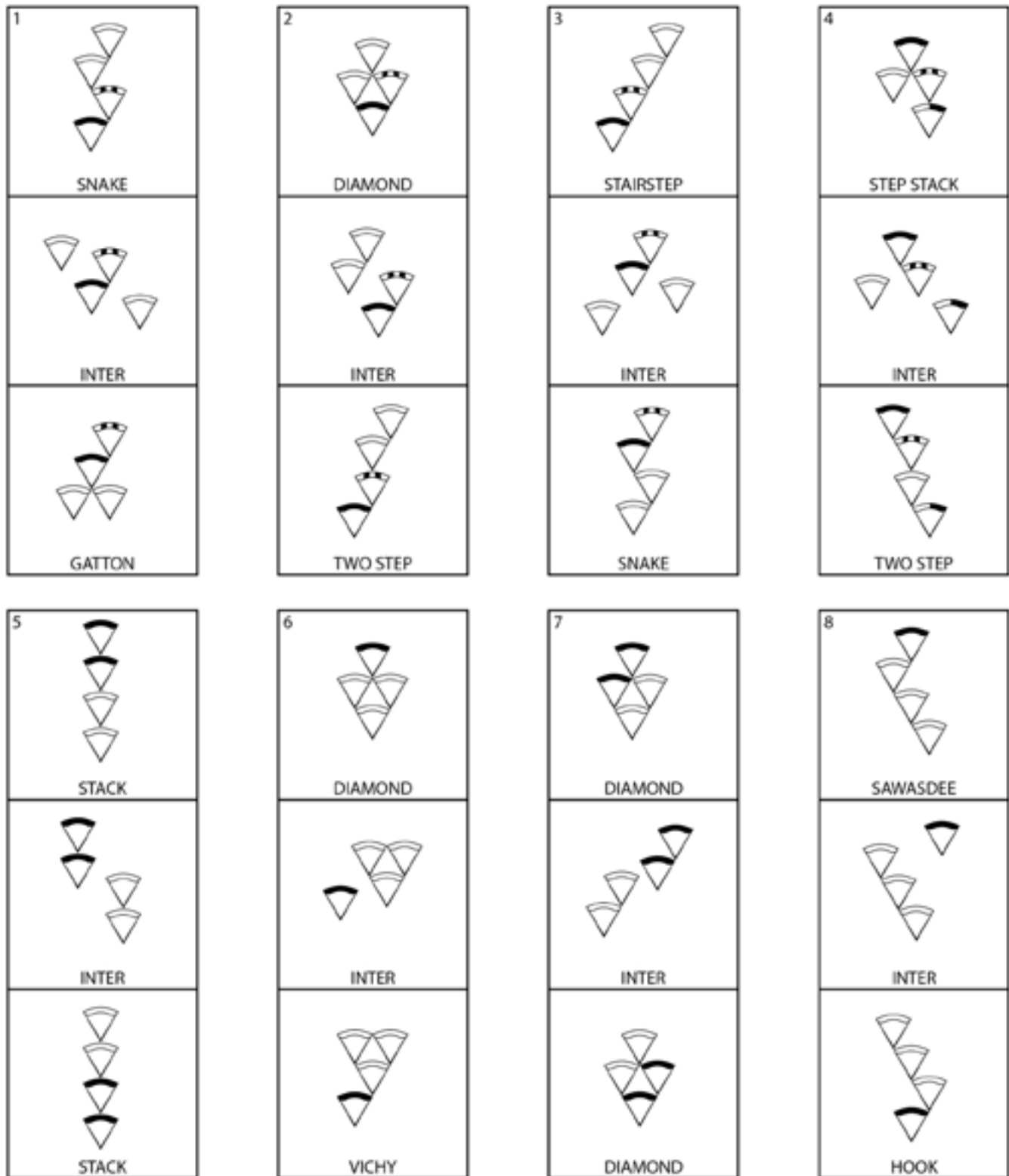
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- 8.5.2 National 4-Way Sequential Champions—1st, 2nd, 3rd
- 8.5.3 National 2-Way Sequential Open Champions—1st, 2nd, 3rd
- 8.5.4 National 2-Way Sequential Pro/Am Champions—1st, 2nd, 3rd
- 8.5.5 National Champions of Combined Canopy Formation

Appendix A: Canopy Formation Dive Pool

2-Way Random Formations



4-Way Block Sequences



4-Way Block Sequences (continued)

9

STEP STACK

INTER

SNACK

10

STEP STACK

INTER

STAIRSTEP

11

SNAKE

INTER

STAIR STACK

12

STAIRSTEP

INTER

DIAMOND

13

DIAMOND

INTER

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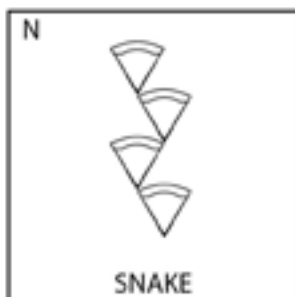
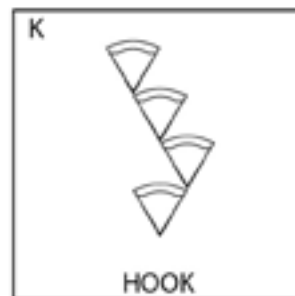
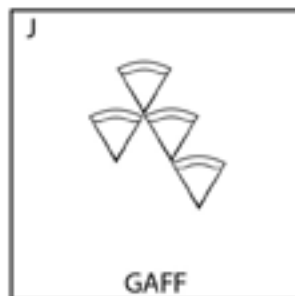
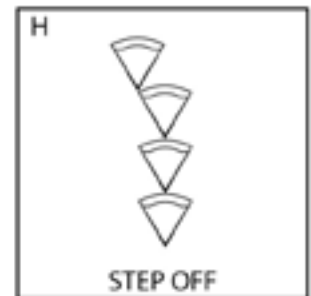
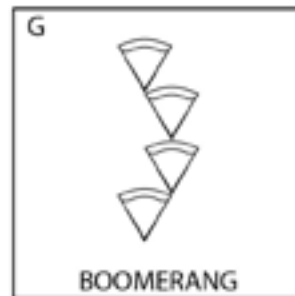
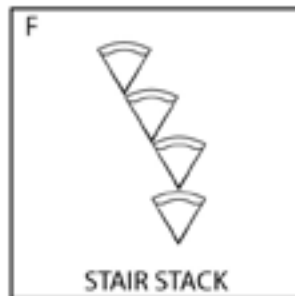
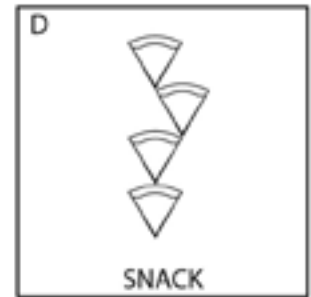
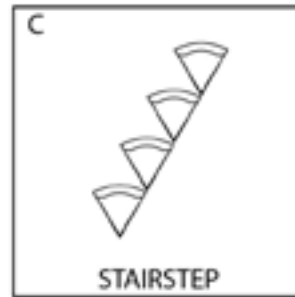
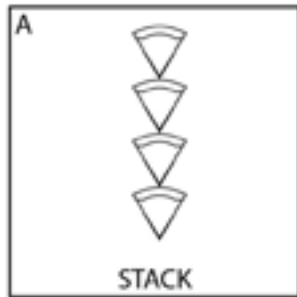
14

GATTON

INTER

DIAMOND

4-Way Random Formations



11

USPA National **Artistic Events** Championships Competition Rules



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1. Introduction

1.1. Definitions

- 1.1.1 Team: a Freestyle Skydiving team is composed of a performer and a videographer.
- 1.1.2 A Freeflying team is composed of two (2) performers and a videographer.
- 1.1.3 Heading: the direction of the compass (East, South, North, West or anywhere in between) in which the performer or formation faces.
- 1.1.4 Move: a change in body position, a rotation around one (1) or more of the three (3) body axes, and/or a translation. A move may also be any static pose in which there are no rotational and translational movements. See Appendix C.
- 1.1.5 Grips and Docks.
 - 1.1.5.1 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. For the Freeflying compulsory sequences, no grips are allowed on any part of the parachute harness.
 - 1.1.5.2 Dock: a recognizable stationary contact of the foot (feet) or the head of one performer on a specified part of the body of the other performer, performed in a controlled manner.
- 1.1.6 Routine: a sequence of moves performed during the working time.
 - 1.1.6.1 Compulsory Routine: a routine composed of compulsory sequences and additional moves chosen by the team.
 - 1.1.6.2 Free Routine: a sequence of moves chosen entirely by the team.
- 1.1.7 Working Time: the period of time during which teams may perform a routine during a jump. Working time starts the instant any Team Member separates from the aircraft, as determined by the Judges, and terminates:
 - 1.1.7.1 45 seconds later for Freestyle Skydiving, and
 - 1.1.7.2 43 seconds later for Freeflying.

1.2. The Events

- 1.2.1 Events: the Artistic Events (AE) comprise of Freestyle Skydiving (FR) and Freeflying (FF). There is no gender separation.
- 1.2.2 Objective of the Events: the objective for the team is to record a sequence of moves in freefall with the highest possible merit.
- 1.2.3 Exit Altitude: 13,000 feet (3960 meters) AGL.

2. General Rules

2.1. Aircraft

- 2.1.1 All competition aircraft must be similar in configuration, interior and exterior, as determined by the Meet Director. Aircraft speed at the time of exit will be determined by the Meet Director and be kept constant for each aircraft type for the duration of the competition.

2.2. Exit Procedure

- 2.2.1 There are no limitations on the exit, other than those imposed by the Chief Pilot for safety reasons.

2.3. Refusal to Jump

- 2.3.1 The team may refuse, at their own expense, to jump for reasons that violate good safety practices (e.g., clouds, aircraft, lack of oxygen, excessive cold, jump run inequality, video failure, high winds, premature pack opening, high-G jump runs). The team must ride the aircraft down unless ordered by the pilot to exit in emergencies. The Judges may assess the maximum penalty for the round, if the reasons for refusal to jump are not considered pertinent.

2.4. Air-to-Air Video Recording

- 2.4.1 The videographer shall provide the video evidence required to judge each jump. It is the responsibility of the videographer to show the start of working time.
- 2.4.2 The Meet Director, with the approval of the Chief Judge, will appoint a Video Controller prior to the competition. The Video Controller may inspect a team's freefall video equipment to verify that it meets competition standards. As determined by the Chief Judge, inspections that do not interfere with the team's performance may be made at any time during the competition. If any freefall video equipment does not meet the criteria determined by the Video Controller, this equipment will be deemed unusable for the competition.
- 2.4.3 For the purpose of these rules, 'freefall video equipment' shall consist of the complete video system used to record the video evidence of the team's freefall performance, including the camera(s), recording media, cables and battery. The freefall video equipment must be able to deliver a High Definition digital video file in a compatible file format approved by the Video Controller.

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- 2.4.4 The videographer is responsible for assuring the compatibility of the freefall video equipment with the scoring system.
- 2.4.5 The camera(s) 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 effects (excluding “steady shot” or other image stabilization feature) may be used during competition jumps.
- 2.4.6 As soon as possible after each jump is completed, the videographer must deliver the freefall video equipment (including the recording media used to record that jump) for copying at the designated video station. The video evidence must remain available for viewing or copying until all scores are posted as final.
- 2.4.7 Failure to meet any of these requirements will lead to a score of zero (0) points.
- 2.4.8 Video Review Panel (VRP). A VRP will be established prior to the competition, consisting of the Chief Judge, the Video Controller and the President of the Jury (USPA Controller). Decisions rendered by the VRP are final and not subject to protest or review by the Jury.
- 2.4.9 The videographer must record, just before exit, a slate (or other suitable method) inside the airplane with the relevant round number and date. The recording should continue with the jump without a stop in recording. Failure to meet this requirement will lead to a score of zero (0) points for that round.

2.5. Rejumps

- 2.5.1 In a situation where the video evidence is considered insufficient for judging purposes by a majority of the Judging Panel, the freefall video equipment will be handed directly to the VRP for assessing the conditions and circumstances of that occurrence. In this case, a rejump situation will be handled as follows:
 - 2.5.1.1 If the VRP determines that there has been an intentional abuse of the rules by the team, no rejump will be granted and the team’s score for that jump will be zero (0).
 - 2.5.1.2 If the VRP determines that the video evidence insufficiency is due to weather conditions or any other cause not controllable by the team, a rejump will be given.
 - 2.5.1.3 If the VRP determines that the video’s evidence insufficiency is due to a factor that could be controlled by the team, no rejump will be granted and the team will receive a score based on the video evidence available.
- 2.5.2 Contact or other means of interference between (a) performer(s) and/or the videographer in a team shall not be grounds for a rejump.
- 2.5.3 Problems with a team’s equipment (including video equipment) shall not be grounds for a rejump.
- 2.5.4 Adverse weather conditions during a jump are not grounds for protest. However, a rejump may be granted due to adverse weather conditions, at the discretion of the Chief Judge.

2.6. Weather

- 2.6.1 Meet management will make wind speed and direction recordings at no greater than 30-minute intervals. Maximum allowable wind speed limit is nine (9) meters per second.

2.7. Equipment

- 2.7.1 Team Members are responsible for outfitting themselves and being fully trained in the safe operation of all appropriate equipment and clothing. Each Artistic Events Team Member is required to carry at least one audible or visual altimeter during the jump, and it is recommended that they carry both. The use of functioning and armed AADs by all Artistic Events Team Members is recommended.

3. Rules Specific To The Event

3.1. Teams

- 3.1.1 A Freestyle team consists of a performer (freestylist) and a videographer.
- 3.1.2 Teams may consist of either or both sexes.
- 3.1.3 Freestyle Team Members are allowed to change their position in the team. Only one (1) Team Member may carry freefall video equipment on any particular round.
- 3.1.4 A Freeflying team consists of three (3) Team Members, and any one, but only one of the Team Members may serve as the videographer on any particular round.
- 3.1.5 A performer and videographer may be a part of, at most, one (1) Freestyle Skydiving team and one (1) Freeflying team.

3.2. Routines

- 3.2.1 Each round consists of either a Compulsory Routine or Free Routine.

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- 3.2.2 Compulsory Routine. Each Compulsory Routine consists of four (4) Compulsory Sequences as described in the relevant Appendix, 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.
- 3.2.3 Free Routine. The content of the Free Routine(s) is chosen entirely by the team. There may be any number of different free routines within the set number of free rounds.
- 3.2.4 Submission of Compulsory Sequences with Max Values and Free Routine Videos:
- 3.2.4.1 Teams must deliver the order of the Compulsory Sequences and their chosen Max Values (for both Compulsory Rounds) to the Chief Judge before the beginning of the competition.
- 3.2.4.2 Failure to provide the order of the Compulsory Sequences and their Max Values will lead to a score of zero (0) points for that round.
- 3.2.4.3 Teams must deliver a video of their Free Routine(s) to the Chief Judge at least 48 hours before the start of the competition. (Teams may optionally include a written list of elements and/or present and explain their Free Routine(s) to the Judges.) Each Team may submit multiple Free Routines, but, during the competition, may submit a change only one time. Teams must declare which Free Routine they will perform for each Free Round.
- 3.2.4.4 Failure to provide the video of the Free Routine(s) will lead to a score of zero (0) points for the Initial Difficulty Score for all Free Routines.
- 3.2.4.5 For Teams who register less than 48 hours before the start of the competition, the Judges will evaluate their round 1 video for Initial Difficulty Score before the start of judging round 1.
- 3.2.4.6 For this purpose, the Chief Judge should provide a standard form (Appendix E).

3.3. Number of Rounds

- 3.3.1 The minimum number of rounds to constitute a meet is one (1), which is round one, the free round. The maximum number of rounds (scheduled) is seven (7).
- 3.3.2 Full competition
- 3.3.2.1 Compulsory Routines: 2 rounds
- 3.3.2.2 Free Routines: 5 rounds
- 3.3.3 Minimum competition 1 round (Free Routine)

3.4. Jump Order

- 3.4.1 The jump order of the routines must be: F - C - F - F - C - F - F (C = Compulsory Routine, F = Free Routine).

4. Judging And Scoring

4.1. General

- 4.1.1 Once any Team Member has left the aircraft (except in an emergency), the jump becomes official and will be scored.

4.2. Scoring Free Routines

- 4.2.1 Before the start of the competition, the Judges will view the submitted videos and determine the Initial Difficulty Score, between 0.0 and 10.0 expressed as a number up to one (1) decimal point, taking into account the following guidelines:
- Variety of orientations used (Head-up, Head-down, Belly-down, Back-down, Sideways, Diagonal, Angle, etc.)
 - Variety of moves and styles (Carving, Eagles, Tricks, Acrobatics, etc.)
 - The degree of difficulty of all moves and transitions (e.g., Exit sequence, pace of the jump, movements and spins in both directions, multiple simultaneous rotations, combined moves, blind moves, original moves, challenging body positions etc.)
 - Overall "Technicality" of Flying: Holding body position and orientation, confidence in flying and maneuvers, control, etc.
 - Team Work: The ability to combine technical skills and create complex effects of movement, including the videographer's involvement in the routine.
- 4.2.2 Execution
- 4.2.2.1 During the competition, three (3) Judges determine Execution deductions, according to the following guidelines:

| Freestyle Skydiving | |
|---------------------|--|
| Deduction | Reason |
| Up to -1.0 point | For each missing element (for example, single instead of double twist) |
| -0.1 to -0.3 points | For each instance, the performer is off heading, off level, wobble |

| Freeflying | |
|------------------|---|
| Deduction | Reason |
| Up to -1.0 point | For each missing element |
| Up to -0.5 point | For each instance, one or both performers are off heading, off level, wobble |
| Up to -0.5 point | Team work: Levels between the performers, synchronization between members (including camera), proximity between performers (excluding camera) |

4.2.2.2 Each of the three (3) Judges will total all their Execution deductions.

4.2.3 Presentation:

4.2.3.1 During the competition, the Judges will give a presentation score, between 0.0 and 10.0 expressed as a number up to one decimal point, taking into account the following guidelines:

4.2.3.1.1 Creativity and routine composition:

- Routine is aesthetically pleasing to watch and has a good flow.
- Creative choreography (original routine composition)
- Well executed new moves (and/or new presentation of old moves),
- There is a definite beginning and a definite ending.

4.2.3.1.2 Camera Work:

- Good use of video angle(s),
- Creative interactivity
- Clean image and clear focus shown.

4.2.3.2 During the competition, the Judges determine Camera deductions, according to the following guidelines:

| | |
|---------------------|--|
| Up to -2.0 points | Proximity overall jump: performer(s) too far away from camera |
| -2.0 points | For each instance, both performers are completely out of the frame |
| -1.0 point | For each instance, one performer is completely out of the frame |
| -0.1 to -0.5 points | For each instance, performer(s) is(are) off center frame |
| -0.1 to -0.5 points | For each instance, unintentional cropping body part(s) off frame |
| -0.1 point | For each instance, any part of the videographer body/equipment is in the frame |

- To encourage enhanced video, when ‘full frame’ close video of the performer(s) is shown, there will be no deduction for cropping the hands, feet, or part/top of the helmet parts out of the frame.
- Each Judge will total all their Camera deductions.

4.3. Scoring Compulsory Routines

4.3.1 Judges give a score for the team, between zero (0.0) and ten (10.0) up to one (1) decimal point, for Presentation (as per Free Routine) and for each of the four (4) Compulsory Sequences relative to the Max Value of the team’s selected Compulsory Sequences using the following guidelines:

| Component: | Deduction | Explanation: | Example: |
|-------------------------------------|-----------|--|---|
| Set-up | Up to 10% | Facing the correct direction; in the correct body position; Camera in correct position | Performance requirements described for “at the beginning...” for orientation, body position, camera position, etc |
| Major part of the compulsory | Up to 50% | The part that defines the Sequence | The twist in the loop twist; angle position; body orientation, etc |
| Static Camera | Up to 50% | Camera too far to judge the Sequence | |
| Camera Setup | Up to 20% | Camera is moving when static image is required | When not on the specified level or not at the correct angle |
| Camera Moves | Up to 30% | When camera is doing the wrong movement | Incorrect direction of roll, synchronization, carving, etc |
| Image Orientation | 30% | Upright video image (sky in upper portion of frame) throughout sequence, except when specified in Sequence description | Incorrect image orientation, or not according to sequence description |
| Specific body position requirements | Up to 30% | Specific body position or specific levels among the Team Members | Layout position; straddle position, face-to-face, split position |
| Grip(s)/Dock(s) | Up to 30% | Incorrect grip(s)/dock(s) | Not hand-to-hand, feet-on-shoulders, hands-to-lower-legs (FF-2) when required |
| Execution mistakes | Up to 30% | Flow, wobble, off-heading, off-center frame | |

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| Component: | Deduction | Explanation: | Example: |
|-----------------------------|----------------------|--------------------------------|----------------------|
| Specific judging guidelines | See Appendices A & B | As specified for each Sequence | See Appendices A & B |

- 4.3.2 Presentation in the Compulsory Routines is scored for the beginning and the end of the routine, and move(s) performed between the Compulsory Sequences. If the Judges cannot identify any presentation element, the score for Presentation will be 0.0 points.
- 4.3.3 The Judges will only score the Compulsory Sequences they recognize. If an attempt is made for a Compulsory Sequence and the Judges recognize this as such, scoring for that sequence will commence. A second attempt will not receive a score. The judging of each sequence begins when the Judges see the team beginning the sequence from the described beginning position (after a transition from the previous move with or without a momentary stop). The judging of each sequence ends when the Judges see the team completes or abandons the performance requirements of that sequence.
- 4.3.4 If the Judges determine that the team has performed a lower Max Value of a Compulsory Sequence than the declared Max Value, the maximum score will be 0.5 points less than the lower Max Value actually performed.

4.4. Judging Rules

- 4.4.1 The jumps shall be judged using the video evidence as provided by the videographer.
- 4.4.2 Where possible, a complete round shall be judged by the same panel.
- 4.4.2.1 A panel of three (3) Judges will evaluate the routines.
- 4.4.3 The Judges will watch each jump one (1) time with an optional second viewing. All viewings must be at normal speed. A third view of a Free Round jump is allowed for determining the camera deductions. At the discretion of the Event Judge, a third view of a Compulsory Round jump, or part of it, is allowed, in normal, reduced speed (70%), and/or with use of video pause.
- 4.4.4 After viewing, each Judge will give preliminary scores for the jump.
- 4.4.5 The Judges may use an electronic scoring system to record the evaluation of the performance. At the end of working time, a freeze frame will be applied on each viewing, based on the timing taken from the first viewing only. The Judges may correct their evaluation record after the jump has been judged. Corrections to the evaluation record can only be made before the Chief Judge signs the score sheet.
- 4.4.6 The chronometer will be operated by the Judges or by (a) person(s) appointed by the Chief Judge, and will be started when any Team Member leaves the aircraft. 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.

4.5. Score Calculation

- 4.5.1 The score for each round is calculated as follows:
- 4.5.2 Compulsory Round
- 4.5.2.1 For each Compulsory Sequence and for Presentation, the average score is calculated by adding the three (3) Judges' scores and dividing by three (3) with no rounding applied.
- 4.5.2.2 The average score for each Compulsory Sequence will be multiplied by 0.225, the average score for Presentation will be multiplied by 0.1, and then the sum of these five (5) values will be rounded to the first decimal place.
- 4.5.3 Free Round
- The three (3) total scores for the Execution deductions will be added and the result will be divided by three (3), with no rounding applied. The three (3) total scores for the Camera deductions will be added, and the result will be divided by three (3), with no rounding applied. The three (3) scores for Presentation will be averaged separately, with no rounding applied.
- 4.5.3.1 To determine the Technical score, the averaged Execution score will be deducted from the Initial Difficulty Score. The minimum possible score for Technical is zero (0) points.
- 4.5.3.2 To determine the final Presentation score, the averaged Camera score will be deducted from the averaged Presentation score, with no rounding applied. The minimum possible score for Presentation is zero (0) points.
- 4.5.3.3 The Technical and Presentation scores will be added, and the result will be divided by two (2), then rounded to the first decimal place.
- 4.5.4 Rounding
- 4.5.4.1 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.
- 4.5.4.2 Total scores for the events are calculated by adding the Team's official scores of all completed rounds.

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4.5.5 All scores for each Judge, for all competition jumps, will be published.

4.5.5.1 For all free routine videos submitted 48 hours before the start of the competition, the scores for Initial Difficulty Score will be published before the start of the competition.

5. Classification Of Final Results

5.1. General

5.1.1 The final scores are calculated by adding the team's jump scores of all completed rounds.

5.1.2 The winner is the team with the highest score.

5.2. National Champions

5.2.1 After all completed round(s), National Champions in Freestyle Skydiving and Freeflying will be declared.

5.2.2 The Freestyle Skydiving National Champions and the Freeflying National Champions are the teams with the highest total score for all completed rounds.

5.2.3 Prizes and awards are awarded as follows:

5.2.3.1 All Team Members in Freestyle and Freeflying events will be awarded medals for First, Second and Third places.

5.3. Ties

5.3.1 If two (2) or more teams have equal scores, the first three (3) places will be determined by a tie-break free round, if time permits.

5.3.2 If two (2) or more teams still have equal scores, the winners will be determined by using the following procedure until a clear placing is determined:

5.3.2.1 The best score, then the second best score, and then third best score, of any completed free rounds.

5.3.2.2 The best score, then the second best score, of any completed compulsory rounds.

5.4. National Championships Title Classifications

5.4.1 National Freestyle Skydiving Champions—1st, 2nd, 3rd

5.4.2 National Freeflying Champions—1st, 2nd, 3rd

Appendix A: Freestyle Skydiving Compulsory Sequences

1. General

- 1.1. The order in which these Compulsory Sequences can be performed is determined by the team.
- 1.2. The team must submit the order of the Compulsory Sequences and their chosen Max Values before the start of the competition to the Chief Judge. (See Rules Specific to the Event, 3.2.4 and Appendix E.)
- 1.3. If the Judges determine that the Team has performed a lower Max Value of a Compulsory Sequence than the declared Max Value, the maximum score will be 0.5 points less than the lower Max Value actually performed.
- 1.4. The Compulsory Sequences must be performed in the submitted order.
- 1.5. Toes must be pointed and knees must be straight, except as noted in descriptions. Otherwise, the highest possible score for the Compulsory Sequence is 90% of the Max Value.
- 1.6. The judging of each sequence begins when the judges see the team beginning the sequence from the described beginning position (after a transition from the previous move with or without a momentary stop).
- 1.7. The judging of each sequence ends when the judges see the team completes or abandons the performance requirements of that sequence.
- 1.8. The videographer must maintain proximity to the performer throughout each compulsory sequence, except where the compulsory sequence description specifically prescribes otherwise.
- 1.9. The video image must be upright with the sky in the upper portion of the frame throughout each Compulsory Sequence, except where the Sequence description specifically prescribes otherwise. Otherwise, the maximum possible score for the Compulsory Sequence is 70% of the Max Value.
- 1.10. The definition of each body position is described in Addendum B.

2. First Compulsory Round (Round 2)

2.1. FR-1. Eagle Sequence

- 2.1.1 Half Eagle:
 - At the beginning, the performer is in a head-down orientation.
 - The legs must be in line with the torso (when viewed from the side).
 - The performer goes below the videographer as the videographer goes over the top, moving around an imaginary center between them so that both end up in opposite positions and orientations than they originally began.
 - The Eagle should be performed as one continuous movement.
 - The Eagle must remain on the same heading.
- 2.1.2 Videographer requirements:
 - The videographer must show performer from his/her front during the whole sequence.
- 2.1.3 Max Value 3 pts: Half Eagle is performed as described above.
- 2.1.4 Max Value 7.5 pts: Full Eagle
 - Half Eagle is performed as described above, then:
 - The movement continues until the performer and the videographer end up in their relative beginning positions.
- 2.1.5 Max Value 10 pts: Full Eagle with Trick
 - Half Eagle is performed as described above, then:
 - The movement continues until the performer and the videographer end up in their relative beginning positions.
 - The performer must perform a tight tuck front loop (trick) in the middle of the second part of the Eagle (when he/she is above the videographer).
 - The videographer must show performer from his/her front during the whole sequence, with the exception of the full tight tuck front loop.
- 2.1.6 Judging Guidelines:
 - When the tuck is not tight for the front loop, 15% will be deducted.

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- When the front of the performer is not shown throughout the whole sequence (except for the front loop), 20% will be deducted.
- When the front loop is not performed above the Videographer in the middle of the second part of the Eagle, 15% will be deducted.

2.2. FR-2. Mixed Carve

2.2.1 Performer Requirements

- At the beginning, the performer must be in a head-down orientation, facing the videographer.
- The performer and videographer must orbit 540° around an imaginary center as follows:
- At 180° of carving, a half front loop is performed to the head-up orientation, outfacing.
- Without stopping, the performer must continue 180° of outface carving and then another half front loop is performed to the head-down orientation, infacing.
- Without stopping, the performer must continue 180° of inface carving.

2.2.2 Videographer requirements:

- Videographer must show the front of the performer while the performer is inface carving, and the back of the performer while outface carving
- Videographer must show the image as if the performer remains static with only the background moving.
- Videographer must be on the same level as the performer (and show the performer on the horizon throughout the sequence)
- Videographer must maintain the same distance from the performer throughout the sequence.

2.2.3 Max Value 5 pts: Mixed Carve

- The Mixed Carve is performed as described above.

2.2.4 Max Value 7.5 pts: Layout Mixed Carve

- The Mixed Carve is performed as described above.
- The Performer must maintain the layout position throughout the sequence.

2.2.5 Max Value 10 pts: Layout Mixed Carve with Synchronized Rolls

- The Layout Mixed Carve is performed as described above.
- Videographer must perform a half-synchronized roll in the direction of the Performer's carving, simultaneously with the Performer's half front loop (e.g., If the Performer is carving inface to their left, the synchronized roll will be clockwise, or vice versa).

2.2.6 Judging Guidelines:

- If the performer is not in layout position when it is required, 30% will be deducted.
- If the performer, during the outface carving, flies in a straight line instead of carving, 30% will be deducted.
- When the camera is rotating the wrong direction, 30% will be deducted.

2.3. FR-3. Rebound

2.3.1 Performer Requirements

- The performer is in a head-down or angle back-flying orientation, facing the videographer.
- The Performer does a half reverse eagle over the videographer ("back-layout") to the belly followed by half eagle ("front layout") to head-down or angle back-flying. (End up in the relative beginning positions).
- The performer must keep eye contact with the videographer throughout the move.
- (No pointed toes required)

2.3.2 Videographer requirements:

- The camera shows the performer on the horizon at beginning, middle and the end of the move.

2.3.3 Max Value 7.5 pts: Rebound

- The move is performed as described above.

2.3.4 Max Value 10 pts: Rebound with a roll

- The move is performed as described in 7.5 points, but the performer does a belly-to-belly barrel-roll in the middle of the move, on the horizon. (Back Layout-Roll-Front Layout)

2.4. FR-4. Looping Sequence

2.4.1 Layout Back Loops:

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- Beginning is from a layout position in a head-up orientation.
- Three (3) complete 360° back-loop rotations, without stopping, must be performed in the layout position.
- Looping movement must remain about a horizontal axis, without tilting or changing heading.
- Torso must be straight and legs in line with torso, without any bend at the waist.

2.4.2 Videographer requirements:

- The videographer must be on the same level with the performer and show the performer from his/her side at start of the sequence, and must remain in place.

2.4.3 Max Value 3 pts: Layout Back Loops are performed as described above.

2.4.4 Max Value 7.5 pts: Layout Loops with Half Twist

- The first back loop is performed as described above.
- A half twist must be performed within and evenly executed throughout the second loop.
- After a momentary stop in the head-up orientation, a full front loop must be performed.

2.4.5 Max Value 10 pts: Layout Back Loops with Full Twist

- Layout Back Loops are performed as described above but:
- A full twist must be performed within and evenly executed throughout the second loop.
- Looping motion must be smooth.
- The sequence must end with a momentary stop in a layout position in a head-up orientation, on the same heading as the beginning.

2.4.6 Judging Guidelines:

- When the half or full twist is not within the second loop, 30%-50% will be deducted..
- If there is stopping between the loops, 15% will be deducted.
- If no momentary stop is shown at the end, the maximum score will be 9.5 points.

3. Second Compulsory Round (Round 5)

3.1. FR-5. Reverse Eagle Sequence

3.1.1 Half Reverse Eagle:

- At the beginning, the performer is in a head-up orientation, facing the camera.
- The performer goes below the videographer as the videographer goes over the top, moving around an imaginary center between them so that both end up in opposite positions and orientations than they originally began.
- The Reverse Eagle must be performed as one continuous movement.
- The Reverse Eagle must remain on the same heading.

3.1.2 Max Value 3 pts: Half Reverse Eagle is performed as described above.

3.1.3 Max Value 7.5 pts: Full Reverse Eagle

- Half Reverse Eagle is performed as described above, then:
- The movement continues until the performer and the videographer end up in their relative beginning positions.

3.1.4 Max Value 10 pts: Full Reverse Eagle in Layout Position

- Half Reverse Eagle is performed as described above, then:
- The movement continues until the performer and the videographer end up in their relative beginning positions.
- The legs must be in line with the torso (when viewed from the side) throughout the sequence.

3.2. FR-6. Angle Flying

This compulsory sequence must not be the first one performed.

3.2.1 Performer Requirements

- Performer is flying at a minimum of a 20° diagonally off vertical and horizontal compared to the horizon with the head low.
- Videographer must demonstrate an on-level position.
- No pointed toes required.

3.2.2 Max Value 3 pts: Angle Flying Pose

- Performer is facing upward.
- This angle flying must be maintained for a minimum of three (3) seconds.
- Videographer must show Performer from his/her side throughout the sequence.

3.2.3 Max Value 5 pts: Angle Flying Half Roll

- The move is performed as described above.
- After 3 seconds of angle flying, the Performer will make a 180° rotation on the Body Head-Tail axis (half a barrel roll into face-down) while maintaining the heading and the angle.
- Videographer maintains position and must show Performer from his/her side at the beginning and end of the move.

3.2.4 Max Value 7.5 pts: Angle Flying with a flip

- The performer is angle-flying on the belly, with the head low for minimum two (2) seconds
- The performer does a front “flip” to head-up belly angle going the opposite direction.
- The performer holds the head-up belly angle for minimum two (2) seconds.
- Videographer must show Performer from his/her side throughout the sequence.

3.2.5 Max Value 10 pts: Layout Angle Flying with a flip

- The move is performed as described in 7.5, but performer must maintain a layout position through the full sequence.

3.2.6 Judging Guidelines:

- When this Compulsory Sequence is performed first in the compulsory routine, 70% will be deducted.

3.3. FR-7. Side Flying

3.3.1 Rotating Side Pose:

- At the beginning, the performer is on their side, with the legs together, facing the camera.
- While on their side, the Performer does a 360° rotation (either forward or backward).

3.3.2 Videographer Requirements

- Videographer must be on the same level with the performer.
- Videographer must maintain the same distance from the performer throughout the sequence.

3.3.3 Max Value 5 pts: Rotating Side Pose

- The move is performed as described above.

3.3.4 Max Value 7.5 pts: Rotating Layout Side Pose

- The move is performed as described above.
- The performer must be in a layout position, without a bend in the waist/hips/knees, with their legs together.

3.3.5 Max Value 10 pts: Rotating Layout Side Pose with a Stop

- The layout side rotation is performed as described above.
- At the end of the rotation, the performer must hold a side pose, in a layout position for two (2) seconds.

3.4. FR-8. Head-up Straddle Spins

3.4.1 Head-up Straddle Spins

- The performer is in the straddle position, without any bend at the waist, in the head-up orientation.
- Spins can be in either direction.
- At the beginning and end, the performer must show a momentary stop in the Head-up Straddle.
- At the beginning and the end, the videographer must show the front of the performer.

3.4.2 Max Value 3 pts: Head-up Straddle Spins

- The Straddle must pirouette rapidly, with three (3) pirouette rotations performed within five (5) seconds from the start of the first rotation.
- The videographer must be on the same level throughout the sequence.

3.4.3 Max Value 5 pts: Head-up Straddle Spins with Synchronized Carve

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- The straddle must pirouette rapidly, with three and a half (3.5) pirouette rotations performed within five (5) seconds from the start of the first rotation.
- Synchronous with the performer's pirouetting, the videographer must carve 180° opposite the performer's rotation.
- The videographer must be on the same level throughout the sequence.

3.4.4 Max Value 10 pts: Head-up Straddle Spins with Half Eagle

- The Straddle must pirouette rapidly, with three and a half (3.5) pirouette rotations performed within five (5) seconds from the start of the first rotation.
- Synchronous with the performer's pirouetting, the videographer must perform a Half Eagle, passing under the performer with a half (180°) camera roll at the lowest point.
- The half (180°) camera roll must be in the opposite direction of the performer's pirouetting.
- At the beginning and end, the videographer must be on the same level.

3.4.5 Judging Guidelines:

- When the videographer passing under the performer, during the Half Eagle, makes the camera roll to the wrong direction, 30% will be deducted.
- When the legs are clearly not straddled at least 90° apart, 30%-50% will be deducted.
- If there is a bend at the waist, 50% will be deducted.
- If no momentary stop is shown at the beginning OR end, 5% will be deducted.
- If the stop is not shown at the beginning AND end, 10% will be deducted.

Appendix B: Freeflying Compulsory Sequences

1. General

- 1.1. The order in which these Compulsory Sequences can be performed is determined by the team.
- 1.2. The team must submit the order of the Compulsory Sequences and their chosen Max Values before the start of the competition to the Chief Judge. (See Rules Specific to the Event, 3.2.4 and Appendix E.)
- 1.3. If the Judges determine that the Team has performed a lower Max Value of a Compulsory Sequence than the declared Max Value, the maximum score will be 0.5 points less than the lower Max Value actually performed.
- 1.4. The Compulsory Sequences must be performed in the submitted order.
- 1.5. When the layout position is specified, both legs must be together (max shoulder width), with the knees straight, without any bend at the waist / hips.
- 1.6. The face-to-face requirement means that the performers must be with their heads at the same level and looking at each other.
- 1.7. Being on the same levels means that the Centers of Gravity (CGs) of the performers are at the same level.
- 1.8. The judging of each sequence begins when the Judges see the team begin the sequence from the described beginning position (after a transition from the previous move with or without a momentary stop).
- 1.9. The judging of each sequence ends when the Judges see the team completes or abandons the performance requirements of that sequence.
- 1.10. The videographer must maintain a consistent distance from the performer's center point throughout each Compulsory Sequence, except where the Compulsory Sequence description specifically prescribes otherwise.
- 1.11. The video image must be upright with the sky in the upper portion of the frame throughout each Compulsory Sequence, except where the Sequence description specifically prescribes otherwise. Otherwise, the maximum possible score for the Compulsory Sequence is 70% of the Max Value.

2. First Compulsory Round (Round 2)

2.1. FF-1. Double Joker Reverse

- 2.1.1 Double Joker Reverse:
 - One performer is in a head-up orientation, the other in a head-down orientation, face-to-face.
 - A right hand-to-right hand grip (or left hand-to-left hand) is taken and must be maintained during the entire sequence.
 - The formation is rotated 180° over the top, the head-up performer must move directly over the other performer into a head-down orientation. At the same time, the head-down performer moves directly underneath into a head-up orientation. (No sideways rotation is allowed.) This 180° rotation must be continuous.
 - The performers must end up in the opposite orientations and on the opposite heading.
 - After this 180° rotation (the stop in between is only momentary), the formation is rotated in the reverse direction, (180° over the top) until the performers end on the original heading in their original orientations.
- 2.1.2 Videographer requirements:
 - The videographer must show the performers from the side.
 - The videographer must stay on the same level with the performers' center point.
- 2.1.3 Max Value 5 pts: Double Joker Reverse is performed as described above.
- 2.1.4 Max Value 7.5 pts: Double Joker Reverse with Synchronized Camera Roll
 - The Double Joker Reverse is performed as described plus the following:
 - The videographer must perform a camera roll simultaneously with the performers, showing an image as if the performers remain static with only the background scenery moving.
- 2.1.5 Max Value 10 pts: Double Joker Reverse in Layout Position with Synchronized Camera Roll
 - The Double Joker Reverse is performed as described plus the following:
 - The Performers must maintain a layout position, without any bend at the waist, with the knees straight, throughout the entire sequence

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- The videographer must perform a camera roll simultaneously with the performers, showing an image as if the performers remain static with only the background scenery moving.

2.1.6 Judging Guidelines:

- Wrong grip location (not right-to-right hand or left-to-left hand), 30% will be deducted.
- Wrong grip is not hand-to-hand, 30% will be deducted.
- When the videographer makes the camera roll in the wrong direction, 30% will be deducted.
- When the performers rotate in the wrong direction, 30% will be deducted.

2.2. FF-2. Cat Barrel Roll

2.2.1 Cat Position:

- Both performers are in a belly-down orientation.
- One performer has grips on the lower legs or feet of the other performer, the right hand on the right lower leg/foot and the left hand on the left lower leg/foot.
- The upper legs should be in line with the torso.
- Both performers simultaneously perform one (1) full barrel roll along the same axis, maintaining the same heading.
- The barrel rolling can be in either direction.

2.2.2 Videographer requirements:

- At the beginning, the videographer must be in line with the body left-right axes of the performers showing a side of the performers.
- The videographer must be on the same level as the performers' center point and remain in place throughout the sequence.

2.2.3 Max Value 5 pts: Cat Barrel Roll is performed as described above.

2.2.4 Max Value 7.5 pts: Double Cat Barrel Roll

- The Cat Barrel Roll is performed as described but with two (2) rolls.
- Both performers simultaneously perform two (2) consecutive full barrel rolls, without stopping, along the same axis, maintaining the same heading.

2.2.5 Max Value 10 pts: Double Cat Barrel Roll in Layout Position

- The Cat Barrel Roll is performed as described but with two (2) rolls.
- Both performers simultaneously perform two (2) consecutive full barrel rolls, without stopping, along the same axis, maintaining the same heading.
- The performers must maintain a layout position throughout the entire sequence.

2.2.6 Judging Guidelines:

- When one (or both) grip(s) is (are) not on the lower leg/feet, the maximum score will be 70% of the Max Value.
- If the two (2) barrel rolls are not consecutive and smooth, the maximum score will be 80% of the Max Value.
- When one performer is not in layout position when it is required, the maximum score will be 75% of the Max Value.
- When both performers are not in layout position when it is required, the maximum score will be 60% of the Max Value.

2.3. FF-3. Turning Totem

2.3.1 Totem:

- Both performers are in a head-up orientation, facing the same direction.
- One performer demonstrates a feet-to-shoulder dock, a separate foot on each side of the head of the lower performer, without any additional grips.
- The left foot of the top performer must be on the left shoulder of the lower performer and the right foot of the top performer must be on the right shoulder of the lower performer.
- Both performers simultaneously pirouette 360°.
- The pirouette can be in either direction.
- Both performers must stay in the same axis during the pirouette, without wobbling.

2.3.2 Videographer requirements:

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- At the beginning and the end, the videographer must show the front of both performers, on level with the head of the lower performer and remain in place throughout the sequence.
- 2.3.3 Max Value 5 pts: Turning Totem is performed as described above.
- 2.3.4 Max Value 7.5 pts: Layout Top Turning Totem
- The Turning Totem is performed as described plus the following:
 - The performer on the top must be in a layout position throughout the sequence.
- 2.3.5 Max Value 10 pts: Layout Turning Totem
- The Turning Totem is performed as described plus the following:
 - Both Performers must be in a layout position, without any bend at the waist, with the knees straight throughout the sequence
- 2.3.6 Judging Guidelines:
- For assisting grip(s), (for example, hands on feet), the maximum score will be 70% of the Max Value.

2.4. FF-4. Head-Down Carve

- 2.4.1 Head-Down Carve:
- Both performers are in a head-down orientation, facing one another on the same level.
 - Both performers start carving around an imaginary center between them.
 - A minimum of 360° of carving must be performed by the performers.
 - The carving orbits must be round (not elliptical).
 - The performers must maintain the same distance from each other and remain facing one another during the sequence.
- 2.4.2 Videographer requirements:
- The videographer must be carving around in the opposite direction of the performers, maintaining the same distance and the same level.
 - A minimum of 360° of carving must be performed by the videographer, at the same speed as the performers.
 - The videographer must stay on the same level as the performers.
- 2.4.3 Max Value 3 pts: 360° Head-Down Carve is performed as described above.
- 2.4.4 Max Value 5 pts: Head-Down Carve with Carousel
- The Head-Down Carve is performed as described above and then a Carousel.
 - Upon completing 360° of carving, the performers, each perform an individual 360° pirouette while arched at the hips.
 - The videographer must be stationary, showing the sides of the performers at the beginning and end of the Carousel.
- 2.4.5 Max Value 7.5 pts: Head-Down Carve with Videographer Carving
- Head-Down Carve is performed as described above, but outfacing (without a Carousel).
 - Both performers are in head-down orientation, outfacing with their backs to one another, and on the same level.
 - A minimum of 720° of carving must be performed by the performers.
 - A minimum of 360° of carving must be performed by the videographer.
- 2.4.6 Max Value 10 pts: Outface Head-Down Layout Carve with Videographer Carving
- Outface Head-Down Carve is performed as described above, plus the following:
 - Both performers must be in a layout position throughout the sequence.

3. Second Compulsory Round (Round 5)

3.1. FF-5. Full Eagle

- 3.1.1 Eagle:
- Both performers are in a head-down orientation, facing the videographer.
 - The performers go below the videographer as the videographer goes over the top, moving around an imaginary center between them so that they end up in opposite positions and orientations than they originally began. The movement continues until the performers and the videographer end up in their relative beginning positions.
 - The Full Eagle should be performed as one continuous movement.

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- The Full Eagle must remain on the same heading.
- 3.1.2 Videographer requirements:
- The videographer must show the performers from their front during the entire sequence.
- 3.1.3 Max Value 3 pts: Full Eagle is performed as described above.
- 3.1.4 Max Value 5 pts: Linked Full Eagle
- Full Eagle is performed as described above, but linked.
 - Both performers maintain a hand-to-hand grip (left hand of one performer with the right hand of the other performer or vice versa) throughout the entire sequence.
- 3.1.5 Max Value 7.5 pts: Linked Full Eagle with 360° Pirouette
- The Linked Full Eagle is performed as described above.
 - Both performers maintain a hand-to-hand grip (left hand of one performer with the right hand of the other performer or vice versa) throughout the entire sequence, except for the 360° pirouettes.
 - The performers must simultaneously perform individual 360° pirouettes in the middle of the second part of the Eagle (when they are above the videographer).
 - The videographer must show the performers from their front during the whole sequence, with the exception of the pirouettes.
- 3.1.6 Max Value 10 pts: Linked Full Eagle with Front Loop
- The Full Eagle is performed as described above, but linked and with a Front Loop.
 - Both performers maintain a hand-to-hand grip (left hand of one performer with the right hand of the other performer or vice versa) throughout the entire sequence.
 - The performers must perform a tight tuck front loop (trick) in the middle of the second part of the Eagle (when they are above the videographer).
 - The videographer must show the performers from their front during the whole sequence, with the exception of the full tuck front loop.
- 3.1.7 Judging Guidelines:
- When the grip is not hand-to-hand, when required, the maximum score will be 75% of the Max Value.
 - When the tuck is not tight for the front loop, the maximum score will be 8.5 points.

3.2. FF-6. Angle Flying

- 3.2.1 This compulsory sequence must not be the first one performed.
- 3.2.2 Both performers are in an approximately 45° diagonal orientation with their heads low.
- 3.2.3 Max Value 3 pts: Angle Flying Pose
- One performer is facing upward (with a slight arch at the waist), and the other performer is facing downward, face-to-face.
 - This angle flying must be maintained for a minimum of three (3) seconds.
 - The videographer must show the performers from the side.
 - The videographer must show the horizon at an approximately 45° diagonal angle.
- 3.2.4 Max Value 5 pts: Angle Flying with Synchronized Back Loops
- At the beginning and the end, both performers are side-by-side, facing upward, with a slight arch at the waist.
 - Both performers must simultaneously perform a full back loop.
 - The videographer must show the front (with the exception of the full back loop) of the performers from above.
- 3.2.5 Max Value 7.5 pts: Angle Flying with Synchronized Barrel Rolls
- At the beginning and the end, both performers are side-by-side, facing downward.
 - At the beginning and the end, the videographer must show the performers from the side.
 - Both performers must simultaneously perform a 360° barrel roll.
 - The videographer must simultaneously carve 180° going over the performers and end on the opposite side of the performers' center point.
- 3.2.6 Max Value 10 pts: Angle Carving

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- At the beginning and the end, one performer is facing upward, and the other performer is facing downward, face-to-face.
- At the beginning and the end, the performer facing upward must be in a layout position without any bend at the waist.
- At the beginning and the end, the videographer must show the performers from the side.
- At the beginning and the end, the videographer must show the horizon at an approximately 45° diagonal angle.
- At the beginning and the end, the performers must appear vertical in the video frame throughout the sequence.
- The performers make a 180° inface carve on the same diagonal line of flight.
- The carving must be round (not elliptical).
- During the carve, performers must stay on level (based on the line perpendicular to the diagonal).
- The videographer must simultaneously carve 180° going under the performers in the opposite direction and end on the opposite side of the performers' center point.
- The videographer must maintain the same distance and the same level with the performers' center point.

3.2.7 Judging Guidelines:

- When this compulsory sequence is performed first in the compulsory routine, the maximum score will be 30% of the Max Value.
- When the 180° inface carve made by the performers is not on the same diagonal line of flight (i.e., both performers with wind on their backs), the maximum score will be 7.5 points.
- If the angle is not approximately 45° where specified, the maximum score will be 50% of the Max Value.

3.3. FF-7. Synchronized Back Layouts

3.3.1 Synchronized Layout Backloops:

- Both performers begin in a layout position in a head-up orientation, side by side, on the same level and heading.
- Both performers simultaneously perform a full back loop in the layout position.
- Looping motion must be smooth, around the same horizontal axis, without wobbling.
- Both performers simultaneously end in a head-up orientation, side-by-side, both facing the videographer.
- Both performers must maintain the layout position throughout the sequence.

3.3.2 Videographer requirements:

- At the beginning, the videographer must be in front of both performers.
- The videographer must stay on the same level as the performers' center point and remain in place throughout the sequence.

3.3.3 Max Value 3 pts: Single Layout Backloops performed as described above.

3.3.4 Max Value 7.5 pts: Two (2) Layout Backloops

- Without stopping, both performers simultaneously perform a second full back loop in the layout position.

3.3.5 Max Value 10 pts: Two (2) Layout Backloops with Half Twist

- Layout Backloops performed as described above.
- Without stopping, both performers simultaneously perform a second full back loop with half twist in the layout position.
- The half twist must be performed within and evenly executed throughout the loop, and performed in the same direction.
- Both performers simultaneously end in a head-up orientation, side-by-side, both facing away from the videographer.

3.3.6 Judging Guidelines:

- When each performer is twisting in a different direction, 30% will be deducted.

3.4. FF-8. Head-Up Grip Sequence

- Both performers are in a head-up orientation.
- After making the required grip(s), both performers simultaneously release their grip(s).
- The distance between the performers must remain the same throughout the entire sequence.

3.4.1 Max Value 3 pts: Head-Up Side-by-Side Grip 360°

- At the beginning, both performers are side-by-side. (Sit position is allowed.)
- A hand-to-hand grip is taken (left-to-right or right-to-left).
- After grip release, both performers simultaneously perform a 360° pirouette while remaining on the same level and retake the grip.

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- The videographer must show the front of the performers at the beginning, on the same level, remain on level and remain in place throughout the entire sequence.
- 3.4.2 Max Value 5 pts: Head-Up Face-to-Face Grips 360°
- At the beginning, both performers are face-to-face. (Sit position is allowed.)
 - A double hand-to-hand grip is taken (left-to-right and right-to-left).
 - After grip release, both performers simultaneously perform a 360° pirouette while remaining on the same level.
 - Both performers retake both grips at the same time.
 - At the beginning, the videographer must show the side of the performers, on the same level, remain on level and remain in place throughout the entire sequence.
- 3.4.3 Max Value 7.5 pts: Head-Up Side-by-Side Grip 360° - Layout Position
- Both performers must maintain the layout position throughout the entire sequence.
- 3.4.4 Max Value 10 pts: Head-Up Face-to-Face Grips 360° - Layout Position
- Both performers must maintain the layout position throughout the entire sequence.
- 3.4.5 Judging guidelines
- When either (or both) performer(s) is (are) in the sit flying, or kneeflying, or other wrong body position when the layout position is required, the maximum score will be 50% of the Max Value.
 - When double hand-to-hand grips are not taken simultaneously, the maximum score will be 80% of the Max Value.
 - When only one (1) grip is taken when two (2) should be taken, the maximum score is 70% of the Max Value.
 - When any grip(s) is(are) not hand-to-hand, 30% will be deducted.

Appendix C: Body Parts, Positions, Orientations, Rotations And Videography

1. Body Parts

- 1.1. In Freeflying, grips can be taken and docks can be placed on specified body parts as follows:
 - 1.1.1 Head: the part of the body above the neck.
 - 1.1.2 Shoulder: the upper part of the body between the neck and the upper arm.
 - 1.1.3 Torso: the body, including the shoulder and parachute, but excluding arms, legs, head and neck.
 - 1.1.4 Arm: the whole arm from the parachute harness, including upper arm, lower arm, wrist and hand, but excluding the shoulder.
 - 1.1.5 Upper Arm: the part of the arm between the shoulder and the elbow.
 - 1.1.6 Lower Arm: the part of the arm between the elbow and the wrist.
 - 1.1.7 Hand: the part of the arm past the wrist.
 - 1.1.8 Leg: the whole leg from the parachute harness, including the upper leg, knee, lower leg and foot.
 - 1.1.9 Upper Leg: the part of the leg between the leg strap of the parachute harness and the knee.
 - 1.1.10 Knee: the part of the leg between the upper leg and the lower leg.
 - 1.1.11 Lower Leg: the part of the leg between the knee and the ankle.
 - 1.1.12 Foot: the part of the leg past the ankle.
 - 1.1.13 Sole: that part of the foot on which a person stands.

2. Body Positions

2.1. Introduction

- The body can be in an arch, layout or pike position with the limbs in any of various positions. These define the amount of bend at the waist/hips and the angle of the upper legs (thighs) relative to the torso. Additional body positions define the relationship of the limbs to the torso. The arms are left free to control the position.

2.2. Arch Position

- The torso is arched at the waist/hips, such that the angle between the front of the torso and the thighs is greater than 180° (if viewed from the side).
- If both legs are together with the knees straight, the angle between the front of the torso and both thighs must be greater than 180° (if viewed from the side).
- If the legs are in a creative position, at least one thigh must show an angle greater than 180° from the front of the torso (if viewed from the side).
- The head may be arched back.

2.3. Layout Position

- The torso is straight; with no bend at the waist/hips (if viewed from the side).
- If both legs are together with the knees straight, both legs must be in line with the torso (if viewed from the side).
- If the legs are in a creative position, at least one thigh must be in line with the torso (if viewed from the side).

2.4. Pike Position

- The torso is bent forward at the waist/hips, such that the angle between the front of the torso and the thighs is less than 180° (if viewed from the side).
- If the legs are both together and straight at the knees or in a creative position, the angle between the front of the torso and the thighs must be less than 180° (if viewed from the side).
- For a Loose Pike, the angle between the front of the torso and the thighs is between 90° and 180° (if viewed from the side).
- For a Tight Pike, the angle between the front of the torso and the thighs is less than 90° (if viewed from the side).

2.5. Tight Tuck Position

- The torso is bent forward at the waist/hips such that the angle between the front of the torso and the thighs is less than 90° (if viewed from the side).
- The knees are bent, such that the angle between the upper and lower legs is less than 90°. The knees are not necessarily all the way up against the chest.
- The knees may be together or spread apart.
- For a Loose Tuck, the two described angles are between 90° and 180° (if viewed from the side).

2.6. Sit Position

- The torso is vertical in a head-up orientation.
- The angle between the front of the torso and thighs is between 90° and 145° (if viewed from the side).
- The knees are bent such that the angle between the upper and lower legs is between 90° and 145°.
- The lower legs are parallel to the torso.
- The knees may be together or spread apart.

2.7. Stag Position

- One leg is completely straight at the knee.
- The other leg is flexed forward at the hip and the knee is flexed to place the toe at the knee of the straight leg. The knee is flexed at least 90°.
- An Open Stag is when the lower leg of the bent leg is parallel with the upper leg of the straight leg. (The toe is not placed at the knee of the straight leg.)
- The knee of the leg placed in the Stag points forward.
- The body can be in an arched, layout or piked position while in a Stag Position.

2.8. Straddle Position

- The legs are split apart, from side to side, with at least a 90° angle between them (if viewed from the front).
- Both knees are straight.
- The body can be arched (Arched Straddle Position), in a layout (Layout Straddle Position) or piked (Piked Straddle Position) with the legs in a Straddle position.

2.9. Split Position

- The legs split apart from front and back, with at least a 90° angle between them (if viewed from the side).
- Both knees are straight.

2.10. Tee Position

- The torso may be straight, with no bend at the waist, or arched.
- One leg is extended in front of the torso, with an angle of 90° between the front of the torso and the thigh (if viewed from the side).
- The other thigh is in line with the torso or has an angle greater than 180° from the torso (if viewed from the side).
- Both knees are straight.

2.11. Compass position

- The torso is in the head-up orientation.
- One leg is in line with the torso.
- For a parallel Compass, the other leg is raised forward, such that the angle between the thigh and torso is 90° or less.
- For a turned-out Compass, the other leg is split to the side with the knee pointed upward, such that the angle between the thigh and torso is 90° or less.
- Both knees are straight.
- The body can be in an arched or layout position with the legs in a Compass.

3. Orientations

3.1. Introduction

- There are six (6) different orientations (not including the diagonal orientations) which a body can have to the relative wind (or ground when at terminal velocity without horizontal movement). These define which way the torso is oriented.

3.2. Belly-down Orientation

- The torso is horizontal, on its front, facing down towards the relative wind.

3.3. Back-down Orientation

- The torso is horizontal, on its back, facing upwards away from the relative wind.

3.4. Sideways Orientation

- The torso is horizontal, on its side, with either side facing towards the relative wind. At terminal velocity without horizontal motion, the chest is facing the horizon.

3.5. Head-up Orientation

- The torso is vertical with the head pointing up, away from the relative wind.

3.6. Head-Down Orientation

- The torso is vertical with the head presented into the relative wind.

3.7. Diagonal (Angle) Orientations

- The diagonal orientation is with respect to the horizon line and ground at terminal velocity. The torso is on a diagonal with respect to the horizon line and ground, at an angle between the six (6) basic orientations. The torso may be head high or head low. The front of the torso may be pointed towards the ground, towards the sky or any direction about the Body Head-Tail axis.

4. Rotation Axes

4.1. Introduction

- Most moves involve some rotational motion of the body. A total of five (5) axes are used to describe the six (6) possible basic rotational motions.

4.2. Wind Axes

- There are two (2) inertial axes that stay fixed with respect to the relative wind (or ground when at terminal velocity with no horizontal motion).

4.2.1 Vertical Axis

- The vertical axis remains parallel to the relative wind, (pointing from the sky to the ground when at terminal velocity with no horizontal motion).

4.2.2 Horizontal Axis

- The horizontal axis is any axis perpendicular (90°) to the relative wind, (pointing to the horizon when at terminal velocity with no horizontal motion). It may have any heading (pointing towards any desired point on the horizon).

4.3. Body Axes

4.3.1 There are three (3) body axes that stay fixed with respect to the performer's body.

4.3.2 Body Head-Tail Axis

- The body head-tail axis is oriented lengthwise through the performer's torso, pointing from head to tail-bone.

4.3.3 Body Front-Back Axis

- The body front-back axis is oriented forwards and backwards through the performer's belly, pointing from front to back.

4.3.4 Body Left-Right Axis

- The body left-right axis is oriented sideways through the performer's hips, pointing from left to right.

5. Basic Rotational Actions

5.1. Introduction

- There are six (6) basic rotational actions that form the basis for most moves. Twisting combines rotational actions.

5.2. Flat Turns

- Flat turns involve a rotation about the body front-back axis when that axis is aligned with the vertical axis. The performer's heading is changing. The body can be belly-down or back-down while performing a flat turn. During a right flat turn, the upper body is moving towards the right shoulder, or vice versa.

5.3. Pirouettes

- Pirouettes involve a rotation about the body head-tail axis when that axis is aligned with the vertical axis. The performer's heading is changing. The body can be head-up or head-down while performing a pirouette. During a right pirouette, the front of the chest is rotating towards the right, or vice versa.

5.4. Barrel Rolls

- A barrel roll is a rotation about the body head-tail axis when that axis is aligned with the horizontal axis. A barrel roll may begin and end in a belly-down, back-down or sideways orientation. During a right barrel roll, the front of the chest is rotating towards the right, or vice versa.

5.5. Loops

5.5.1 A loop is a head-over-heels rotation about the body left-right axis when that axis is aligned with the horizontal axis. The body passes through a head-up, belly-down, head-down and/or back-down orientation during the course of the loop. A loop may begin and end in a head-up, belly-down, head-down, and/or back-down orientation. A loop needs not start nor finish in an exact head-up, head-down, belly-down, and/or back-down orientation. A loop is considered to be a full loop when the head has traveled 360° around the horizontal axis from the point at which it started. There are two kinds of loops:

5.5.2 Back Loop

- A back loop is a loop rotation initiated with the torso rotating backwards.

5.5.3 Front Loop

- A front loop is a loop initiated with the torso rotating forward.

5.6. Cartwheels

- A cartwheel is a head-over-heels rotation about the body front-back axis when that axis is aligned with the horizontal axis. The body passes through a head-up, sideways and/or head-down orientations during the course of a cartwheel. A cartwheel needs not start nor finish in an exact head-up, sideways or head-down orientation. A cartwheel is considered to be a full cartwheel when the head has travelled 360° around the horizontal axis from the point at which it started. During a right Cartwheel, the upper body is moving towards the right shoulder, or vice versa.

5.7. Sideloops

- A loop in the sideways orientation is a rotation about the body left-right axis when that axis is aligned with the vertical axis. For example, a pinwheel is a true loop on the side.

5.8. Twists

5.8.1 Twisting combines rotational actions by adding a rotation about the body head-tail axis during a rotation about the body left-right or front-back axis, aligned with either the horizontal or vertical axis. There are two (2) basic categories of twists.

5.8.2 Vertical Twists

- A vertical twist is a head-over-heels rotation about the horizontal axis (loop or cartwheel) combined with a rotation about the body head-tail axis. A single or full twist is defined to be a 360° rotation about the body head-tail axis over the course of a 360° loop or cartwheel. The amount of twist contained within a loop or cartwheel is the amount of twisting rotation completed after a 360° looping or cartwheeling rotation has been performed, when measured from the point in the loop or cartwheel at which the twist was first initiated. Twists may be initiated at any position in the loop or cartwheel and in any direction.

5.8.3 Horizontal Twists

- A horizontal twist is a rotation about the vertical axis (flat turn or side loop) combined with a rotation about the body head-tail axis. A single or full twist is defined to be a 360° rotation about the body head-tail axis over the course of a 360° flat turn or side loop. For example, a Flip Through is a horizontal twist.

6. Circular Pathways

6.1. Introduction

6.1.1 There are two (2) basic types of circular pathways a performer(s) may follow with respect to another Team Member, which can be performed either infacing or outfacing. Circular pathways may have embedded moves (e.g. Carousel).

6.1.2 Infacing

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- The front of the torso faces inward towards the concave side of the pathway, while moving about an imaginary center.

6.1.3 Outface (Blind)

- The front of the torso faces outward away from the concave side of the pathway, while moving about an imaginary center.

6.2. Carving

- The performer's body traces a circular path about an imaginary center in approximately a horizontal plane. Carving is performed while head-down, head-up or in other orientations.

6.3. Vertical Orbits

6.3.1 The performer's body traces a circular path about an imaginary center in a vertical plane. Eagles and Reverse Eagles are two (2) common forms of Vertical Orbits that involve also rotating about the Body Left-Right Axis.

6.3.2 Eagle

- An Eagle begins with each Team Member in the opposite orientation, facing away or toward one another. An Eagle may be performed by a performer(s) with their videographer or by two performers with each other. The Team Members travel in a Vertical Orbit while continuously leading with the head, passing through the back-down, head-up, belly-down and/or head-down orientation (in that order, if infacing, maintaining continuous eye contact). An Eagle may begin from any orientation in this progression. A Half Eagle is when 180° of vertical orbiting is complete. A Full Eagle is when 360° of vertical orbiting is complete.

6.3.3 Reverse Eagle

- A Reverse Eagle begins with each Team Member in the opposite orientation, facing away or toward one another. A Reverse Eagle may be performed by a performer(s) with their videographer or by two performers with each other. The Team Members travel in a Vertical Orbit while continuously leading with the feet (or tail-bone), passing through the back-down, head-down, belly-down and/or head-up orientation (in that order, if infacing, maintaining continuous eye contact). A Reverse Eagle may begin from any orientation in this progression. A Half Reverse Eagle is when 180° of vertical orbiting is complete. A Full Reverse Eagle is when 360° of vertical orbiting is complete.

7. Artistic Videography

7.1. Introduction

7.1.1 Videographers can provide basic types of images, camera motions and rotations. Any one or any combination of the following may be performed in artistic videography.

7.2. Orientation of the Video Image

7.2.1 Upright Video Image - The scenery is right side up on the screen. When at terminal velocity falling straight down, the sky appears in the top of the TV screen and the ground appears in the bottom of the TV screen.

7.2.2 Upside-down Video Image - The scenery is upside-down on the screen. When at terminal velocity falling straight down, the sky appears in the bottom of the TV screen and the ground appears in the top of the TV screen.

7.2.3 Sideways Video Image - The scenery is sideways on the screen. When at terminal velocity falling straight down, the horizon line extends from the top to the bottom of the TV screen with the sky on one side and the ground on the other side.

7.3. Rotational Movements of the Camera

7.3.1 Camera Roll - The videographer performs a maneuver that causes the scenery to rotate within the frame. There is a point on the TV screen about which everything appears to rotate. It may be performed even with, looking up to, or looking down to the performer(s).

7.3.2 Camera Pan - The videographer rotates in such a manner as to cause the scenery to move into and out of either the right or left side of the TV screen. The camera may pan right or pan left.

7.3.3 Camera Tilt - The videographer rotates in such a manner as to cause the scenery to move into and out of either the top or bottom of the TV screen. The camera may tilt up or tilt down.

7.4. Translational Movements of the Camera

7.4.1 Pedestal Up/Down (fall-rate control) - The act of changing levels relative to the performer(s). By means of fall-rate control, the videographer may ascend or descend relative to the performer(s).

7.4.2 Dolly In/Out (proximity) - The act of changing distance relative to the performer(s). The videographer may dolly in (move closer) to the performer(s) or dolly out (move farther) from the performer(s).

7.4.3 Horizontal Orbit or Horizontal Carve - A complete or partial arcing path performed by the videographer even, below, or above the performer(s).

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- 7.4.4 Vertical Orbit (Eagling or Reverse Eagling) - Complete or partial arcing path performed by the videographer flying over and/or under the performer(s).

Appendix D: Artistic Events Initial Difficulty Score

1. General

- 1.1. Initial Difficulty Score is the combined result of several factors.
- 1.2. Moves are classified from very easy to very difficult. The overall performance of the routines (poses, moves and transitions) counts for the Initial Difficulty Score.

2. Difficulty Factors

- 2.1. In general, difficulty factors include:

| | Easy | Difficult |
|---------------|---|---|
| Body Position | Large support base | Small support base |
| | Bent body position | Layout body position |
| Orientation | Head-down | Head-up (with feet well below knees and knees well below hips) |
| | Vertical movement | Traveling movement |
| Moves | Minimum or no variety of moves and styles | Variety of moves and styles (Carving, Eagle, Tricks, Acrobatics, etc.) |
| | Rotations on one axis | Rotations on more than one axis (in which use of three axes is more difficult than use of two axes) |
| | Transitions between moves with the same axes | Transitions between moves with different axes |
| | Single rotation | Multiple rotations |
| | Single move | Consecutive moves with minimal setup; combined moves (a move within a move) |
| | No direction change | Reversal of direction |
| Team Work | No speed changes | A lot of speed changes |
| | Poor or lack of synchronization with videographer | Moves synchronized with videographer |
| | Eye Contact; Team Members facing each other | No Eye Contact; Team Members "out facing" from each other (blind) |
| | Static images | Ongoing camera moves utilizing all axes |

Combinations of multiple factors further increase the Initial Difficulty Score. Teams are not expected to demonstrate all of the above factors within one routine. A difficulty factor may sometimes have the opposite effect of making a move easier, e.g., headup flying with the knees and feet higher than the hips makes the headup move easier than a head-down move. Judges are expected to apply additional knowledge and understanding of difficulty.

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USPA National Canopy Piloting Championships Rules



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1. Rules Specific To The Competition

1.1. Aims of the Competition

- 1.1.1 To determine the champions of canopy piloting.
- 1.1.2 To promote safety and develop canopy piloting training and competition.
- 1.1.3 To exchange ideas and strengthen friendly relations between USPA members, judges, support personnel and guest participants from other nations. To allow participants to share and exchange experience, knowledge, and information.
- 1.1.4 To improve judging methods and practices.

1.2. Program of Events

- 1.2.1 The competition shall be comprised of three rounds in each of the events Speed, Distance and Zone Accuracy, as described in §2.
- 1.2.2 For the Speed event, the host must specify the direction of the carve (left or right) in the bid.
- 1.2.3 The minimum number of rounds required for a valid event is one. A valid competition requires a valid event in either Speed, Distance or Zone Accuracy.

2. Event Descriptions And Objectives

2.1. Standard Competition Format Events

- 2.1.1 Carved Speed 70m: To navigate a parachute in as fast a time as possible through G1 to G5 while remaining within the boundaries of the carved course. See §4.1 and §4.2 for additional requirements.
- 2.1.2 Drag Distance 50m: To navigate a parachute as far as possible from the entry gate after dragging water at or before G1, flying through G1 and G5 (50m), and landing within the boundaries of the course. See §4.1 and §4.3 for additional requirements.
- 2.1.3 Zone Accuracy: To navigate a parachute through G1, perform a water drag through as many of the water gates as possible, and continue on to land within a landing zone. See §4.1 and §4.4 for additional requirements.

3. General Rules

3.1. Wind Conditions and Indicators

- 3.1.1 The maximum allowable wind speed as measured by an anemometer is seven (7) m/s in any direction on the competition course, except for Zone Accuracy where it is five (5) m/s.
 - 3.1.1.1 The maximum allowable wind speed for all advanced-class events shall be five (5) m/s.
 - 3.1.1.2 At every landing area, the speed and direction of the wind must be indicated by an anemometric system which must function without interruption. The minimum height of the anemometer head is six (6) meters above ground level; the Chief Judge will decide its location after giving consideration of possible environmental influences. This decision is not grounds for protest.
- 3.1.2 The anemometer shall be checked at 10-minute intervals. During the Speed and Distance events, if the winds exceed five (5) m/s, it shall be monitored constantly until the winds have remained below five (5) m/s for at least 5 minutes. In Zone Accuracy, if the winds exceed three (3) m/s, it shall be monitored constantly until the winds have remained below three (3) m/s for at least 5 minutes.
- 3.1.3 A windsock capable of responding to winds of at least two (2) m/s shall be positioned within 50 meters of the course.
- 3.1.4 A wind direction indicator (streamer) capable of responding to winds of less than two (2) m/s shall be mounted on a pole within 20 meters of G1.
- 3.1.5 The Chief Judge will decide the positions of the wind indicating devices, ensuring that both are fully visible for competitors approaching the course. This decision is not subject to protest.

3.2. Minimum Exit Altitude on One Pass

- 3.2.1 1200 meters AGL with 1 or 2 competitors
- 3.2.2 1500 meters AGL with 3 or 4 competitors
- 3.2.3 2000 meters AGL with 5 or 6 competitors

3.3. Equipment and Weights

- 3.3.1 All competitors must wear a hard-shell protective head cover.
- 3.3.2 Protective equipment may be worn and is strongly recommended. It must not hinder the competitor's parachute equipment or compromise safety, as determined by the Meet Director.

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- 3.3.3 DWIPE: At the time of the weighing carried out by the Chief Judge, or a person designated by the Chief Judge, DWIPE is calculated and recorded. DWIPE is the basis to define the maximum amount of additional individual weight allowed in accordance with the list in Addendum F.
- 3.3.4 A deviation of one kilogram on DWIPE measured in §3.3.3 is allowed to cover discrepancies between different scales used or the event of a competitor being wet if weighed after the jump.
- 3.3.5 All additional weight components must have a single-handle quick-release system. The release handle must be located on the front part of the competitor's torso, be freely accessible and be made in such a way as to allow it to be quickly operated by a rescue person in case of an emergency. It must not come loose by itself and must be acceptable to the Meet Director.
- 3.3.6 A scale capable of indicating the weight in increments of 1/10 of a kilogram must be provided. A second identical scale must be available at the request of the Chief Judge, depending on the competition set-up (e.g., if the boarding area is far from the course).
- 3.3.7 The Chief Judge will determine random-competitor-weight-check selection prior to and during the competition.

3.4. Official Practice Period

- 3.4.1 The official practice period (OPP) is the period of two days before the official date of the start of the competition.
- 3.4.2 The organizer must provide the opportunity for practice jumps for the competitors on the event courses during the OPP. The schedule and details of the different event courses must be agreed by the Chief Judge and the Meet Director and be announced at the beginning of each day so that competitors and judges may take advantage of the training period.
- 3.4.3 During the OPP all competitors must make at least one training jump on the course. It is the responsibility of the competitor to comply with this rule in order to compete. This rule may be waived by mutual agreement of the Meet Director, the Chief Judge, and the Jury President.
- 3.4.4 During the Official Practice Period and before the start of competition, an official course closing drill must be conducted by the Chief Judge. This must be a full practice, and is mandatory for all judges and officials, including the use of real smoke, the emergency medical personnel, and a simulated call to the ambulance. The Meet Director must approve of the system that was practiced and report the results to the Jury prior to the start of the competition.

3.5. Jump Order and Exit Assignment

- 3.5.1 The overall results of the most recent USPA National Championships (including guest competitors) will determine the jump order for the first round. Those competitors will be grouped in reverse order of standing and will jump in reverse order of standing and will jump after those competitors described in §3.5.2.
- 3.5.2 Competitors who did not compete in the most recent USPA National Championships will be positioned by draw and will jump at the beginning of the round.
- 3.5.3 A person designated by the Chief Judge will supervise and record the exit order assignment as determined by the competitors within each pass.
- 3.5.4 The competitors involved will receive a minimum result if the Event Judge or Chief Judge is not notified of any change to the exit order assignment before the 15-minute call prior to boarding.
- 3.5.5 The order of exit passes will be rotated by 20%, rounded down, with the start of a new round on a later date. The Meet Director may also use the same procedure to rotate the order between events.
- 3.5.6 The Meet Director may make an updated overall reverse order of standing for any round. If time permits, the Meet Director may change jump order to reflect the new overall reverse order of standing.
- 3.5.7 By mutual agreement of the Meet Director and Chief Judge, one event may begin prior to the completion of another event. The prior event may be completed later in the competition. No event holds a higher priority over any other event.
- 3.5.8 Where there is the option of a dual-entry setup into the course—one that permits navigating the course in more than one direction—the option can be selected for a complete round only. The course configuration must remain as described in the bid.

3.6. Safety Violations

- 3.6.1 Competitors shall exit the course immediately after landing. A yellow card may be issued for failing to comply with this rule and consequently creating a hazard for another competitor, unless the Chief Judge or Event Judge determines the circumstances were beyond the competitor's control.
- 3.6.2 A Chief Judge may issue a yellow card to a competitor for a safety violation. They will be issued in general for unsafe actions, lack of sufficient canopy control, or erratic canopy handling.
- 3.6.3 A second yellow card is the equivalent of the issuance of a red card.
- 3.6.4 The Chief Judge or the Meet Director may issue a red card without a prior yellow card for any action that presents immediate danger and safety hazard to the competitor or others on the ground. Examples of this include, but are not limited to low approaches over the crowd or flying the canopy in an uncontrolled manner into any person or objects inside or outside of the course.

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- 3.6.5 The issuance of a red card will result in the disqualification of the competitor from the competition, including the deletion of any results already achieved during the competition. The competitor will be marked as “disqualified” and listed in the ranking list after all competitors with regular results.

3.7. Safety Issues

- 3.7.1 The Chief Judge or the Meet Director may suspend a competition at any time if wind or weather conditions are deemed to pose a safety hazard to the competitors—even if the conditions are within the wind limits. The Meet Director must then notify the pilot to suspend dropping competitors.
- 3.7.2 The aircraft pilot will signal the competitors when they are clear to exit. All the competitors will be briefed on the specific exit and spotting signals at the pre-event competitors’ meeting.
- 3.7.3 The Meet Director will relay to the competitors via the pilot any exit order or exit altitude changes or that the dropping of competitors must be suspended. The Chief Judge must be notified of this change.
- 3.7.4 Competitors must enter the course in order of exit. There must be sufficient exit delay between competitors to ensure safe separation and allow time for any judging and course maintenance. However, if it is not possible to enter the course in order of exit due to circumstances beyond the control of the competitor, they may enter the course (provided there is no conflict with other competitors) and receive the assessed score as determined by the Event Judge or Chief Judge. Otherwise, §3.5.4 will be applied.
- 3.7.5 During all events, a person appointed by the Chief Judge shall be equipped with an audible warning device in order to make competition personnel aware of approaching competitors by the following signals:
- 3.7.5.1 Three (3) short signals indicating the exit of competitors out of the aircraft
- 3.7.5.2 One (1) long signal, when each competitor initiates the turn into the final approach. At this time, competition personnel must clear the course and take positions alongside the course.
- 3.7.6 A certified medically trained person must be available and on the course during all scheduled competition jumps, including the official practice days.
- 3.7.6.1 Medical equipment must be available to this certified medically trained person, to include a medical backboard, cervical collar, medical shears, and a telephone capable of dialing 911.

3.8. Equipment Control Problem

- 3.8.1 A competitor experiencing a control problem or malfunction requiring the use of the reserve canopy must not navigate the course and must utilize an alternate landing area if safe to do so.
- 3.8.2 A competitor experiencing a malfunction of the main parachute canopy that creates a control problem without requiring a canopy release shall not land on the course.
- 3.8.3 The Chief Judge shall appoint a qualified person to 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 (e.g., packing error). The competitor must not disturb the canopy condition or equipment prior to inspection.

3.9. Rejumps Due To Equipment Problems

- 3.9.1 A competitor will be granted only one rejump during the competition for equipment related factors, otherwise the actual score of the affected jump will be applied.

3.10. Rejumps Due To Weather Conditions

- 3.10.1 If the wind exceeds the maximum limit at any time in the period after the competitor initiates the turn to final approach and ends with the landing of the competitor, the following applies:
- 3.10.1.1 In Distance and in Speed, no score will be awarded and the competitor shall make a rejump for this round.
- 3.10.1.2 In Zone Accuracy, the competitor may accept the achieved score within 10 seconds after receiving the assessments from the jump from the Chief Judge; otherwise a rejump for this round shall be made.
- 3.10.1.3 If winds exceed 5 m/s in Speed and Distance or 3 m/s in Zone Accuracy and change direction more than 90 degrees within 2 seconds (as measured and recorded automatically by an electronic device), a competitor landing within 30 seconds after the wind change must be offered a rejump by the Event Judge or Chief Judge. The competitor may then accept the achieved score within 10 seconds after receiving the assessments from the jump from the Chief Judge; otherwise, a rejump for this round shall be made.
- 3.10.1.4 A competitor will be offered a rejump if the competitor experiences adverse weather conditions as determined by the Chief Judge or Event Judge. The competitor may then accept the achieved score within 10 seconds after receiving the assessments from the jump from the Chief Judge; otherwise, a rejump for this round shall be made.

3.11. Rejumps Due To Outside Interference

- 3.11.1 A competitor who suffers interference—on the ground or in the air from other competitors, jumpers, or temporary objects—will be offered a rejump by a decision of the Chief Judge or Event Judge.
- 3.11.2 At the sole discretion of the Chief Judge or Event Judge, any other competitor suffering interference as a result of a competitor not clearing the course will be offered a rejump.
- 3.11.3 At the sole discretion of the Chief Judge or Event Judge, if two or more competitors approach and/or enter the course close together and in the process create interference between each other, a rejump may be offered to one, both or neither competitors.

3.12. Rejumps Due To Technical Factors

- 3.12.1 If the electronic timing and scoring system in the Speed event malfunctions and is unable to produce a score, making the performance unjudgeable (UJ), a rejump will be awarded to competitors affected.
- 3.12.2 If a course marker or any technical scoring equipment has been rendered non-functional and cannot be repaired before the next competitor navigates the course, the next competitor(s) will be awarded a rejump only if the damaged course marker or technical scoring equipment adversely affects the scoring process or makes it unjudgeable (UJ) for a competitor as determined by the Chief Judge or Event Judge.
- 3.12.3 In the event of a closed course, competitors are not allowed to enter or navigate the course.
- 3.12.4 If it is not safe to stay outside of the course and/or an alternative landing area is not available, the competitor may make a normal, non-aggressive landing on the course.
- 3.12.5 A competitor complying with the above will be granted a rejump as decided by the Event Judge or Chief Judge, otherwise the minimum result for that round will be applied.

3.13. Rejump Procedures

- 3.13.1 Each competitor who is granted a rejump must receive a Rejump Form from the Event Judge or Chief Judge to be handed in to the Meet Director or competition manifest.
- 3.13.2 The competitor must make the rejump at the earliest opportunity as determined by the Meet Director, who will inform the Chief Judge—before the 15-minute-call prior to boarding the aircraft—on which load and in which exit order the rejump will be performed; otherwise §3.5.4 will be applied.

4. Scoring

4.1. Scoring in All Events

- 4.1.1 If not otherwise specified, §4.1 applies to all events.
- 4.1.2 Scoring G1 in all events will yield at least a default result (DR), unless there is a disqualification.
- 4.1.3 Except in the case of a missed entry or disqualification, if an out flying (OF), off-course landing (OC), canopy down (CD), marker strike (MS), vertical extension (VE), or no water drag (NW) penalty is issued in a round after G1 has been scored, a default result (DR) will be issued for that round.
- 4.1.4 Minimum result (MR) applies for a round in the following situations:
 - 4.1.4.1 Missed entry (ME) penalty, no matter where the competitor lands.
 - 4.1.4.2 Failure to wear a protective helmet while navigating the competition course.
 - 4.1.4.3 Failure to notify a change in the jump order, thereby creating interference, as determined by the Chief Judge or Event Judge (see §3.5.4).
 - 4.1.4.4 Exceeding the total weight allowed as per Addendum F.

4.2. Carved Speed 70 meters

- 4.2.1 The competitor must break the sensor beam(s) with part(s) of the body at G1 to start and at G5 to stop the timing and at least some part of the competitor's body must remain within the boundaries of the Carved Speed course from G1 through G5. Out flying (OF) and vertical extension (VE) will apply at gates G2 through G5 and off-course landing (OC) applies after G1 has been scored, but G5 has not been scored.
- 4.2.2 Surface contact by the competitor within the boundaries of the course is permitted as long as the competitor keeps the canopy kited so that no canopy down (CD) occurs before the competitor has scored G5 with the body. Canopy contact with the ground after G5 is scored does not affect the score.
- 4.2.3 A competitor's score is the time taken to navigate the course, measured to the thousandth of a second.

4.3. Drag Distance 50 meters

- 4.3.1 The competitor must drag water at or before the leading edge of G1; otherwise, no water drag (NW) applies, resulting in a default result (DR).
 - 4.3.1.1 Advanced-class competitors are not required to drag water.
- 4.3.2 Touching water within the course is allowed.
- 4.3.3 Off-course landing (OC) applies. Vertical extension (VE) will be applied at G5 at 50 meters.
- 4.3.4 After scoring G1, the competitor's landing must start and come to a complete stop within the boundaries of the course. Off-course landing (OC) applies if surface contact occurs outside of the course and no part of the competitor's body remains in surface contact within the course boundaries at the same time.
- 4.3.5 A competitor's score for a landing as in §4.3.4 will be:
 - 4.3.5.1 35 meters if the landing is between G1 and G5 or surface contact was made with the land portion prior to G5.
 - 4.3.5.2 The measured distance if the landing is at or beyond 50 meters. The distance is measured (in meters, to two decimal places) from the entry gate (G1) to the point on the course closest to G1 that has been touched during landing.

4.4. Zone Accuracy

- 4.4.1 After scoring G1, the competitor's landing must start and come to a complete stop within the boundaries of the course. Off-course landing (OC) applies if surface contact occurs outside of the course and no part of the competitor's body remains in surface contact within the course boundaries at the same time.
- 4.4.2 A competitor must score at least one water gate and a landing zone (see Addendum G).
- 4.4.3 The competitor is awarded the score of the landing zone with the lowest point value that was touched during landing.
- 4.4.4 A competitor's score for a round in Zone Accuracy is the sum of water gate points and landing zone points minus 10 points deducted for failure to perform a stand-up landing (UP).

4.5. Calculation of Points

- 4.5.1 The competitors are ranked in each round of each event in order of the actual score collated for this round (Distance and Zone Accuracy, highest score first, Speed, lowest score first).
- 4.5.2 Distance and Zone Accuracy: The score 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.
- 4.5.3 Speed: Each recorded score is raised to the power of 1.333, calculated and displayed to the third decimal with no rounding applied. The resulting calculated score 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 competitor's result, expressed in points, and calculated to the third decimal place with no rounding applied.

5. Judging

5.1. Conference and Composition

- 5.1.1 The chief judge will organize a judges' conference prior to the start of the competition. All judges shall attend the conference.
- 5.1.2 All judges must be USPA National or International Canopy Piloting Judges.
- 5.1.3 Judges-in-training may be used in addition to the judges provided they are under the direct supervision of the Chief Judge or chief of judge training and have attended the judge's conference.
- 5.1.4 Each performance shall be observed and judged by at least three judges.
 - 5.1.4.1 A competitor cannot judge their own performance.
- 5.1.5 Practice jumps will be judged at the discretion of the Chief Judge. The time period during which the relevant events will be judged during the OPP will be announced by the Chief Judge.
- 5.1.6 Judges will be strategically positioned at the course according to the needs of the specific event and to the technical equipment in use for the specific event as determined by the Chief Judge or Event Judge.

5.2. Signals and Score Markings

- 5.2.1 In all events, the assigned judges will use the respective signals or methods as determined by the Chief Judge to indicate the scores.
 - 5.2.1.1 Failure to score the gates is indicated by the assigned judge with the respective signal.
 - 5.2.1.2 Scores for the landing in Zone Accuracy, including UP, and in drag distance are noted on independent score sheets by two different scorers. They are transmitted to the scoring processor by means determined by the Chief Judge.

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- 5.2.1.3 The judges must record any observed competitor scoring violation (CD, OC, OF, ME, MS, NW, VE), unjudgeable circumstance (UJ), exit order mix-up, interference, control problems, etc.; as well as the need for a video review (VR), for any reason.
- 5.2.1.4 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 chief judge so a yellow card or red card may be issued, if so decided.

6. Video Cameras

6.1. Use of Video Cameras

- 6.1.1 In each event, there shall be a video camera at the entry gate (G1) and the exit Gate (G5), set at the same height as the gate / sensors. Cameras at entry and exit gates must be capable of reduced speed playback.
 - 6.1.1.1 In Accuracy and Speed events there must be additional video cameras at G2, G3, and G4.
- 6.1.2 In those events where a video system is used at G1, and G5 in Carved Speed, or in Drag-Distance, the system must be capable of reduced speed playback. The system must include audio and record all cameras on a hard drive. The images from any camera must be synchronized and be accessible instantly. It must be a secure closed system with access limited to the Judges Panel.
- 6.1.3 A minimum of one additional video camera shall be used as a tool for judging and/or course surveillance as determined by the Chief Judge/Event Judge:
 - 6.1.3.1 In Carved Speed 70m positioned at the discretion the Chief Judge/Event Judge
 - 6.1.3.2 In Zone Accuracy positioned near Landing Zone 8 directed to the landing zones
- 6.1.4 A video-camera system or electronic system may be used as a replacement for conditions in §6.1.3 for technically assisted judging as determined by the Chief Judge/Event Judge in any event.
 - 6.1.4.1 In Zone Accuracy any video-assisted water-gate system, used on one or more water gate(s) or the landing zones at the discretion of the Chief Judge/Event Judge.
 - 6.1.4.2 If the Chief Judge decides that the video-set-up at the course allows for video judging of all or parts of the course, the minimum evaluation principles (§5.1.4) apply for video judging.

6.2. Video Review

- 6.2.1 At the request of a member of the judging panel, and if the VR has been recorded on the judge's score sheet, the Chief Judge shall order a review of the jump in question at the earliest opportunity. One Judge will be positioned on the VC-System to crosscheck and verify each jump, and notify the Chief Judge in cases where a VRP has to be called.
- 6.2.2 The video review request will be noted on a Video Review Form, which must be handed to the chief judge, to initiate the VR procedure.
- 6.2.3 The video review panel of three persons is composed of the Chief Judge and/or Event Judge, and if possible, the judge that requested the review, and/or one other judge.
- 6.2.4 A VR cycle is comprised of a maximum of three viewings of part(s) of the jump in question. Reduced speed playback may be used after the first viewing.
- 6.2.5 At any time during the review process and without discussion, the judges will render their decision using the following procedure:
 - 6.2.5.1 Confirmation of the assessment on the judge's original score sheet.
 - 6.2.5.2 Determination of the outcome of a VR using a voting process overseen by the Chief Judge/Event Judge: Any decision must be rendered clearly by "YES" or "NO" only, (i.e., by thumbs-up-thumbs-down on command or by indication of a "Y" or "N" on paper etc.,) without any application of in-between decision possibilities or options other than "YES" or "NO".
 - 6.2.5.3 The initial assessment on the score sheet can only be changed with a unanimous decision of the video review panel.
 - 6.2.5.4 A majority decision of a video review panel leaves the initial assessment unchanged. If no initial assessment was made for any reason on the score sheet, the majority vote will be used as the decision.
- 6.2.6 The Chief Judge will review the decision of the video review panel, document the result on the Video Review Form and adjust the competitor's score on the score and result list, if applicable.
- 6.2.7 The scores will not be final until the data and/or recording media are reviewed, if necessary. The Chief Judge shall be responsible for determining a competitor's final result and place.

6.3. Challenges

- 6.3.1 Competitors shall be entitled to invoke a video review challenge in the distance, carved speed, and zone accuracy events.
- 6.3.2 Competitors may only challenge judging calls assessed to their own performance.
- 6.3.3 The challenge must state the single gate, zone, or penalty indicator that is being challenged.

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- 6.3.4 No challenge shall be accepted for which the gate, zone, or penalty indicator is not covered by a functioning official camera covered under section 6.1. If a video review was already performed on the gate, zone, or penalty indicator by request of a judge before the official score was posted, it cannot be challenged by the competitor.
- 6.3.5 The fee to invoke a challenge is \$75.
- 6.3.6 The challenge form and fee must be submitted to the chief judge within one hour of posting of the relevant score.
- 6.3.7 The video review for a challenge will be conducted in accordance with section 6.2.
 - 6.3.7.1 The competitor will be given the opportunity to watch the video(s) in question after the completion of the review.
 - 6.3.7.2 If during the review process, the video cannot be retrieved or is deemed un-judgeable, the score will remain unchanged, the fee returned to the competitor, and the competitor shall retain their right to further challenges during the competition.
 - 6.3.7.3 If the judges' decision is upheld by the review, the score shall remain unchanged, the challenge fee shall be donated to the U.S. Team Trust Fund, and the competitor will no longer have the right to invoke further video review challenges again during the competition.
 - 6.3.7.4 If the video review results in a decision favorable to the competitor, the posted score shall be changed as appropriate, the challenge fee shall be returned to the competitor, and the competitor shall retain their right to further challenges during the competition.
- 6.3.8 Competitors may submit multiple challenges for the same performance for the single fee.
 - 6.3.8.1 Each separate challenge is processed in the order requested by the competitor.
 - 6.3.8.2 Upon the first failed challenge, the remaining challenges will not be reviewed, the posted score will be changed for the prior successful challenges, and otherwise 6.3.7.3 will apply.
 - 6.3.8.3 If all challenges are successful, 6.3.7.4 will apply.

7. Determination of Champions

7.1. Champions

- 7.1.1 In each event, Speed, Distance or Zone Accuracy, the Event Champion is the competitor with the highest total number of points (maximum 300 points per event) after the completed rounds in each event.
- 7.1.2 The Combined Champion is the competitor with the highest total number of points from all valid events. The maximum number is 900 points. If there are fewer than three valid events as described in §1.2.3, there will be no Combined Champion.

7.2. Tie-Breaks

- 7.2.1 In any specific event, if two or more competitors have the same cumulative total number of points in the first three places of an event, the following procedures will be applied in the order listed to break the tie:
 - 7.2.1.1 One tie-breaking jump in the specific event.
 - 7.2.1.2 First the highest result, then the second highest result, then the third highest result in any of the completed rounds in this specific event and so on until the tie is broken.
 - 7.2.1.3 Then competitors will be placed in the same ranking.
- 7.2.2 For the combined champion, if two or more competitors have the same cumulative total number of points in the first three places in Overall, the following procedures will be applied in the order listed to break the tie:
 - 7.2.2.1 First the highest result, then the second highest result, then the third highest result in any of the completed rounds and continuing until the tie is broken.
 - 7.2.2.2 The single best distance score in a completed round will have the higher standing.
 - 7.2.2.3 The competitors will be placed in the same ranking.

7.3. Medals Awarded

- 7.3.1 Medals will be awarded for both Open and Advanced classes.
- 7.3.2 Speed Champion: 1st Place, 2nd Place, 3rd Place
- 7.3.3 Distance Champion: 1st Place, 2nd Place, 3rd Place
- 7.3.4 Zone Accuracy Champion: 1st Place, 2nd Place, 3rd Place
- 7.3.5 Combined Champion: 1st Place, 2nd Place, 3rd Place

Addendum A: Abbreviations, Definitions And Phrases Used In These Rules

AIW—additional individual weight that a competitor can carry as determined by the chart in Addendum F.

Body—the physical structure of a person, including clothing and footwear.

Canopy Down (CD)—A situation in the Speed event when a competitor's canopy makes surface contact prior to the competitor finishing the course by breaking the beam with the body. The pilot chute is not considered part of the canopy.

CD—See canopy down.

Chief Judge—chief judge.

Closed Course—If for any reason the chief judge (Chief Judge), event judge (Event Judge) or the Meet Director decides to close the course, a floatable, orange smoke canister and/or suitable indicators will be placed at the beginning of the course or in another location. The indicator type and location will be mentioned during the pre-event competitors' briefing.

Control Problem—A condition of the parachute that makes it impossible to attempt a safe approach to the course.

Course—The designated path that competitors must navigate that is formed by gates and marked by sidelines in accordance with the details in Addenda A, B, C and D. Sidelines are part of the course.

Course Marker—Objects that mark and indicate the boundaries of the course as shown in Addendum B.

Course Technical Director (CTD)—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 the planning, setup and maintenance of the courses before and during the competition. The CTD shall be given equal treatment as a judge with respect to all the rules in Chapter 5, 2.11 (Judges' Travel Accommodations).

CP—canopy piloting.

CTD—See course technical director.

Default Result (DR)—The DR is three points in all events.

DN - See down-landing.

Down Landing (DN)—A landing where surface contact is made during the landing by any part of the body, other than the feet.

DR - See default result.

DWIFE—dressed weight including parachute equipment and all other equipment worn on the jump but excluding AIW. See §3.3. "Equipment and Weights".

Event Judge—event judge.

Entry Gate (G1)—See gate. The first gate on the course.

Equipment—For the purpose of weight calculations described in §3.3, the skydiving equipment is the parachute system (rig) and helmet.

Exit Gate (G5)—See gate. The last gate on the course in the Speed event.

Fall-Down-Landing (DN)—A landing where surface contact is made with any part of the body, other than the feet. See also: stand-up-landing.

Gate—Consists of two course markers or electronic sensors separated laterally by a variable distance as specified in Addendum B.

G1—See entry gate.

G5—See exit gate.

Kiting—the competitor keeps the parachute canopy (excluding the pilot chute) flying without any surface contact by the canopy.

Landing—a landing starts when any part of the competitor's body makes surface contact—excluding contact due to water drag—and ends with a complete stop.

Landing Zone—In the Zone Accuracy event, landing zones—denoted as Z1 - Z9 and CZ—are defined areas within the boundaries of the course with assigned point values as specified in Addendum E.

ME—See missed entry.

Minimum Result (MR)—The MR is zero points in all events.

Missed Entry (ME)—not scoring G1 for any reason.

MR—See minimum result.

Marker Strike (MS)—In all events, when any part of the competitor's body or equipment comes into contact with a course marker, sensor, transmitter or any other fixed judging device and causes it to become non-functional or to need repair of any kind, as determined by the

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Chief Judge or Event Judge.

No Water Drag (NW)—Not clearly showing surface contact with the water with any part of the body.

NW—See no water drag.

OC—See off-course landing.

OF—See out-flying.

Off-Course Landing (OC)—a situation when part of a competitor's body makes surface contact outside the course while not simultaneously maintaining surface contact within the course.

OPP—official practice period.

Out-Flying (OF)—a situation when no part of a competitor's body remains within the course and no surface contact occurs.

RC—See red card.

Red Card (RC)—the penalty indicator issued by authorized persons during the competition for violations of safety issues or for unsporting behavior as described in these rules. See also: yellow card.

Result—the point value of a score, after applying the calculation procedure in §4.5 or the points resulting from a default result or minimum result.

Safety Area—the areas outside the course as specified in Addendum B.

Score—an evaluation by the judges of a competitor's achievement while navigating the course; e.g. time in seconds in Speed, distance in meters in Distance, points in Zone Accuracy. The minimum score is zero (0).

Scoring A Gate—see gate. A gate is scored when any part of the competitor's body breaks the imaginary plane between the course markers that make up the gate, or the gate's electronic sensor beam.

Scoring A Water Gate—to clearly show uninterrupted surface contact by performing a water drag with any part of the body, when passing through the imaginary line running between the leading (front) edge of the course marker of a water gate. This is typically achieved by dragging a foot.

Stand-Up Landing (UP)—a landing where no part of the body other than the feet makes surface contact. See also: fall-down-landing.

Surface Contact—the point at which any part of the competitor's body comes in contact with any part of the earth's surface including natural and/or man-made structures and materials.

UJ—see unjudgeable.

Unjudgeable (UJ)—in all events, when a competitor runs through a course that has not been closed but the judges are not able to determine if the performance was completed properly (i.e. a marker is knocked down or missing; or in the Speed event, the electronic timing and scoring system malfunctions). Competitors must make a rejump for "UJ" when notified by the Chief Judge or Event Judge, or accept a minimum result.

UP—See stand-up landing.

VE—See vertical extension.

vertical extension (VE)—when a competitor passes between, but above the course markers that make up a gate, failing to score a gate. VE applies to gates as outlined in each event's specific rules.

VR—video review.

VRP—video review panel.

Water Gate (G1-G4)—See gate. The gates located on the water portion of the course.

Water Drag—Surface contact made by dragging any part of the body on or through the water portion of the course.

Water Landing (WL)—a landing in the water portion of the course.

WL—See water landing.

YC—See yellow card.

Yellow Card (YC)—A penalty indicator—often recognized as a warning—is issued by authorized persons during the competition for violations of safety issues or for unsporting behavior as described in these rules and in The Sporting Code: General Section. A YC may—but is not required to—be issued before a red card. Two yellow cards issued during a single competition will act as a red card. See also: red card.

Addendum B: General Course Specifications

- 1.1.1 All courses must begin over a body of water.
- 1.1.2 All courses must be 10 meters wide over the total length of the course.
- 1.1.3 The body of water must be a minimum of 15 meters wide and at least 65 meters long.
- 1.1.4 Where applicable, the body of water must provide a minimum safety area of 20 meters before G1. However, if the location allows, the safety area is recommended to be as large as possible.
- 1.1.4.1 The body of water must provide a minimum depth of 0.60 meters over the minimum width from the beginning of the pond to G2.
- 1.1.4.2 The minimum requirements for the depth of the pond beginning at G2 and sloping gradually up to the end of the pond is permitted, as long as a minimum depth is provided of:
- 0.50 meters at G3, to
 - 0.40 meters at G4.
- 1.1.4.3 For safety reasons, the water level must be kept high enough to provide a smooth transition from the water level to the ground surface around the exit sides of the pond (maximum 5 cm allowed).
- 1.1.4.4 If the water is deeper than 1.5 meters, suitably equipped rescue personnel are required.
- 1.1.5 All courses must have a safety area of 5 meters along both sides, and at the end of the course between the course sidelines and the spectator areas, indicated by marking devices, which shall not be higher than 5 meters and acceptable to the Chief Judge and CTD.
- 1.1.6 Gate Area and Target Area
- 1.1.6.1 The gate area is the part of the course between G1 and G5 in Carved Speed and Drag Distance, in Zone Accuracy the gate area from G1 to the waterline.
- 1.1.6.1.1 On the carved course the distance is 70 meters.
- 1.1.6.1.2 The distance between G1 and the demarcation line between Zone 1 and Zone 2 is 50 meters in Zone Accuracy.
- 1.1.6.1.3 The distance between G1 and G5 is 50 meters in Drag Distance.
- 1.1.6.2 Course markers must be a minimum of 0.20 meters in diameter and have a height +/- 5 cm (measured in meters from the surface) as described in the tables below. They must be fixed in a position in such a way that the center axis of the marker may only move a maximum of 10cm from their approved position.

| Open | G1 | G2 | G3 | G4 | G5 |
|-----------------------------|-----|-----|-----|-----|-----|
| Carved Speed | 1.5 | 1.5 | 1.5 | 1.5 | 1.5 |
| Drag Distance | 1.5 | - | - | - | 1.5 |
| Zone Accuracy | 1.5 | - | - | - | - |
| Advanced | | | | | |
| Advanced | G1 | G2 | G3 | G4 | G5 |
| Carved Speed (*See C.1.5.3) | 3 | 1.5 | 1.5 | 1.5 | 1.5 |
| Drag Distance | 3 | - | - | - | 1.5 |
| Zone Accuracy | 3 | - | - | - | - |

- 1.1.6.3 Course markers G2 through G4, if not specified otherwise, may be marker buoys with a minimum diameter of 0.20 meters.
- 1.1.6.4 The target area is the part of the course after the waterline, which may be marked at the discretion of the Chief Judge and must be indicated by sidelines made of line-type material, or markings clearly visible from above.
- 1.1.7 All courses and video systems must be acceptable to the Chief Judge.
- 1.1.8 For the Speed event there must be a spare course marker with the appropriate color for each side of the course, readily available to replace a broken one.
- 1.1.9 For the speed event there must be an electronic device to display the achieved time, synchronized with the Speed Timing System or the Scoring System. It should be located close to the course visible to competitors and spectators.

Addendum C: Speed Course Specifications

1.1. Carved Speed Course Specifications

- 1.1.1 The course between G1 and G5 shall be 70 meters long measured along the centerline of the course.
- 1.1.2 The course shall have an angle of 75° and a radius of 53.48 meters measured along the centerline.
- 1.1.3 Electronic sensors must be set up to give a course length of 70 meters, measured along the centerline.
- 1.1.4 At G1 and G5 a double sensor system shall be installed.
 - 1.1.4.1 The electronic sensors shall be placed inside (after) G1 and outside (after) G5.
 - 1.1.4.2 Electronic Sensors should be placed as follows; The upper sensor should be placed at the same level as the top of the course markers at G1 and G5. The lower sensor should be placed at approximately 0.9 m below the upper sensor. Both sensors should be offset the same amount from the center line through G1 and G5 respectively.
- 1.1.5 There shall be five (5) pairs of course markers including G1 and G5 evenly spaced over the length of the course.
 - 1.1.5.1 The course markers on the inside of the course shall be of a contrasting, and of a darker color than on the outside curve, as seen from above.
 - 1.1.5.2 The course markers of G1 and the inside curve course markers on the water portion of the course, should be of the inflatable type, providing a course width of approximately 10 meters.
 - 1.1.5.3 Advanced Class:
 - The markers on the inside and outside of the curve (other than the entry gate) must be 1.5 meters high.
 - There shall be no vertical extension penalty applied on G2 through G4.
 - 1.1.5.4 A minimum of 10 meters at the end of the course must be out of the water.
- 1.1.6 The carve direction must be specified in the accepted bid for the event. The carved course can be carved in any direction, left or right.

Addendum D: Distance Course Specifications

1.1. Drag-Distance Course Specifications

- 1.1.1 Beginning at G5, a metric measurement tape having a minimum length of 100 meters, showing increments of 1 cm, must run down one side of the course, being flat on the surface, and if applicable on top of the course marking device.
- 1.1.2 The 50-metre line shall be visibly marked.
- 1.1.3 The current World and National Record shall be visibly marked.
- 1.1.4 At 50 meters from the Entry Gate course markers with a height of approx. 1.5 meters and a minimum diameter of 0.20 meters shall mark Gate 5 (G5).
- 1.1.5 Attachment devices used on the course shall be placed in such a way, that no obstacle or hazard is created for anyone at the course.
- 1.1.6 All devices and the positioning of them must be acceptable to the Chief Judge and Meet Director.
- 1.1.7 Course length
 - 1.1.7.1 Venues located up to approx. 1000 meters MSL require a minimum course length of 200 meters, preferably + 50 meters over the current World Record.
 - 1.1.7.2 Venues higher than 1000 meters MSL require a minimum course length of 280 meters, preferably + 50 meters over the current World Record.

Addendum E: Zone Accuracy Course Specifications

1.1. Zone Accuracy Course Specifications

- 1.1.1 The course consists of two rows of markers that form a series of four gates, and also the landing zones.
- 1.1.2 The body of water will cover 44 (+/- 1m) meters from entry gate G1, to the waterline. The waterline may be additionally marked if deemed necessary by the Chief Judge.
- 1.1.3 Water gates G1 through G4 are approximately 12 meters apart from each other.
- 1.1.4 The distance from water gate G4 to the waterline shall be 8 meters +/- 1 meter.
- 1.1.5 The distance from G1 to the line between Zone 1 & Zone 2 is 50 meters.
- 1.1.6 Landing zones: The shape and dimensions of the landing zones must be as depicted in Addendum G.
- 1.1.7 Demarcation lines mark the areas separating each zone. As with the sidelines, they must be made of material to minimize injury, to be able to be quickly repaired, to be wide enough so to be clearly visible from above and must be acceptable to the Course Technical Director and Chief Judge.
- 1.1.8 Center Zone demarcation lines must be of a contrasting color to the other zone demarcation lines.
- 1.1.9 Zone 7 must have indicators outside of the zone, to indicate its location (i.e. flags etc.).
- 1.1.10 Zone Lines
 - 1.1.10.1 The line between the water and zone 1 is defined as part of zone 1.
 - 1.1.10.2 The line between zone 1 & 2 is defined as part of zone 2.
 - 1.1.10.3 The line between zone 2 & 3 is defined as part of zone 3.
 - 1.1.10.4 The line between zone 3 & 4 is defined as part of zone 4.
 - 1.1.10.5 The line between zone 4 & 5 is defined as part of zone 5.
 - 1.1.10.6 The line between zone 5 & 6 is defined as part of zone 6.
 - 1.1.10.7 The line between zone 6 & 7 is defined as part of zone 7.
 - 1.1.10.8 The line between zone 6 & 8 is defined as part of zone 8.
 - 1.1.10.9 The line between zone 6 and center zone is defined as part of the center zone.
 - 1.1.10.10 The zone demarcation lines of the center zone are defined as part of the center zone.
 - 1.1.10.11 The line between zone 7 & 8 is defined as part of zone 8.
 - 1.1.10.12 The lines between zones 7, 8 &/or center zone & 9 are defined as part of zone 7, 8 &/or center zone.
 - 1.1.10.13 The line between zone 9 & 10 is defined as part of zone 9.
 - 1.1.10.14 The line at the end of zone 10 is defined as part of zone 10.
- 1.1.11 The accuracy pit should be filled with pea gravel, or similar material, ranging from two (2) mm to ten (10) mm in diameter, and the pit should have a filled depth of at least 30 cm. The pea gravel should be level with any part of the course or land that is adjacent to it, i.e., the edge of the pond or the continuation of the Distance course. Both of the above specifications must be acceptable to the Chief Judge.

Addendum F: List For Dressed Weight (DWIPE) And Additional Individual Weight (AIW)

Note: If a competitor's weight with equipment is lower than 77.2 kg, the maximum extra weight will apply.

| DWIPE (kg) | AIW (kg) | Total Weight (kg) |
|------------|----------|-------------------|
| <77.2 | 15.9 | 93.1 |
| <77.6 | 15.6 | 93.2 |
| <78.1 | 15.3 | 93.4 |
| <78.5 | 15 | 93.5 |
| <79.0 | 14.6 | 93.6 |
| <79.5 | 14.3 | 93.8 |
| <79.9 | 14 | 93.9 |
| <80.4 | 13.7 | 94.1 |
| <80.8 | 13.4 | 94.2 |
| <81.3 | 13 | 94.3 |
| <81.7 | 12.7 | 94.5 |
| <82.2 | 12.4 | 94.6 |
| <82.6 | 12.1 | 94.7 |
| <83.1 | 11.8 | 94.9 |
| <83.5 | 11.5 | 95 |
| <84.0 | 11.1 | 95.1 |
| <84.5 | 10.8 | 95.3 |
| <84.9 | 10.5 | 95.4 |
| <85.4 | 10.2 | 95.6 |
| <85.8 | 9.9 | 95.7 |
| <86.3 | 9.5 | 95.8 |
| <86.7 | 9.2 | 96 |
| <87.2 | 8.9 | 96.1 |
| <87.6 | 8.6 | 96.2 |
| <88.1 | 8.3 | 96.4 |
| <88.6 | 8 | 96.5 |

| DWIPE (kg) | AIW (kg) | Total Weight (kg) |
|------------|----------|-------------------|
| <89.0 | 7.60 | 96.60 |
| <89.5 | 7.30 | 96.80 |
| <89.9 | 7.00 | 96.90 |
| <90.4 | 6.70 | 97.10 |
| <90.8 | 6.40 | 97.20 |
| <91.3 | 6.00 | 97.30 |
| <91.7 | 5.70 | 97.50 |
| <92.2 | 5.40 | 97.60 |
| <92.6 | 5.10 | 97.70 |
| <93.1 | 4.80 | 97.90 |
| <93.6 | 4.50 | 98.00 |
| <94.0 | 4.10 | 98.10 |
| <94.5 | 3.80 | 98.30 |
| <94.9 | 3.50 | 98.40 |
| <95.4 | 3.20 | 98.60 |
| <95.8 | 2.90 | 98.70 |
| <96.3 | 2.50 | 98.80 |
| <96.7 | 2.20 | 99.00 |
| <97.2 | 1.90 | 99.10 |
| <97.6 | 1.60 | 99.20 |
| <98.1 | 1.30 | 99.40 |
| <98.6 | 1.00 | 99.50 |
| <99.0 | 0.60 | 99.60 |
| <99.5 | 0.30 | 99.80 |
| ≤ 99.9 | 0.00 | 99.90 |
| 100+ | 0.00 | |

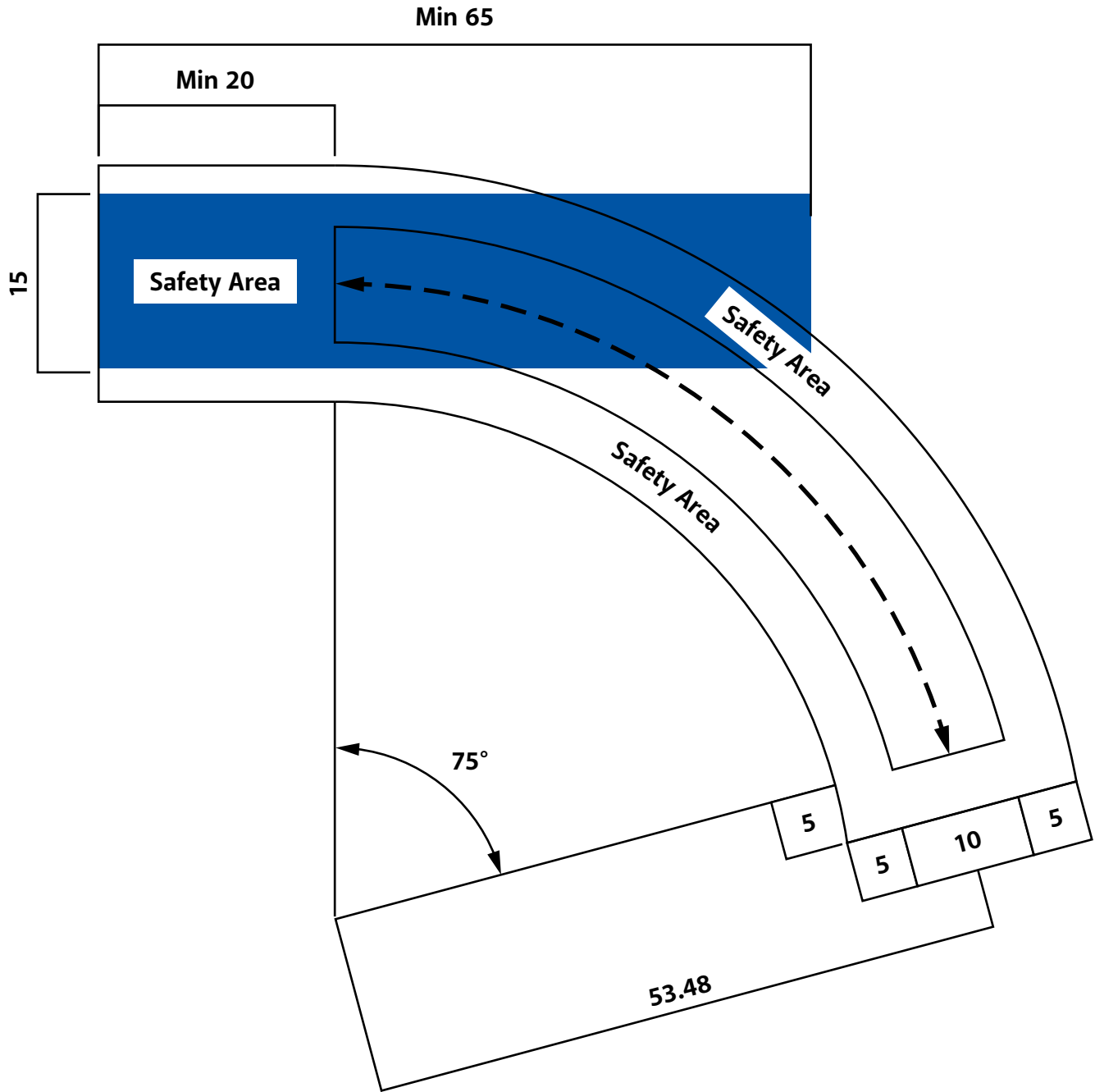
WEIGHING PROCEDURE:

At the time of the random weight check:

- 1.1.1 A competitor will first be weighed with all AIW removed.
- 1.1.2 With this DWIPE determined, the Addendum F chart is then used to determine the maximum AIW allowed.
- 1.1.3 If the AIW is in excess of that allowed per Addendum F, then the 1 Kg of deviation allowance will be used.
- 1.1.4 In this case, 1 kg is subtracted from the DWIPE and the new DWIPE is used to determine the new AIW.
- 1.1.5 Check that the actual AIW is within or above the limits of the new AIW.
- 1.1.6 If the new AIW is above this determination, MR will apply for that round.

Addendum G: Examples Of Course Layouts

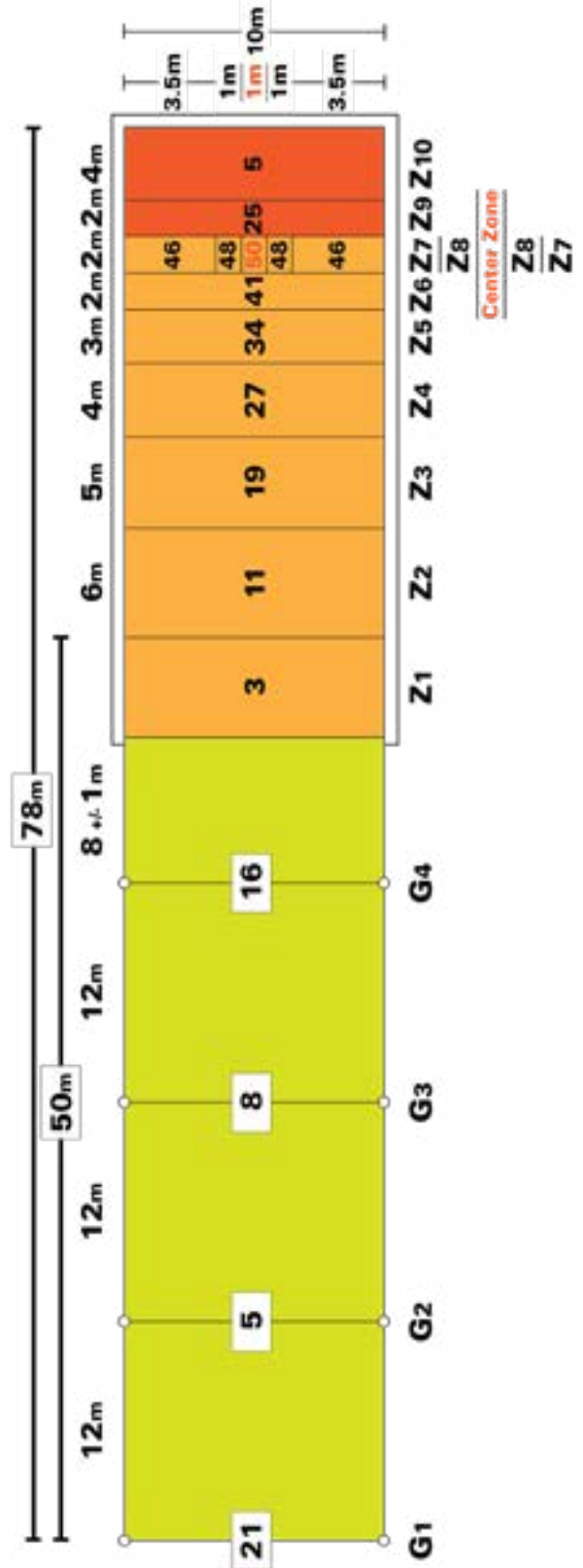
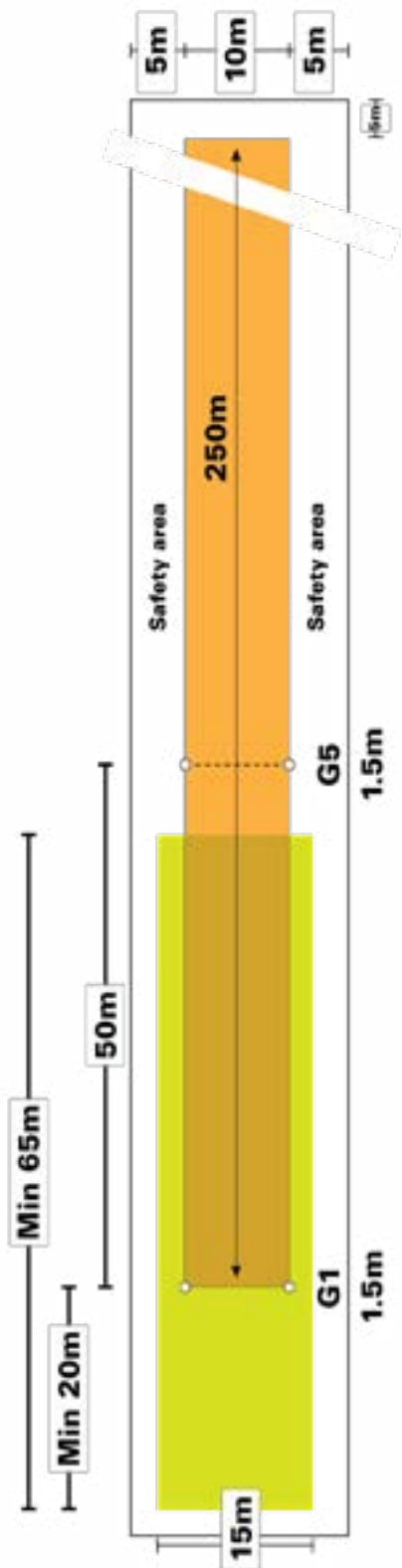
1.1.1 Carved Speed Course (Carved Speed 70 meters)



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1.1.2 Drag Distance 50m

1.1.3 Zone Accuracy Course



Addendum H: Recommended Standard Judging Signals



Missed Entry (ME)



**Vertical Extension (VE)
No Water Drag (NW)**



**Out of Course Landing (OC)
Out of Course Flying (OF)**



Canopy Down (CD)



ACC Zone-Down (DN)

Addendum I: Video Review Form

| | |
|---|---|
| <p style="text-align: center;">Video Review Request</p> <p>Competitor Name: _____</p> <p>Competitor #: _____</p> <p>Round #: _____</p> <p>CP Event: <input type="checkbox"/> Speed <input type="checkbox"/> Distance <input type="checkbox"/> Accuracy</p> | <p style="text-align: center;">Original Assessment</p> <p>_____</p> <p>Examples:</p> <p>G3 NW; Z5 DN; VE G5</p> |
|---|---|

| | |
|---|---|
| <p style="text-align: center;">Video Review Panel</p> <p>Requesting Judge: _____</p> <p>Chief Judge or Event Judge: _____</p> <p>Additional Judge: _____</p> | <p style="text-align: center;">Decision System</p> <p>Determined by Chief Judge/Event Judge</p> <p><input type="checkbox"/> Thumbs Up/Down</p> <p><input type="checkbox"/> Paper</p> <p><input type="checkbox"/> Other</p> |
|---|---|

| | |
|--|--|
| <p style="text-align: center;">Final Decision</p> <p>Majority Vote (2:1) <input type="checkbox"/> No Change to Initial Assessment</p> <p>Unanimous (3:0) <input type="checkbox"/> No Change to Initial Assessment</p> <p>Unanimous (3:0) <input type="checkbox"/> Change to Initial Assessment</p> | <p style="font-size: 1.2em;">Original Assessment Exists</p> |
|--|--|

| | |
|--|---|
| <p style="text-align: center;">Final Decision</p> <p>Majority Vote (2:1) <input type="checkbox"/> Final Assessment: _____</p> <p>Unanimous (3:0) <input type="checkbox"/> Final Assessment: _____</p> <p><small>Note: A majority decision of a VR leaves the initial assessment unchanged, except in the situation in which initially no assessment has been made for any reason on the scoresheet. Then, the majority vote will make the decision.</small></p> | <p style="font-size: 1.2em;">No Original Assessment Exists</p> |
|--|---|

| | |
|--|--|
| <p style="text-align: center;">Certification</p> <p>Chief Judge: _____</p> <p>Date: _____</p> | <p style="text-align: center;">Final Action</p> <p>Chief Judge Initials: _____</p> <p><small>In accordance with the decision of the VRP, the Chief Judge has documented the action on the score sheet and on the score list for the round.</small></p> |
|--|--|

Addendum J: Rejump Form

| Rejump Authorization | Load Information |
|--|----------------------|
| Competitor Name: _____ | 1st Call Time: _____ |
| Start #: _____ | Boarding Time: _____ |
| Round #: _____ | Aircraft: _____ |
| Chief Judge/Event Judge Signature: _____ | |

| Rejump Authorization | Load Information |
|--|----------------------|
| Competitor Name: _____ | 1st Call Time: _____ |
| Start #: _____ | Boarding Time: _____ |
| Round #: _____ | Aircraft: _____ |
| Chief Judge/Event Judge Signature: _____ | |

| Rejump Authorization | Load Information |
|--|----------------------|
| Competitor Name: _____ | 1st Call Time: _____ |
| Start #: _____ | Boarding Time: _____ |
| Round #: _____ | Aircraft: _____ |
| Chief Judge/Event Judge Signature: _____ | |

| Rejump Authorization | Load Information |
|--|----------------------|
| Competitor Name: _____ | 1st Call Time: _____ |
| Start #: _____ | Boarding Time: _____ |
| Round #: _____ | Aircraft: _____ |
| Chief Judge/Event Judge Signature: _____ | |

Addendum K: Competitor Challenge Form

| Challenge Request | | |
|---------------------------|---------|------------------|
| Competitor Name: | _____ | Signature: _____ |
| Competitor Number: | _____ | |
| Round #: | _____ | |
| Challenge Fee: | \$75.00 | Collected |

| Assessments Challenged |
|---|
| - Competitors must state the single Gate, Zone or Penalty indicator that is being challenged. |
| - Competitors may submit multiple challenges for the same jump for a single fee. |
| - Each separate challenge is processed in the order requested by the competitor. |
| - 6.3.8.2 will apply. |

| Final Decision | |
|---------------------|---|
| Majority Vote (2:1) | <input type="checkbox"/> NO CHANGE to Initial Assessment |
| Unanimous (3:0) | <input type="checkbox"/> NO CHANGE to Initial Assessment |
| Unanimous (3:0) | <input type="checkbox"/> CHANGE to Initial Assessment |

| Certification | |
|---------------------|--------------|
| Chief Judge: | _____ |
| | (Print Name) |
| Chief Judge: | _____ |
| | (Signature) |
| Date: | _____ |

In accordance with the final decision of the VRP, the Chief Judge has documented the action on the score sheet and on the score list for the round. The \$75.00 challenge fee is:

Returned to the Competitor

Retained to be donated to the USTTF

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1. Rules Specific To The Competition

1.1. Aims of the Competition

- 1.1.1 To determine the champions of Canopy Piloting - Freestyle.
- 1.1.2 To promote safety and develop Canopy Piloting - Freestyle training and competition.
- 1.1.3 To exchange ideas and strengthen friendly relations between USPA members, judges, support personnel and guest participants from other nations.
- 1.1.4 To allow participants to share and exchange experience, knowledge, and information.
- 1.1.5 To improve judging methods and practices.

1.2. Program of Events

- 1.2.1 The competition shall be comprised of three rounds.
- 1.2.2 The minimum number of rounds required for a valid event is one.

2. Event Descriptions And Objectives

2.1. Standard Competition Format Events

- 2.1.1 In the Freestyle event, the competitor navigates his parachute through the course executing pre-determined or free moves. The competitor's objective is to navigate a parachute through course contacting the surface of the water in the manner dictated by the chosen Freestyle move(s) and end with a stand-up landing.

3. General Rules

3.1. Wind Conditions and Indicators

- 3.1.1 The maximum allowable wind speed as measured by an anemometer is seven (7) m/s in any direction on the competition course.
- 3.1.2 The speed of the wind must be indicated by an anemometric system, which must function without interruption and must be installed in the most appropriate position. The location and height of the anemometer head is decided by the Chief Judge, and must be at a minimum height of 6 m above ground level. The Chief Judge must consider possible environmental influences. This decision is no grounds for a protest.
 - 3.1.2.1 The anemometer shall be checked at 10-minute intervals. If the winds exceed five (5) m/s, it shall be monitored constantly until the winds have remained below five (5) m/s for at least five (5) minutes.
- 3.1.3 A windsock capable of responding to winds of at least two (2) m/s shall be positioned within 50 meters of the course.
- 3.1.4 A wind direction indicator (streamer) capable of responding to winds of less than two (2) m/s shall be mounted on a pole within 20 meters of the pond.
- 3.1.5 The Chief Judge will decide the positions of the windsock and wind direction indicator, ensuring that both are fully visible for competitors approaching the course. This decision is not subject to protest.

3.2. Minimum Exit Altitude on One Pass

- 3.2.1 1200 meters AGL with 1 or 2 competitors
- 3.2.2 1500 meters AGL with 3 or 4 competitors
- 3.2.3 2000 meters AGL with 5 or 6 competitors

3.3. Equipment and Weights

- 3.3.1 All competitors must wear a hard-shell protective head cover.
- 3.3.2 Protective equipment may be worn and is strongly recommended. It must not hinder the competitor's parachute equipment or compromise safety, as determined by the Meet Director.
- 3.3.3 DWIPE: At the time of the weighing carried out by the Meet Director, or a person designated by the Meet Director, DWIPE is calculated and recorded. DWIPE is the basis to define the maximum amount of additional individual weight allowed in accordance with the list in Addendum E.
- 3.3.4 A deviation of one kilogram on DWIPE measured in §3.3.3 is allowed to cover discrepancies between different scales used or the event of a competitor being wet if weighed after the jump.
- 3.3.5 All additional weight components must have a single-handle quick-release system. The release handle must be located on the front part of the competitor's torso, be freely accessible and be made in such a way as to allow it to be quickly operated by a rescue person in case of an emergency. It must not come loose by itself and must be acceptable to the Meet Director.

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- 3.3.6 A scale capable of indicating the weight in increments of 1/10 of a kilogram must be provided. A second identical scale must be available at the request of the Meet Director, depending on the competition set-up (e.g., if the boarding area is far from the course).
- 3.3.7 The Meet Director will determine random-competitor-weight-check selection prior to and during the competition.

3.4. Official Practice Period

- 3.4.1 The official practice period (OPP) is the period of two days before the official start date of the competition.
 - 3.4.1.1 In the event that Canopy Piloting is held immediately prior to Canopy Piloting – Freestyle, the CP-F OPP may be held during the CP OPP. This decision must be agreed upon by the Meet Director and USPA Controller.
- 3.4.2 The organizer must provide the opportunity for practice jumps for the competitors during the OPP. The schedule and details must be agreed upon by the Chief Judge and the Meet Director and be announced at the beginning of each day so that competitors and judges may take advantage of the training period.
- 3.4.3 During the OPP all competitors must make at least one training jump on the course. It is the responsibility of the competitor to comply with this rule in order to compete. This rule may be waived by mutual agreement of the Meet Director, the Chief Judge, and the USPA Controller.
- 3.4.4 During the OPP and before the start of the competition, an official course closing drill must be conducted by the Chief Judge. The time of which must be announced in advance, so that all officials and competitors can attend. This must be a full practice, and is mandatory for all Judges and Officials, including the use of the smoke, the emergency medical personnel, and a simulated call to the ambulance. The USPA Controller must approve of the system that was practiced and report the results to the Jury prior to the start of the competition.

3.5. Jump Order and Exit Assignment

- 3.5.1 The overall results of the most recent USPA National Championships (including guest competitors) will determine the jump order for the first round. Those competitors will be grouped in reverse order of standing and will jump in reverse order of standing and will jump after those competitors described in §3.5.2.
- 3.5.2 Competitors who did not compete in the most recent USPA National Championships will be positioned by draw and will jump at the beginning of the round.
- 3.5.3 A person designated by the Chief Judge will supervise and record the exit order assignment as determined by the competitors within each pass.
- 3.5.4 The competitors involved will receive a minimum result if the Event Judge or Chief Judge is not notified of any change to the exit order assignment before the 15-minute call prior to boarding.
- 3.5.5 The order of exit passes will be rotated by 20%, rounded down, with the start of a new round in any event on a subsequent day. The rotation will be done by taking the first 20% of the jump order and placing them at the end of the jump order. The Chief Judge may also use the same procedure to rotate the order of exit passes when starting a different event on the same day.
- 3.5.6 The Chief Judge may make an updated overall reverse order of standing for any round. If time permits, the Meet Director may change jump order to reflect the new overall reverse order of standing.
- 3.5.7 By mutual agreement of the Meet Director and Chief Judge, one event may begin prior to the completion of another event. The unfinished event may be completed later in the competition. No event holds a higher priority over any other event.
- 3.5.8 Where there is the option of a dual-entry setup into the course, one that permits navigating the course in more than one direction, the option can be selected for a complete round only. The course configuration must remain as described in the bid.

3.6. Safety Violations

- 3.6.1 Competitors shall exit the course immediately after landing. A yellow card may be issued for failing to comply with this rule and consequently creating a hazard for another competitor, unless the Chief Judge or Event Judge determines the circumstances were beyond the competitor's control.
- 3.6.2 A Chief Judge may issue a yellow card to a competitor for a safety violation. They will be issued in general for unsafe actions, lack of sufficient canopy control, or erratic canopy handling.
- 3.6.3 A second yellow card is the equivalent of the issuance of a red card.
- 3.6.4 The Chief Judge and the Meet Director together, by mutual agreement, may issue a red card without a prior yellow card for any action that presents immediate danger and safety hazard to the competitor or others on the ground. Examples of this include, but are not limited to low approaches over the crowd or flying the canopy in an uncontrolled manner into any person or objects inside or outside of the course.
- 3.6.5 The issuance of a red card will result in the disqualification of the competitor from further participation in the competition, including the deletion of any results already achieved during the competition. The competitor will be marked as “disqualified” and will be listed in the ranking list after all other competitors.

3.7. Safety Issues

- 3.7.1 The Chief Judge or the Meet Director may suspend a competition at any time if wind or weather conditions are deemed to pose a safety hazard to the competitors even if the conditions are within the wind limits. The Meet Director must then notify the pilot to stop dropping competitors.
- 3.7.2 The aircraft pilot will signal the competitors when they are clear to exit. All the competitors will be briefed on the specific exit and spotting signals at the pre-event competitors' meeting.
- 3.7.3 The Meet Director will inform the competitors via the pilot of any exit order or exit altitude changes or that the dropping of competitors must be stopped. The Meet Director must inform the Chief Judge or Event Judge of any such changes or stopping of jumping.
- 3.7.4 Competitors must enter the course in order of exit. There must be sufficient exit delay between competitors to ensure safe separation and allow time for any judging and course maintenance. However, if it is not possible to enter the course in order of exit due to circumstances beyond the control of the competitor, the competitor may enter the course (provided there is no conflict with other competitors) and receive the assessed score as determined by the judges. Otherwise, §3.5.4 will be applied.
- 3.7.5 During all events, a person, appointed by the Chief Judge, shall be equipped with an audible warning device in order to make competition personnel aware of approaching competitors by the following signals:
 - 3.7.5.1 Three (3) short signals indicating the exit of competitors from the aircraft
 - 3.7.5.2 One (1) long signal, when each competitor initiates the turn into the final approach. At this time, competition personnel must clear the course and take positions alongside the course.
- 3.7.6 A certified medically trained person must be available and on the course during all scheduled competition jumps, including the official practice days.
 - 3.7.6.1 Medical equipment must be available to this certified medically trained person, to include a medical backboard, cervical collar and a telephone capable of dialing 911.

3.8. Equipment Control Problem

- 3.8.1 A competitor experiencing a control problem or malfunction requiring the use of the reserve canopy must not navigate the course and must utilize an alternate landing area if safe to do so.
- 3.8.2 A competitor experiencing a malfunction of the main parachute canopy that creates a control problem without requiring a canopy release shall not land on the course.
- 3.8.3 A qualified person shall be appointed by the Chief Judge and will 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 (e.g., packing error). The competitor must not disturb the canopy condition or equipment prior to inspection.

3.9. Rejumps Due to Equipment Problems

- 3.9.1 A competitor experiencing a control problem or malfunction, not created by the competitor himself will be granted only one re-jump during the competition, otherwise the actual score of the affected jump will be applied.

3.10. Rejumps Due to Weather Conditions

- 3.10.1 If the wind exceeds the maximum limit at any time in the period from when the competitor initiates the turn to final approach to when the landing of the competitor ends, the following applies:
 - 3.10.1.1 The competitor must accept the achieved score within 10 seconds after receiving the assessments from the jump from the Chief Judge or Event Judge; otherwise a re-jump for this round shall be made.
 - 3.10.1.2 If winds exceed 5 m/s and change direction more than 90 degrees within 2 seconds (as measured and recorded automatically by an electronic device), a competitor landing within 30 seconds after the wind change must be offered a re-jump by the Chief Judge or Event Judge. The competitor's decision for the re-jump must be made within 10 seconds of being advised of this offer; otherwise the score for the jump is automatically accepted and recorded.
- 3.10.2 If a competitor experiences adverse weather conditions as determined by the Chief Judge or Event Judge, the competitor will be offered a re-jump. The competitor's decision for the re-jump must be made within 10 seconds of being advised of this offer; otherwise the score for the jump is automatically accepted and recorded.

3.11. Rejumps Due to Outside Interference

- 3.11.1 A competitor who suffers interference, on the ground or in the air from other competitors, jumpers, or temporary objects, as determined by the Chief Judge or Event Judge, will be offered a re-jump.
- 3.11.2 At the sole discretion of the Chief Judge or Event Judge, any other competitor suffering interference as a result of a competitor not clearing the course will be offered a rejump.

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- 3.11.3 At the sole discretion of the Chief Judge or Event Judge, if two or more competitors approach and/or enter the course close together and in the process create interference between each other, a rejump may be offered to one, both or neither competitors.
- 3.11.4 The competitor's decision for the re-jump must be made within 10 seconds of being advised of this offer; otherwise the score for the jump is automatically accepted and recorded.

3.12. Rejumps Due to Technical Factors

- 3.12.1 In the event of a closed course, competitors are not allowed to enter or navigate the course.
- 3.12.2 If it is not safe to stay outside of the course and/or an alternative landing area is not available, the competitor may make a normal, non-aggressive landing on the course, without executing any freestyle move.
- 3.12.3 A competitor complying with the above will be granted a re-jump as decided by the Chief Judge or Event Judge, otherwise an minimum result will be applied for that jump.

3.13. Rejump Procedures

- 3.13.1 Each competitor who is granted a rejump must receive a Rejump Form from the Event Judge or Chief Judge to be handed in to the Meet Director.
- 3.13.2 The competitor must make the re-jump at the earliest opportunity as determined by the Meet Director, who will inform the Chief Judge, before the 15-minute-call is made, on which load and in which exit order the re-jump will be performed.

4. Scoring

4.1. Technical Specifications for Freestyle

- 4.1.1 Open Class
 - 4.1.1.1 Round 1: Only a single move may be presented. It must be a move described in Addendum B (DoD: Group: 1-4).
 - 4.1.1.2 Round 2: A single move or a combination of moves may be presented. Moves presented must be as described in Addendum B
 - 4.1.1.3 Round 3: A single move or a combination of moves may be presented. Moves presented may be as described in Addendum B or any move sufficiently described in the drama sheet.
 - 4.1.1.4 When performing a combination of moves (rounds 2 and 3) the chosen moves must at least differ in one move and the order of the moves must differ from any previous combination of that competitor.
- 4.1.2 Advanced Class
 - 4.1.2.1 Round 1: Only a single move may be presented. It must be a move described in Addendum B (DoD: Group: 1).
 - 4.1.2.2 Round 2: Only a single move may be presented. It must be a move described in Addendum B (DoD: Group: 1-2).
 - 4.1.2.3 Round 3: Only a single move may be presented. It must be a move described in Addendum B (DoD: Group: 1-3).
- 4.1.3 All moves have to be pre-declared on the drama sheet and presented to the Chief Judge. The drama sheet for all the rounds must be presented to the Chief Judge at least 48 hours before the planned start of the competition so that the judges may assign the DoD of the combination of moves and announce it to the competitors. Competitors may present a move or combination of moves per round (A and B) and must announce to the Chief Judge which one (A or B) they will be performing before the start of the relevant round, otherwise A will be considered.
- 4.1.4 A panel of 5 judges evaluate all jumps. Every judge scores the performance in the given subject from 0.0 to 10.0 using one (1) decimal place.
- 4.1.5 A DR will be awarded when indicated by a minimum of any three judges of the panel.

4.2. Scoring Structure

- 4.2.1 Three (3) judges will score the PRESENTATION of the approach, the Freestyle move and the landing.
- 4.2.2 Two (2) judges will score the TECHNICAL aspect of the Freestyle move. The technical aspect contains the degree of difficulty of the move, and the landing.
- 4.2.3 A judge or assistant personnel appointed by the Chief Judge will call out the expected move or combination of moves and the direction of approach of the next competitor to enter the course.

4.3. Calculation of Points

- 4.3.1 The calculation to turn scores of each round into points (result) is as follows:
 - 4.3.1.1 The score of a round is the average score of the 2 judges scoring Technical (averaged, $(T1+T2)/2 = T$) multiplied by the average score of the 3 judges scoring Presentation (averaged $(P1+P2+P3)/3 = P$), minus any penalties incurred. All calculations are calculated to the third decimal. No rounding applied.
 - 4.3.1.2 The competitors are ranked in each round in order of the actual score collated for this round (highest score first).

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- 4.3.1.3 In Freestyle the score 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. No rounding applied.
- 4.3.2 Contact with water, with no other performance will yield a Default Result.
- 4.3.3 Failure to perform any one of the predeclared moves, or performing them in a different sequence, from the drama sheet will yield a Default Result.

4.4. Minimum result (MR)

- 4.4.1 A minimum result applies for a round in the following situations:
- 4.4.1.1 Failure to wear a protective helmet while navigating the competition course.
- 4.4.1.2 Failure to notify a change in the jump order, thereby creating interference, as determined by the Chief Judge or Event Judge (see §3.5.4).
- 4.4.1.3 Exceeding the Additional Individual Weight allowed as per Addendum E.

5. Judging

5.1. Judges' Conference

- 5.1.1 The Chief Judge will organize a judges' conference prior to the start of the competition. All judges shall attend the conference.
- 5.1.2 All members of the panel of judges must be USPA National Canopy Piloting judges.
- 5.1.3 Judges-in-training may be used to assist with tasks that do not include the assessment of competitors' performances. They must be under the direct supervision of the Chief Judge, and must have attended the judge's conference.
- 5.1.3.1 The Host must provide and assign 4 additional persons to assist the judges during all the competition. All 4 persons must be approved in advance by the Chief Judge, and should have a USPA Regional CP judge rating or good knowledge of the rules.
- 5.1.4 Practice jumps will be judged at the discretion of the Chief Judge. The time period during which the relevant events will be judged during the OPP will be announced by the Chief Judge.
- 5.1.5 Judges will be strategically positioned at the course according to the needs of the specific event and to the technical equipment in use for the specific event as determined by the Chief Judge.
- 5.1.6 The assigned judges will use the respective signals or methods as determined by the Chief Judge to indicate the scores.
- 5.1.6.1 Scores awarded by the panel of judges are transmitted to the scoring processor by means determined by the Chief Judge.
- 5.1.6.2 The judges must record any rule violation of a competitor (exit order mix-up, interference, control problems, etc.) as well as the need for a video review (VR), for any reason.
- 5.1.7 All judges shall watch for unsafe canopy flight by competitors. If a judge witnesses what he/she feels was an unsafe act, they shall inform the Chief Judge so that a YC or RC may be issued, if so decided.

5.2. Point Guidelines for Presentation

- 5.2.1 Presentation contains the creativity of new moves, combination, and transition between moves. It also contains the presentation of the performance (i.e., body language, body tension, expression etc.) and landing. The Maximum score is 10 points. The following table shows the possible deductions to apply:
- Up to 5.0 points deduction for using only a part of the pond while dragging water
 - 0.1 points deduction for each small mistake
 - 0.2 to 0.5 points deduction for each medium mistake
 - Up to 7.0 points deduction for one or several major mistakes
 - Up to 1.0 points deduction for non-stand up landing
 - Up to 2.0 points deduction for an uncontrolled landing
 - Up to 10.0 points deduction for no performance at all, or not identifiable

5.3. Mistake Examples

- 5.3.1 Small mistake examples
- slight loss of direction control, slight wobble, etc.
 - toes not pointed; knees bent
- 5.3.2 Medium mistake examples

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- significant loss of direction control, wobble, not enough rotation, etc.
- required elements performed incorrect, turning the wrong direction, etc.

5.3.3 Major mistake examples

- completely missing required elements or performed so poorly that move is barely recognizable

5.4. Technical Score

The Technical score includes the difficulty of transitions, rotations and change in direction. It also contains the precision and control of the body and canopy, during the performance of the move and the landing.

The following judging criteria applies to the technical score:

- 5.4.1 The Degree of Difficulty (DoD) presents the base for the technical score.
- 5.4.2 A combination of moves will be judged according the DoDs of the individual moves and the difficulty of the combination. For a combination of moves the judge will decide how difficult the combination is. The lower border will be the most difficult move DoD. The upper border should be the addition of every move DoD in the combination up to a maximum of ten (10).
- 5.4.3 The actual technical execution (precision of approach, heading-control, body-control, execution, etc.) will finally influence the technical score. The technical score (derived from the calculated DoD) may be adjusted by +/- 1 depending on the performance.
- 5.4.4 The landing should finish in a stand-up landing.
- 5.4.5 When landing in the water, the score will be DR.

6. Use Of Video Cameras

6.1. Use of Video Camera System

- 6.1.1 In each event there must be a video camera system set up, which must be capable of reduced speed playback. The system must include audio and record all cameras on a hard drive. The images from any camera must be synchronized and be accessible instantly. It must be a secure closed system with access limited to the Judges Panel.
- 6.1.2 The Video Camera System or electronic system will be used as an additional tool to verify the score at the discretion of the Chief Judge or Event Judge.
- 6.1.3 The positioning of the cameras shall be event related for course surveillance in general and for the specific requirements in each event for gates, entries into the course and landing areas. The positioning of the cameras will not be grounds for protest.
- 6.1.4 If the Chief Judge or Event Judge decides that the video set-up at the course allows for video judging of all or parts of the course, the minimum valuation principles (§7.1.4) apply for video judging.

6.2. Video Review

- 6.2.1 At the request of a member of the judging panel, and if the VR has been recorded on the judge's score sheet, the Chief Judge shall order a review of the jump in question at the earliest opportunity. One Judge will be positioned on the VF-System cross checking and verifying, and informing the Chief Judge in cases where a VRP has to be called.
- 6.2.2 The video review request will be noted on a Video Review Form, which must be handed to the Chief Judge, to initiate the VR procedure.
- 6.2.3 The VRP of three persons is composed of the Chief Judge and/or Event Judge, and if possible, the panel member that requested the review, and/or one other judge.
- 6.2.4 A VR cycle is comprised of a maximum of three viewings of part(s) of the jump in question. Reduced speed playback may be used after the first viewing.
- 6.2.5 At any time during the review process and without discussion, the judges will render their decision using the following procedure:
 - 6.2.5.1 Confirmation of the assessment on the judge's original score sheet
 - 6.2.5.2 Determination of the outcome of a VR using a voting process overseen by the Chief Judge or Event Judge: Any decision must be rendered clearly by "YES" or "NO" only, (i.e., by thumbs-up-thumbs-down on command or by indication of a "Y" or "N" on paper etc.,) without any application of in-between decision possibilities or options other than "YES" or "NO".
 - 6.2.5.3 The initial assessment on the score sheet can only be changed with a unanimous decision of the video review panel.
 - 6.2.5.4 A majority decision of a video review panel leaves the initial assessment unchanged. If no initial assessment was made for any reason on the score sheet, the majority vote will be used as the decision.
- 6.2.6 The Chief Judge will review the decision of the video review panel, document the result on the Video Review Form and adjust the competitor's score on the score and result list, if applicable.

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6.2.7 The scores will not be final until the data and/or recording media are reviewed, if necessary. The Chief Judge shall be responsible for determining a competitor's final result and place.

6.3. Challenges

6.3.1 Competitors shall be entitled to invoke a video review challenge.

6.3.2 Competitors may only challenge judging calls assessed to their own performance.

6.3.3 The challenge must state the single assessment that is being challenged.

6.3.4 No challenge shall be accepted for a performance that is not covered by a functioning official camera covered under section 8.1. If a video review was already performed on the assessment by request of a judge before the official score was posted, it cannot be challenged by the competitor.

6.3.5 The fee to invoke a challenge is \$75.00. The Chief Judge will give the Challenge fees retained to the USPA Controller.

6.3.6 The Challenge Form, (Addendum H) and fee must be submitted to the chief judge within one hour of posting of the relevant score.

6.3.7 The video review for a challenge will be conducted in accordance with section 6.2. regarding Video Review

6.3.7.1 The competitor will be given the opportunity to watch the video(s) in question after the completion of the review.

6.3.7.2 If during the review process, the video cannot be retrieved or is deemed un-judgeable, the score will remain unchanged, the fee returned to the competitor, and the competitor shall retain their right to further challenges during the competition.

6.3.7.3 If the judges' decision is upheld by the review, the score shall remain unchanged, the challenge fee shall be donated to the U.S. Team Trust Fund, and the competitor will no longer have the right to invoke further video review challenges again during the competition.

6.3.7.4 If the video review results in a decision favorable to the competitor, the posted score shall be changed as appropriate, the challenge fee shall be returned to the competitor, and the competitor shall retain their right to further challenges during the competition.

6.3.8 Competitors may submit multiple challenges for the same jump for the single fee.

6.3.8.1 Each separate challenge is processed in the order requested by the competitor.

6.3.8.2 After the first failed challenge, the remaining challenges will not be reviewed, the posted score will be changed for the prior successful challenges, and otherwise 6.3.7.3 will apply.

6.3.8.3 If all challenges are successful, 6.3.7.4 will apply.

7. Determination Of Champions

7.1. Champions

7.1.1 The Champion is the competitor with the highest total number of points after the completed rounds in the event. The maximum number is 300 points for the event.

7.2. Tie-Breaks

7.2.1 If two or more competitors have the same cumulative total number of points in the first 3 places of the event, the higher placing in the completed rounds in the event will have the higher standing (i.e. two first-place ranks and a third-place rank beat one first-place rank and two second-place ranks). If there is still a tie, the single best Freestyle score in a completed round, will have the higher standing.

7.3. Medals Awarded

7.3.1 Medals will be awarded for both Open and Advanced classes.

7.3.2 Champion: 1st Place, 2nd Place, 3rd Place

Addendum A: General Course Specifications

- 1.1.1 All markers must be removed from the body of water.
- 1.1.2 The body of water must be a minimum of 15 metres wide and at least 65 metres long.
- 1.1.3 The body of water must provide a minimum depth of 0.60 metres over the minimum width from the beginning of the pond to G2 in the standard events.
- 1.1.4 The minimum requirements for the depth of the pond beginning at G2 in the standard events and sloping gradually up to the end of the pond is permitted, as long as a minimum depth is provided of:
 - 0.50 metres at G3 in the standard events, to
 - 0.40 metres at G4 in the standard events.
- 1.1.5 For safety reasons, the water level must be kept high enough to provide a smooth transition from the water level to the ground surface around the exit sides of the pond (maximum 5 cm allowance).
- 1.1.6 If the water is deeper than 1.5 metres, suitably equipped rescue personnel are required.
- 1.1.7 The course must have a safety zone of 5 metres along both sides, and at the end of the course between the course sidelines and the spectator areas, indicated by marking devices, which shall not be higher than 5 metres and acceptable to the Chief Judge and CTD.
- 1.1.8 The course and video cameras/systems must be acceptable to the Chief Judge.
- 1.1.9 Landing zone(s) will be declared for the landing part of the Freestyle jump. They must be suitable for landing and provide enough safety area as determined by the Chief Judge (multiple landings zones, at different sides of the water section) may be declared..

Addendum B: Freestyle Move Descriptions

1. DoD (Degree of Difficulty) - Group 1 (Very Easy)

1.1. Crane (DOD 1.0)

The body is straight with one foot dragging and the other leg bent as much as possible above the surface.

- The body should be straight and rigid from the head to the dragging foot.
- The knee should be locked on the leg that is dragging the surface.
- The non-dragging leg should be bent at the knee as much as possible placing with the foot near the knee or thigh of dragging leg.
- The body should be leaning forward between 30 and 45 degrees.

1.2. Can-Can (DOD 1.1)

The pilot extends both legs to one side of the body (not underneath the body) with feet apart while dragging at least one foot on the surface.

- The upper body should remain square to the line of flight with chest and shoulders facing forward.
- The pilot should extend the legs and push feet out to one side as much as possible with the knees locked.
- The feet should be as far apart as possible.

1.3. Cross-Up (DOD 1.2)

The pilot positions himself with both feet underneath the body (inline) and crossed while dragging the surface with both feet.

- The upper body should be vertical to the surface and straight.
- The legs and feet are inline with the body.
- The knees are slightly bent and legs should be crossed below the knees with both feet dragging the surface

1.4. Nac-Nac (DOD 1.2)

The pilot drags both feet inline with the body at the same time with the forward foot dragging heel side and the trailing foot dragging toe side.

- The upper torso should be vertical to the surface and facing forward.
- Both legs straight inline with the body, no wider than the shoulders.
- Both feet should be dragging. The forward foot must be heel side and the trailing foot toe side.

1.5. "T" (DOD 1.3)

The pilot's body is vertical with one foot dragging, and the other leg extended and horizontal to the surface.

- The upper body should be straight and vertical to the surface.
- The leg of the dragging foot should be extended and locked at the knee.
- The non-dragging leg should be extended straight out from the body, horizontal to the surface and locked at the knee.

1.6. Flex Head (DOD 1.6)

The Pilot positions the body vertical and straight, the buttocks close to the surface with one leg extended out in front dragging a foot heel side while the other leg is bent at the knee dragging a foot on the surface near the buttocks.

- The upper body should be vertical with the buttocks close to the surface.
- One leg should be extended out straight in front with the knee locked while dragging the foot heel side.
- The other leg should be bent at the knee with the foot dragging the surface near the buttocks.

1.7. Walnut (DOD 1.7)

The pilot's body is straight and facing forward, both knees are bent and dragging with the feet near buttocks.

- The upper body is leaning forward, straight and rigid from head to knees.
- The legs are in line with the body with both knees dragging the surface.
- The knees are bent as much as possible with the feet positioned near the buttocks.

1.8. Method (DOD 1.9)

The pilot twists the lower body 90 degrees from the upper torso with feet apart and dragging on the surface.

- The upper body should remain square to the line of flight with chest facing forward.
- The lower body can be twisted in either direction but must rotate at least 90 degrees from upper torso.
- The feet should be as far apart as possible with both feet dragging.

2. DoD (Degree of Difficulty) - Group 2 (Easy)

2.1. Superman (DOD 2.1)

The pilot's body is straight and horizontal with both feet dragging the surface while facing forward.

- The body facing forward, should be straight and rigid from the head to the feet.
- The body should be horizontal and low to the surface.
- The legs and feet should be together and dragging the surface in line with the body.

2.2. Boomerang (DOD 2.6)

The pilot carves with banking while keeping at least one foot with contact with the surface.

- The upper body should remain square to the line of flight with chest facing forward.
- The lower body should be positioned close to the surface.
- The pilot must drag at least one foot on the surface while carving at least 45 degrees.

2.3. Lazy Boy (DOD 2.7)

The pilot's body is straight from head to feet with the legs extended out in front with the body leaning back while dragging both feet on the surface.

- The body should be horizontal and facing upwards while low to the surface (60 degrees).
- The body should be straight and rigid from the head to the feet.
- The legs and feet should be together with the knees locked while dragging the surface.

3. DoD (Degree of Difficulty) - Group 3 (Moderate)

3.1. Switchblade (DOD 3.5)

The pilot places both toggles in one hand and in front of the body.

- The upper body should face forward of the direction of flight.
- Both toggles must be in one hand only and in front of the body while dragging at least one foot on the surface.

3.2. Switchcow (DOD 3.8)

The pilot places both toggles in one hand and in front of the body, the other hand dragging.

- The upper body should face forward of the direction of flight.
- Both toggles must be in one hand only and in front of the body while dragging the other hand and at least one foot on the surface

4. DoD (Degree of Difficulty) - Group 4 (Difficult)

4.1. Blind Man (DOD 4.3)

The pilot twists the entire body 180 degrees in the harness from the direction of flight while dragging the surface with at least one foot.

- The body should rotate a full 180 degrees from the direction of flight.
- The body should be vertical with knees slightly bent.
- The pilot should rotate without losing contact with the surface.

4.2. Blindboom (DOD 4.6)

The pilot twists the entire body 180 degrees in the harness while carving with banking, and dragging the surface with at least one foot.

- The body should rotate a full 180 degrees from the direction of flight.
- The lower body close to the water surface, knees slightly bent.

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- The body rotating and carving while dragging.
- Carving at least 45 degrees.

4.3. Cowboy (DOD 4.7)

The pilot takes one hand off the controls and drags it on the surface, both legs to side while dragging at least one foot.

- The Body is vertical and low to the surface with the shoulders square to the direction of flight.
- The legs extended to the side.
- One hand must drag the surface while dragging at least one foot.
- The hand dragging the surface must be completely off the controls with no toggle in hand.

4.4. Ghost Rider (DOD 4.8)

The pilot takes hands completely off the controls (toggle and risers) while facing forward with feet underneath the body and dragging at least one foot on the surface.

- The upper body should be vertical.
- Both hands must be off the controls and extended out to the sides during the execution.

4.5. Tick Jockey (DOD 4.8)

The pilot places both toggles in one hand and in front of the body with a simultaneous foot-grab with the other hand. The other hand dragging.

- Both toggles must be in one hand and in front of the body while dragging one foot on the water's surface.
- The other hand must perform a foot-grab behind the back at one moment in time
- The body should be arched to as much as possible while dragging the foot on the surface.

5. DoD (Degree of Difficulty) - Group 5 (Very Difficult)

5.1. Lazyghost (DOD 5.0)

The body should be horizontal and facing upwards while low to the surface (60 degrees).

- The body should be straight and rigid from the head to the feet.
- The legs and feet should be together with the knees locked while dragging the surface.
- Both hands must be off the controls and extended out to the sides during the execution.

5.2. Wingover (DOD 5.2)

The pilot executes a carving manoeuvre so that one end cell of the canopy makes contact with the surface.

- The upper body should be square to line of flight, chest facing forward
- The body should be positioned low close to the surface.
- The carving should be at least 45 degrees.
- A wingtip must drag the surface while simultaneously dragging a foot.

5.3. Miracle Man (DOD 5.2)

The pilot twists the entire body 360 degrees in the harness while dragging the surface with at least one foot.

- The body should rotate a full 360 degrees in the direction of flight.
- The body should be vertical with knees slightly bent.
- The pilot should rotate without losing contact with the surface.

Addendum C: Summary of Freestyle Moves

Degree of Difficulty (DOD) Group #1

1.1



Crane (DOD 1.0)

1.2



Can-Can (DOD 1.1)

1.3



Cross-Up (DOD 1.2)

1.4



Nac-Nac (DOD 1.2)

1.5



"T" (DOD 1.3)

1.6



Flex Head (DOD 1.6)

1.7



Walnut (DOD 1.7)

1.8



Method (DOD 1.9)

DOD Group #2

2.1



Superman (DOD 2.1)

2.2



Boomerang (DOD 2.6)

3.3



Lazy Boy (DOD 2.7)

DOD Group #3

3.1



Switchblade (DOD 3.5)

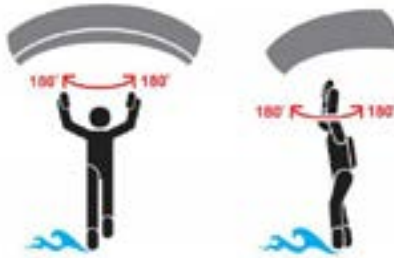
3.2



Switchcow (DOD 3.8)

DOD Group #4

4.1



Blind Man (DOD 4.3)

4.2



Blindboom (DOD 4.6)

4.3



Cowboy (DOD 4.7)

4.4



Ghost Rider (DOD 4.8)

4.5



Tick Jockey (DOD 4.8)

DOD Group #5

5.1



Lazyghost (DOD 5.0)

5.2



Wingover (DOD 5.2)

5.3



Miracle Man (DOD 5.2)

Addendum D: Detailed Definitions of Freestyle Moves

GROUP 1 Degree of Difficulty (DOD)

Crane DOD: 1.0

Body straight and leaning forward, one leg straight, foot dragging, tother leg bent as much as possible



| | Details | Minor Mistake | Major Mistake | Increase Difficulty |
|-------------------------|---|------------------------------------|---|--------------------------------|
| Body | Body straight and rigid from head to dragging foot, knee locked | Bend in knee, hip, torso up to 30° | Bend in knee, hip, torso more than 30° | - |
| Non-dragging leg | Non-dragging leg bent and pulled up | Foot below the knee | Non dragging ankle more than 10 cm below knee | Foot above knee (on other leg) |
| Body Orientation | Body leaning forward between 30° and 45° | Leaning forward less than 30° | Leaning forward less 30° | Leaning forward more than 45° |

Can-Can DOD: 1.1

Body vertical and straight, both legs to one side of body, feet apart, dragging at least one foot.



| | Details | Minor Mistake | Major Mistake | Increase Difficulty |
|----------------------|---|---|--|-------------------------------------|
| Body | Upper body square to line of flight, chest facing forward | Up to 30° off vertical orientation | More than 30° off vertical orientation | - |
| Legs and feet | Legs and feet to one side, legs straight, knees locked | Legs of vertical axis between 15° and 30° | Legs of vertical axis less 15° | Legs of vertical axis more than 45° |
| Feet | Feet far apart, at least one foot dragging | Angle between legs from 15° to 30° | Angle between legs less 15° | Angle between legs more than 45° |

Cross-Up DOD: 1.2

Body vertical and straight, both legs crossed and in-line with body, both feet dragging.



| | Details | Minor Mistake | Major Mistake | Increase Difficulty |
|--------------|---|--------------------------------|--|---------------------|
| Body | Upper body straight and vertical to surface | Bent in hip or torso up to 30° | Bent in hip or torso more than 30° | - |
| Leg | Legs and feet in-line with body | | Only one foot dragging, legs not crossed | - |
| Knees | Knees slightly bent, legs crossed below knees, both feet dragging | Knees bent more than 30° | Knees bent more than 60° | - |

Nac-Nac DOD: 1.2

Body vertical and straight, legs straight, one front one back, feet in-line with body, forward foot dragging heel, trailing foot toe.



| | Details | Minor Mistake | Major Mistake | Increase Difficulty |
|-------------|--|------------------------------------|--|---------------------|
| Body | Upper body vertical to surface, chest facing forward | Up to 30° off vertical orientation | More than 30° off vertical orientation | - |
| Legs | Both legs straight, in-line with body, no wider than shoulders | Angle between legs from 30° to 45° | Legs dragging outside shoulder width | Full split |
| Feet | Dragging – forward foot, heel, trailing foot, toe | Dragging other than heel and toe | Dragging only one foot | - |

“T” DOD: 1.3

Body vertical and straight, one leg straight, foot dragging, other leg straight and horizontal to surface



| | Details | Minor Mistake | Major Mistake | Increase Difficulty |
|-------------------------|--|--|--|---------------------|
| Body | Body straight and vertical to surface | Up to 30° off vertical orientation | More than 30° off vertical orientation | - |
| Dragging Leg | Dragging leg vertical, straight and locked at knee | Knee bent up to 30° | Knee bent more than 30° | Full split |
| Non-dragging leg | Non-dragging leg extended horizontal to surface and locked at knee | Non dragging leg bent up to 30° or angled up to 120° from body | Non dragging leg bent more than 30° or angled more than 120° from body | - |

Flex Head DOD: 1.6

Body straight and leaning forward, one leg straight, foot dragging, other leg bent as much as possible



| | Details | Minor Mistake | Major Mistake | Increase Difficulty |
|--------------------|---|---|---|--|
| Body | Upper body vertical, buttocks close to surface | Up to 30° off vertical orientation | More than 30° off vertical orientation | - |
| Forward leg | Forward leg straight, knee locked, dragging heel | Knee bent up to 30°, angle between leg and body from 120° to 140° | Knee bent more than 30°, angle between leg and body more than 140°, heel not dragging | 90° between forward leg and upper body |
| Other leg | Other leg bent at knee, foot dragging near buttocks | Foot not close to buttocks | Foot away from buttocks, foot not dragging | - |

Walnut

DOD: 1.7

Body straight and facing forward, leaning forward, both knees bent and dragging, feet near buttocks



| | Details | Minor Mistake | Major Mistake | Increase Difficulty |
|--------------|--|---|---------------------------------------|-------------------------------|
| Body | Body facing forward, straight and rigid from head to knees | Bent in hip or torso up to 30° | Bent in hip or torso more than 30° | Leaning forward more than 45° |
| Legs | Legs in line with body, both knees dragging | Legs wider than body apart | Only one knee dragging | - |
| Knees | Knees bent, feet near buttocks | Knees angle between 45° and 60° to buttocks | Knees angle more than 60° to buttocks | Knees close together |

Method

DOD: 1.9

Lower body twisted 90° from the upper body, feet apart and dragging



| | Details | Minor Mistake | Major Mistake | Increase Difficulty |
|-------------------|---|------------------------------------|--|---------------------|
| Upper Body | Upper body square to line of flight, chest facing forward | Up to 30° off vertical orientation | More than 30° off vertical orientation | - |
| Lower Body | Lower body rotated 90° from upper body | Rotation between 45° and 60° | Rotation less 45° | - |
| Feet | Feet far apart, both dragging | Feet close together | Only one foot dragging | - |

GROUP 2 Degree of Difficulty (DOD)

Superman DOD: 2.1

Body straight and facing forward, leaning forward, close to surface, both feet dragging



| | Details | Minor Mistake | Major Mistake | Increase Difficulty |
|-------------------------|---|---------------------------------------|--|--------------------------------|
| Body | Body facing forward, straight and rigid from head to feet | Bent in knee, hip or torso up to 30° | Bent in knee, hip or torso more than 30° | - |
| Body orientation | Body horizontal and low to surface | Body between 30° and 45° from surface | Body more than 45° from surface | Front of body touching surface |
| Legs | Legs in-line with body, both feet dragging | Legs wider than body apart | Only one foot dragging | Legs locked together |

Boomerang DOD: 2.6

Body straight and facing forward, carving with banking, at least one foot dragging.



| | Details | Minor Mistake | Major Mistake | Increase Difficulty |
|-------------------|---|---|--|---------------------------------|
| Upper body | Upper body square to line of flight, chest facing forward | Twist upper body between 30° to 45° from line of flight | Twist upper body more than 45° from line of flight | - |
| Body | Lower body close to surface | Body between 45° and 60° from surface | Body more than 60° from surface | Body less than 30° from surface |
| Dragging | Dragging at least one foot | Skipping drag | Losing water contact | Dragging both feet |
| Carve | Carving at least 45° | Carving between 30° and 45° | Carving less 30° | Carving more than 60° |

Lazy Boy DOD: 2.7

Body straight from head to feet and horizontal, leaning back, both feet dragging



| | Details | Minor Mistake | Major Mistake | Increase Difficulty |
|-------------------------|---|--|--|----------------------------------|
| Body | Body horizontal and facing upwards while low to the surface (60°) | Body between 30° and 45° from vertical | Body less 30° from vertical | Body more than 60° from vertical |
| Body orientation | Body straight and rigid from head to feet | Bent in knee, hip, torso up to 30° | Bent in knee, hip or torso more than 30° | Line check |
| Legs and feet | Legs and feet together, knees locked while dragging | Legs wider than body apart | Only one foot dragging | - |

GROUP 3 Degree of Difficulty (DOD)

Switchblade DOD: 3.5

Both toggles in one hand and in front of body



| | Details | Minor Mistake | Major Mistake | Increase Difficulty |
|--------------|--|--|--|--------------------------------------|
| Body | Upper body square to line of flight, chest facing forward | Upper body twisted up to 30° from line of flight | Loss of control | Switch back to toggles in both hands |
| Hands | Both toggles in one hand and in front of body while dragging at least one foot | Hand higher than shoulders or to side | Not dragging foot while both toggles in one hand | Extra trick (wave, blow kiss, etc.) |

Switchcow DOD: 3.8

Both toggles in one hand and in front of body, other hand dragging



| | Details | Minor Mistake | Major Mistake | Increase Difficulty |
|--------------|--|--------------------------------|-------------------------|--------------------------------------|
| Body | Upper body facing forward | Hand higher than shoulders | Body not facing forward | Switch back to toggles in both hands |
| Hands | Both toggles in one hand in front of body, dragging other hand and at least one foot | Short dip instead of hand drag | No hand drag | Extra trick (wave, blow kiss, etc.) |

GROUP 4 Degree of Difficulty (DOD)

Blind Man DOD: 4.3

Twisting entire body 180° in harness, while dragging surface with at least one foot.



| | Details | Minor Mistake | Major Mistake | Increase Difficulty |
|----------------------|---|---------------------------------------|---|----------------------------|
| Body rotation | Rotating full 180° from direction of flight | Rotating over or under 180° | Rotating less than 120° or more than 270° | Untwist to straight flight |
| Body | Body vertical, knees slightly bent | Body between 15° and 30° off vertical | Body more than 30° off vertical and/or knees bent more than 45° | - |
| Water contact | Rotating while dragging | Skipping drag | Losing contact with water | - |

Blindboom DOD: 4.6

Twisting entire body 180° in harness, carving with banking, dragging at least one foot.



| | Details | Minor Mistake | Major Mistake | Increase Difficulty |
|----------------------|--|---------------------------------------|---|---------------------------------|
| Body rotation | Rotating full 180° from direction of flight | Rotating over or under 180° | Rotating less than 120° or more than 270° | Untwist to straight flight |
| Body | Lower body close to surface, knees slightly bent | Body between 15° and 30° off vertical | Body more than 30° off vertical and/or knees bent more than 45° | Body less than 30° from surface |
| Water contact | Rotating and carving while dragging | Skipping drag | Losing contact with water | Dragging both feet |
| Carve | Carving at least 45° | Carving between 30° and 45° | Carving less 30° | Carving more than 60° |

Cowboy DOD: 4.7

One hand on toggle other hand off toggle dragging, both legs to side, dragging at least one foot.



| | Details | Minor Mistake | Major Mistake | Increase Difficulty |
|-----------------|---|--|--|---------------------|
| Body | Body vertical and low to surface, shoulders square to direction of flight | Shoulder/chest level between 15° and 30° off | Shoulder/chest level more than 30° off | Body vertical |
| Hands | One Hand off toggle dragging, other hand on toggle | - | Both controls in one hand | - |
| Legs | Legs extended to side | Legs bent more than 30° | Legs bent more than 60° | - |
| Dragging | One hand and at least one foot dragging | - | No simultaneous dragging of hand and at least one foot | - |

Ghost Rider

DOD: 4.8

Hands off toggles (and risers), facing forward, feet underneath body, dragging at least one foot

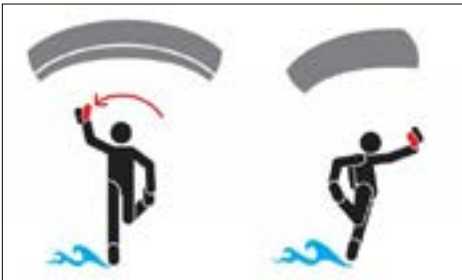


| | Details | Minor Mistake | Major Mistake | Increase Difficulty |
|-------------------|--------------------------------------|------------------------------------|---|-------------------------------------|
| Upper body | Upper body vertical | Up to 30° off vertical orientation | More than 30° off vertical orientation, loss of control | Back to toggles |
| Hands | Both hands off and away from toggles | Hands off but close to toggles | One hand in contact with toggle | Extra trick (wave, blow kiss, etc.) |

Tick Jockey

DOD: 4.8

Both toggles in one hand in front, other hand grabbing one foot behind body, other foot dragging

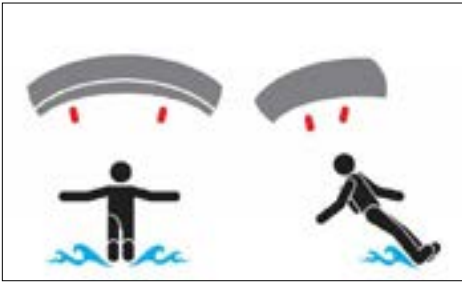


| | Details | Minor Mistake | Major Mistake | Increase Difficulty |
|----------------|---|---------------------------------------|--|----------------------|
| Toggles | Both toggles in one hand in front of body | Hand higher than shoulders or to side | Not both toggles in one hand | Back to both toggles |
| Hands | Other hand grabbing foot behind body | Only touch, not grab foot | No contact with foot | - |
| Body | Body arched, dragging one foot | No recognizable arch | Body de-arched, not dragging other leg | - |

GROUP 5 Degree of Difficulty (DOD)

Lazyghost DOD: 5.0

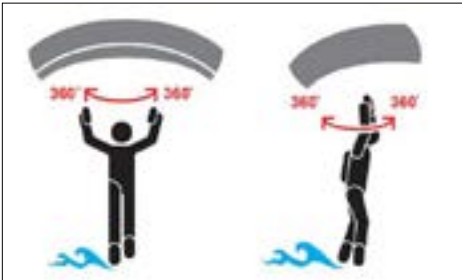
Body straight from head to feet and horizontal, leaning back, both feet dragging, Hands off toggles (and risers).



| | Details | Minor Mistake | Major Mistake | Increase Difficulty |
|-------------------------|---|--|--|-------------------------------------|
| Body | Body horizontal and facing upwards while low to the surface (60°) | Body between 30° and 45° from vertical | Body less 30° from vertical | Body more than 60° from vertical |
| Body orientation | Body straight and rigid from head to feet | Bent in knee, hip, torso up to 30° | Bent in knee, hip or torso more than 30° | Line check |
| Legs and feet | Legs and feet together, knees locked while dragging | Legs wider than body apart | Only one foot dragging | - |
| Hands | Both hands off and away from toggles | Hands off but close to toggles | One hand in contact with toggle | Extra trick (wave, blow kiss, etc.) |

Miracle Man DOD: 5.2

The pilot places both toggles in one hand and in front of the body with a simultaneous footgrab with the other hand.



| | Details | Minor Mistake | Major Mistake | Increase Difficulty |
|----------------------|---|---------------------------------------|---|----------------------------|
| Body rotation | Rotating full 360° from direction of flight | Rotating over or under 360° | Rotating less than 300° or more than 420° | Untwist to straight flight |
| Body | Body vertical, knees slightly bent | Body between 15° and 30° off vertical | Body more than 30° off vertical and/or knees bent more than 45° | - |
| Water contact | Rotating while dragging | Skipping drag | Loosing contact with water | - |

Wingover DOD: 5.2

The pilot executes a carving maneuver so that one end-cell of the canopy makes contact with the surface.



| | Details | Minor Mistake | Major Mistake | Increase Difficulty |
|-------------------|---|---|--|---------------------------------|
| Upper body | Upper body square to line of flight, chest facing forward | Upper body between 30° to 45° from line of flight | Upper body more than 45° from line of flight | - |
| Body | Lower body close to surface | Body between 45° and 60° from surface | Body more than 60° from surface | Body less than 30° from surface |
| Dragging | Dragging at least one foot and end-cell | Skipping either drag | Loosing either water contact | Dragging both feet |
| Carve | Carving at least 45° | Carving between 30° and 45° | Carving less 30° | Carving more than 60° |

Addendum E: List For Dressed Weight (DWIPE) and Additional Individual Weight (AIW)

Note: The maximum AIW allowed is 15.9 Kg.

| DWIPE (kg) | AIW (kg) | Total Weight (kg) |
|------------|----------|-------------------|
| <77.2 | 15.9 | 93.1 |
| <77.6 | 15.6 | 93.2 |
| <78.1 | 15.3 | 93.4 |
| <78.5 | 15 | 93.5 |
| <79.0 | 14.6 | 93.6 |
| <79.5 | 14.3 | 93.8 |
| <79.9 | 14 | 93.9 |
| <80.4 | 13.7 | 94.1 |
| <80.8 | 13.4 | 94.2 |
| <81.3 | 13 | 94.3 |
| <81.7 | 12.7 | 94.5 |
| <82.2 | 12.4 | 94.6 |
| <82.6 | 12.1 | 94.7 |
| <83.1 | 11.8 | 94.9 |
| <83.5 | 11.5 | 95 |
| <84.0 | 11.1 | 95.1 |
| <84.5 | 10.8 | 95.3 |
| <84.9 | 10.5 | 95.4 |
| <85.4 | 10.2 | 95.6 |
| <85.8 | 9.9 | 95.7 |
| <86.3 | 9.5 | 95.8 |
| <86.7 | 9.2 | 96 |
| <87.2 | 8.9 | 96.1 |
| <87.6 | 8.6 | 96.2 |
| <88.1 | 8.3 | 96.4 |
| <88.6 | 8 | 96.5 |

| DWIPE (kg) | AIW (kg) | Total Weight (kg) |
|------------|----------|-------------------|
| <89.0 | 7.6 | 96.6 |
| <89.5 | 7.3 | 96.8 |
| <89.9 | 7 | 96.9 |
| <90.4 | 6.7 | 97.1 |
| <90.8 | 6.4 | 97.2 |
| <91.3 | 6 | 97.3 |
| <91.7 | 5.7 | 97.5 |
| <92.2 | 5.4 | 97.6 |
| <92.6 | 5.1 | 97.7 |
| <93.1 | 4.8 | 97.9 |
| <93.6 | 4.5 | 98 |
| <94.0 | 4.1 | 98.1 |
| <94.5 | 3.8 | 98.3 |
| <94.9 | 3.5 | 98.4 |
| <95.4 | 3.2 | 98.6 |
| <95.8 | 2.9 | 98.7 |
| <96.3 | 2.5 | 98.8 |
| <96.7 | 2.2 | 99 |
| <97.2 | 1.9 | 99.1 |
| <97.6 | 1.6 | 99.2 |
| <98.1 | 1.3 | 99.4 |
| <98.6 | 1 | 99.5 |
| <99.0 | 0.6 | 99.6 |
| <99.5 | 0.3 | 99.8 |
| ≤ 99.9 | 0 | 99.9 |
| 100+ | 0 | |

WEIGHING PROCEDURE:

At the time of the random weight check:

- 1.1.1 A competitor will first be weighed with all AIW removed.
- 1.1.2 With this DWIPE determined, the Addendum E chart is then used to determine the maximum AIW allowed.
- 1.1.3 If the AIW is in excess of that allowed per Addendum E, then the 1 Kg of deviation allowance will be used.
- 1.1.4 In this case, 1 kg is subtracted from the DWIPE and the new DWIPE is used to determine the new AIW.
- 1.1.5 Check that the actual AIW is within or above the limits of the new AIW.
- 1.1.6 If the new AIW is above this determination, MR will apply for that round.

Addendum F: Rejump Form

| Rejump Authorization | Load Information |
|-----------------------------|-------------------------|
| Competitor Name: _____ | 1st Call Time: _____ |
| Start #: _____ | Boarding Time: _____ |
| Round #: _____ | Aircraft: _____ |
| CJ/EJ Signature: _____ | |

| Rejump Authorization | Load Information |
|-----------------------------|-------------------------|
| Competitor Name: _____ | 1st Call Time: _____ |
| Start #: _____ | Boarding Time: _____ |
| Round #: _____ | Aircraft: _____ |
| CJ/EJ Signature: _____ | |

| Rejump Authorization | Load Information |
|-----------------------------|-------------------------|
| Competitor Name: _____ | 1st Call Time: _____ |
| Start #: _____ | Boarding Time: _____ |
| Round #: _____ | Aircraft: _____ |
| CJ/EJ Signature: _____ | |

| Rejump Authorization | Load Information |
|-----------------------------|-------------------------|
| Competitor Name: _____ | 1st Call Time: _____ |
| Start #: _____ | Boarding Time: _____ |
| Round #: _____ | Aircraft: _____ |
| CJ/EJ Signature: _____ | |

Addendum G: Competitor Drama Sheet

| Canopy Piloting – Freestyle Cometitor Drama Sheet | |
|--|--------------------|
| Competitor Name: | Competitor Number: |
| Round 1 | |
| Option A | Option B |
| Move Name: | Move Name: |
| Round 2 | |
| Option A | Option B |
| Move Name: | Move Name: |
| Description: | Description: |
| Move Name: | Move Name: |
| Description: | Description: |
| Move Name: | Move Name: |
| Description: | Description: |
| Round 3 | |
| Option A | Option B |
| Move Name: | Move Name: |
| Description: | Description: |
| Move Name: | Move Name: |
| Description: | Description: |
| Move Name: | Move Name: |
| Description: | Description: |

Addendum H: Competitor Challenge Form

| Challenge Request | | |
|---------------------------|---------|------------------|
| Competitor Name: | _____ | Signature: _____ |
| Competitor Number: | _____ | |
| Round #: | _____ | |
| Challenge Fee: | \$75.00 | Collected |

| Assessments Challenged |
|---|
| - Competitors must state the single Gate, Zone or Penalty indicator that is being challenged. |
| - Competitors may submit multiple challenges for the same jump for a single fee. |
| - Each separate challenge is processed in the order requested by the competitor. |
| - 6.3.8.2 will apply. |

| Final Decision | |
|---------------------|---|
| Majority Vote (2:1) | <input type="checkbox"/> NO CHANGE to Initial Assessment |
| Unanimous (3:0) | <input type="checkbox"/> NO CHANGE to Initial Assessment |
| Unanimous (3:0) | <input type="checkbox"/> CHANGE to Initial Assessment |

| Certification | |
|---------------------|--------------|
| Chief Judge: | _____ |
| | (Print Name) |
| Chief Judge: | _____ |
| | (Signature) |
| Date: | _____ |

In accordance with the final decision of the VRP, the Chief Judge has documented the action on the score sheet and on the score list for the round. The \$75.00 challenge fee is:

Returned to the Competitor

Retained to be donated to the USTTF

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USPA National **Wingsuit Flying** Championships Competition Rules



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1. Introduction

1.1. Purpose of the Competition

- To determine the Champions (1st, 2nd, 3rd) of Wingsuit Performance Flying.
- To determine the Champions (1st, 2nd, 3rd) of Wingsuit Acrobatic Flying.
- To promote and develop Wingsuit Flying training and competition.
- To establish new World, Continental, National and State Wingsuit Flying competition records.
- To present a visually attractive image of the competition jumps and timely standings (scores) for competitors, spectators and media.
- To exchange ideas and strengthen friendly relations between wingsuit flyers, judges and support personnel.
- To allow participants to share and exchange experience, knowledge and information.
- To improve judging methods and practices.

2. Definitions Of Words And Phrases

2.1. General Definitions

- 2.1.1 Position logging device (PLD): A device used to record the real-time, three-dimensional (3D) position of the wingsuit flyer, which is mounted on the wingsuit flyer's body or equipment.
- 2.1.2 Spherical error probable (SEP): The horizontal and vertical accuracy specifications of a PLD expressed in terms of a sphere of given radius; for example, "real-time accuracy <10 meters SEP"
- 2.1.3 Geometric Altitude: The height, as measured by a Global Navigation Satellite System, optical methods or radar, above ground level.
- 2.1.4 Rounding: Whenever rounding is referred to in these competition rules, half-way values of x are always rounded up. Example : 23.5 gets rounded to 24.
- 2.1.5 Technical Scoring Director (TSD): Appointed by the Chief Judge and approved by the organiser for that position. The Technical Scoring Director is responsible for the planning, setup and maintenance of the scoring system before and during a National Championships. The Technical Scoring Director may not be a Competitor, Principal Judge, Event Judge, Chief Judge or Meet Director in the WS Performance or WS Acrobatic events.
- 2.1.6 Safety Panel: For safety violations referenced in these rules, the Safety Panel shall consist of the USPA Controller, Meet Director, and Chief Judge. Decisions of the Safety Panel are final and not subject to protest.

2.2. Performance Event

- 2.2.1 Competition window: A vertical 1000-meter window, starting at 2500m (8202ft) Geometric Altitude and ending at 1500m (4921ft) Geometric Altitude, in which the performance of the wingsuit flyer is evaluated. The first crossing of the upper window boundary starts the evaluation process, which stops at the first crossing of the lower window boundary.
- 2.2.2 DZ Elevation: The ground level for the competition site will be determined by the Meet Director and will be made known at the pre-event competitors' meeting.
- 2.2.3 Designated Flight Path: The straight ground track between a point on the competitor's flight path reached 10 seconds after exit and a designated ground reference point, which is given prior to the jump to the competitor by the Meet Director using a detailed map or aerial photograph of the area. The map and/or photograph must be acceptable to the USPA Controller.
- 2.2.4 Designated Lane: a lane which is centered on the Designated Flight Path with a width of 600 meters.
- 2.2.5 Result: The raw measured performance in a given task, as defined in 5.3.1, 5.3.2, and 5.3.3.
- 2.2.6 Score: The calculated percentage based on the top result for a given task, as determined in 5.9.1, 5.9.2, 5.9.3, and 5.9.4.

2.3. Acrobatic Event

- 2.3.1 Team: An Acrobatic Wingsuit Flying Team is composed of two (2) Performers and a Videographer, all three of whom are Team Members.
- 2.3.2 Designated Team Member: The Designated Team Member (DTM) is the Team Member wearing the PLD. The DTM must be either Performer A or Performer B.
- 2.3.3 Altitude Window: The upper boundary of the Altitude Window is the altitude at which the vertical velocity of the Designated Team Member reaches 8 m/s after exit, as determined by the judges using the PLD, and the lower boundary of the Altitude Window is as designated in 6.3.3 or, if applicable, 6.3.4.
- 2.3.4 Compulsory Round: A round composed of compulsory sequences chosen at random from Addendum A by the Chief Judge.
- 2.3.5 Compulsory sequence: A compulsory sequence is comprised of 2 or 4 maneuvers, as described in Addendum A.

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2.3.6 Free routine: A routine composed of maneuvers chosen entirely by the Team.

2.4. Basic Rotational Actions

2.4.1 Barrel Roll: A barrel roll is a 360-degree rotation about the body head-toe axis, when that axis is aligned with the direction of flight. The rotation of a barrel roll may be performed in either direction (clockwise or anti-clockwise.)

2.4.2 Back Loop: A back loop is a loop where the rotation is initiated about the body left-right axis with the torso rotating backwards.

2.4.3 Front Loop: A front loop is a loop where the rotation is initiated about the body left-right axis with the torso rotating forwards.

2.4.4 Grips:

2.4.4.1 A hand grip consists of a controlled stationary contact with the front or back of the hand. The contact must be on or below the wrist.

2.4.4.2 A foot grip consists of a controlled stationary contact with the front or back of the hand on the foot, below the ankle bone.

2.4.4.3 A grip on the surface of any wingsuit without also achieving a controlled stationary contact with the front or back of the hand on a specified part of the body as defined in 1) and 2) above is specifically excluded from the definition of a grip.

2.4.5 Maneuver: a change in body position or a rotation around one or more of the three (3) body axes or a static pose.

2.4.6 Normal Flight: The performer is in a belly-to-earth stable position.

2.4.7 NV: No Video – no video image is available for judging purposes.

2.4.8 Omission:

2.4.8.1 A maneuver or grip is missing from the drawn sequence, or

2.4.8.2 There is no clear intent to perform the chosen maneuver, or

2.4.8.3 An attempt at a grip is seen and another maneuver or grip is presented and there is an advantage to the team resulting from the substitution.

2.4.9 Routine: Compulsory sequences or maneuvers performed during the working time.

2.4.10 Working time: the period of time during which Teams may be evaluated and scored in accordance with 6.2 and which is defined in 5.3.3 and 5.3.4. Working time starts the instant any team member separates from the aircraft, as determined by a majority of the judges.

3. General Rules

3.1. Time Between Events

3.1.1 The Performance and Acrobatic events shall not be run concurrently.

3.1.2 Competitors must be released from one event before they can be put on standby for the other event.

3.1.3 The minimum time between the release from one event and first call for the other event shall be 60 minutes.

4. Equipment

- The following applies to both Performance and Acrobatic Wingsuit Flying.

4.1. Position Logging Device (PLD)

4.1.1 The PLD must record real-time three-dimensional (3D) data with a resolution of at least 5Hz and a position accuracy (SEP) of less than 10 meters.

4.1.2 The PLD must not require any action by the competitor in order for it to function, and it must activate its recording function automatically.

4.1.3 Once attached to the competitor, the settings on the device must not be capable of being altered by the competitor, nor must it be possible for the competitor to delete the data without this being easily evident to the Judges. Tampering with the device, as determined by the Panel of Judges, will result in a score of zero for the jump. This decision shall not be grounds for protest.

4.1.4 The data recorded by the PLD must be downloaded and saved as soon as possible after the competitor has handed in the devices, and before the PLD is used again

4.2. Equipment

4.2.1 Competitors shall not use propulsion systems. If any propulsion system is used, the score will be zero for that jump.

4.2.2 A competitor shall not wear any other electronic device or wires closer than 2.54cm from the official PLD as measured by the judging staff. However, a second identical PLD unit may be worn without regard to this separation requirement. If any such

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electronic device affects the PLD system, and the source of the interference is not obvious and beyond the reasonable control of the jumper, a rejump may be granted by the Chief Judge, in which case 5.7.3. will not apply.

- 4.2.3 Each competitor must wear a functioning audio altitude warning device on every jump. Failure to do so will result in a score of zero for that jump.
- 4.2.4 The PLD will be attached in its location by a Judge.
- 4.2.5 The PLD will be turned on and off by a Judge or by the competitor if instructed to do so by any Judge.
- 4.2.6 Immediately after landing, the competitor shall return the PLD used on that jump to a Judge.
- 4.2.7 If the PLD is found to have been tampered with, and if in the opinion of the Panel of Judges, this was not caused by circumstances beyond the control of the competitor, then no rejump will be awarded, and the competitor will receive a score of zero for that jump. This decision shall not be grounds for a protest.
- 4.2.8 If the PLD malfunctions and, in the opinion of the Panel of Judges, the malfunction was not caused by action or interference by the competitor, then the competitor will be given the option of making a rejump, in which case 5.7.3 will not apply, or receiving a score of zero for that jump.

5. The Performance Event

5.1. Objective

- 5.1.1 The objective is to fly a single wingsuit in three separate tasks to demonstrate a combination of best lift (time task), best glide (distance task) and least drag (speed task).
- 5.1.2 Each round of the event is comprised of the three tasks.
- 5.1.3 Each task is performed on a separate flight.

5.2. Classes

- 5.2.1 Open Class: permitted entry of any wingsuit.
- 5.2.2 Advanced Class: Permitted entry of any wingsuit
 - This class will not be used for selection of the U.S. Team

5.3. Tasks

- 5.3.1 Time Task: The wingsuit flyer is to fly with the slowest fall rate possible through the competition window. The result for this task will be the time spent in the competition window, expressed in seconds.
- 5.3.2 Distance Task: The wingsuit flyer is to fly as far as possible through the competition window. The result for this task will be the straight-line distance flown over the ground while in the competition window, expressed in meters.
- 5.3.3 Speed Task: The wingsuit flyer is to fly as fast as possible horizontally over the ground through the competition window. The result for this task will be the straight-line distance flown over the ground while in the competition window divided by the time spent in the competition window, expressed in kilometers per hour.

5.4. Program

- 5.4.1 A competition shall consist of three rounds, with three tasks in each round, for a total of nine flights.
- 5.4.2 A task is considered valid when the Chief Judge has validated the results for that task.
- 5.4.3 A round is considered valid when it contains a valid Time, Distance, and Speed task.
- 5.4.4 A valid competition requires at least one valid task.
- 5.4.5 The minimum exit altitude is 3200m/10,500ft Geometric Altitude. The maximum exit altitude (at the start of jump run) is 3353m/11,000ft Geometric Altitude.
- 5.4.6 For meteorological and/or Air Traffic Control reasons only, and with the consent of the Chief Judge, the Meet Director may lower the exit altitude to no lower than 3048m/10,000ft Geometric Altitude and continue the competition. The Competition Window does not change; i.e. it stays 2500-1500m. If the exit altitude is lowered it must apply for a complete task for all competitors.
- 5.4.7 The order of tasks will be determined by a random draw conducted by the Meet Director during the competitor briefing. This order may be changed by the Meet Director for meteorological or air traffic control reasons.

5.5. Jump Run and Exit Order

- 5.5.1 The jump run should be perpendicular to the wind line upwind of the designated landing area, which is established by the Meet Director.

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- 5.5.2 The starting order of the first task of jumping shall be in reverse order of the standings at the most recent USPA Nationals. Competitors that did not participate in the most recent USPA Nationals will jump at the beginning of the task with the order determined by a random draw made by the Meet Director.
- 5.5.3 Reverse order of standing shall be recalculated at the completion of the first round and may be recalculated again at the discretion of the Meet Director. This order will determine the exit order for the following tasks.
- 5.5.4 A Flight Director should be placed aboard an aircraft larger than eight places to assist competitors with identification of ground reference points and landmarks. Under no circumstances will such a Flight Director direct a competitor to exit. That decision is solely the responsibility of the competitor.
- 5.5.5 The number of competitors to exit on a single pass of the aircraft and the spacing of those exits will be determined by the Meet Director. The horizontal spacing must be no less than 600m. This will be expressed to the competitors as a time, in seconds, between exits. Immediately after exit, each competitor will turn directly towards his designated flight path.
- 5.5.6 Exit procedure: There are no limitations on the exit other than those imposed by the Chief Pilot for safety reasons. If a competitor exits in a manner deemed unsafe, the matter will be referred to the Safety Panel.

5.6. Flight Pattern

- 5.6.1 The first exit point on an aircraft pass will be determined by the Meet Director. The aircraft pilot will signal the competitors when they are clear to exit. The clear to exit signal must be given at least 600 meters before the first Designated Lane. All the competitors will be briefed on the specific exit signals at the pre-event competitors' meeting
- 5.6.2 The Designated Flight Path of each competitor using a ground reference point will be determined by the Meet Director and will be given to that competitor using a detailed map or aerial photograph of the area no more than 30 days old.
- 5.6.3 A competitor must not leave his Designated Lane (DL). Violation of this rule during the time period from 10.0 seconds after exit to the exit of the competition window, as determined by the panel of judges, shall affect the result, as determined in 4.9.1, as follows:
 - 5.6.3.1 If less than 150 m outside the DL, a 10% reduction;
 - 5.6.3.2 if 150-300 m outside the DL, a 20% reduction;
 - 5.6.3.3 if, during the time period from 10.0 seconds after exit to the deployment of the parachute, a competitor is more than 300 m outside the DL a 50% reduction for the first such infringement or a score of zero for any such infringement on a subsequent jump. The distance referred to will be measured at right angles to the DL boundary.
- 5.6.4 At no time from exit to deployment of the parachute shall a competitor(s) come within 250m of any other competitor(s). Violation of this rule, as determined by the panel of judges, will result in a score of zero for that jump. This decision shall not be grounds for protest.
- 5.6.5 Any violation of 5.6.3 or 5.6.4 that results in endangering other competitors shall be considered a serious endangerment and will be referred to the Safety Panel.

5.7. General Rules

- 5.7.1 The deployment altitude for each competitor will be pre-determined by the Meet Director and Chief Judge and must not exceed 5000ft AGL.
- 5.7.2 Any violation of 5.7.1 that results in endangering other competitors shall be considered a serious endangerment and referred to the Safety Panel.
- 5.7.3 All jumps for each task of a round should be made from the same, or back-to-back loads, in order that competitors jump in similar winds.
- 5.7.4 The maximum ground winds for the event shall be 9 m/s.

5.8. Equipment

- 5.8.1 Competitors shall not carry additional or removable weight on their body or equipment. They must be weighed by the USPA Controller, or a person appointed by the USPA Controller for the purpose, at the start of the competition wearing all their normal jump equipment to establish a baseline weight. The USPA Controller, or a person appointed by the USPA Controller for the purpose, must conduct subsequent random weight checks, which may fluctuate from the baseline weight by no more than +/- 2kg before requiring an inspection. If the addition or removal of weight is detected, the score for that jump will be zero. This decision shall not be grounds for protest.
 - 5.8.1.1 The use of parachute equipment (e.g., a tandem rig or student equipment) to add weight as described in 4.8.1 is not permitted, as determined by the chief judge. This decision shall not be grounds for protest.
- 5.8.2 The same wingsuit, without any changes or modifications of its parts, must be used throughout the competition. In exceptional circumstances, a wingsuit may be changed with the consent of the Chief Judge, e.g., if the original suit gets damaged and cannot be made airworthy.

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- 5.8.3 Wingsuits will be inspected and marked by a Judge. Only marked suits may be used for the competition. Using an unmarked suit will result in a score of zero for that jump.
- 5.8.4 Each competitor shall wear one PLD provided by the Host and issued by a Judge. The device will be attached on the jumper's equipment with the antenna having a clear view of the sky, located and positioned to the satisfaction of the Judge. This decision shall not be grounds for a protest.

5.9. Determination of the Winners

- 5.9.1 Penalties arising from 5.6.3 and 5.6.4 will be applied to the result, as measured in 5.3, for each task in each round. The penalized result will be rounded to one decimal place for the time and speed tasks, and whole numbers for the distance task.
- 5.9.2 Each task in each round will be scored based on the top result of the task performed in that round, as determined in 5.9.1. The top result will be scored as 100%. The other results will be scored as a percentage of the top result. The score will be rounded to one decimal place for display purposes only, with the un-rounded score being used for further calculations.
 - 5.9.2.1 The score calculated in 5.9.2 for all rounds for each separate task, will be averaged for each competitor to give an intermediate score for the task. The intermediate score will be rounded to one decimal place for display purposes only, with the un-rounded score being used for further calculations.
- 5.9.3 The three intermediate scores, as determined in 5.9.2, for each task for each competitor will be added and rounded to one decimal place to give the total score for the competitor.
- 5.9.4 The rounded total score will be used for display purposes and to determine ranking.
- 5.9.5 In the event of a tie in the first three places, the following tie-break rules apply:
 - 5.9.5.1 A tie-break jump will be made. The task shall be drawn at random by the Chief Judge.
 - 5.9.5.2 If the tie cannot be broken by the tie break jump, the competitors concerned shall have equal placement.
 - 5.9.5.3 Any other ties in the standings shall have equal placement.
- 5.9.6 Individual Task Champion: In each valid task, Time, Distance or Speed, the individual Champion of a task is the competitor with the highest aggregate score from all valid tasks in that particular task.
- 5.9.7 Overall Champion: The competitor with the highest aggregate score from all valid tasks. If there is less than one valid round, there will be no Overall Champion.

6. The Acrobatic Event

6.1. Objective

- 6.1.1 The objective is for a team to perform a sequence of maneuvers (compulsory or free routine) in wingsuit flight.

6.2. Program

- 6.2.1 The competition will consist of seven rounds. The minimum number of rounds for a valid competition will be one (1) round.
- 6.2.2 The seven (7) rounds shall consist of:
 - 6.2.2.1 Four (4) Compulsory Routine rounds
 - 6.2.2.2 Three (3) Free Routine rounds
- 6.2.3 The order of the routines shall be F-C-C-F-C-C-F (C = Compulsory; F = Free).

6.3. Exit Altitude and Working Time

- 6.3.1 Unless otherwise specified in this section, the minimum exit altitude is 3658m/12,000ft Geometric Altitude. The maximum exit altitude (at the start of jump run) is 3810m/12,500ft Geometric Altitude.
 - 6.3.1.1 If the minimum exit altitude is exceeded, a rejump will be offered
 - 6.3.1.2 For a free round, if the maximum exit altitude is exceeded, a rejump will be offered.
 - 6.3.1.3 For a compulsory round, exceeding the maximum exit altitude is not grounds for a rejump.
- 6.3.2 Working time is the time spent, measured in seconds rounded to the closest tenth (0.1) of a second, in the Altitude Window from the first crossing of the upper boundary by the DTM to the first crossing of the lower boundary by the DTM.
- 6.3.3 Unless otherwise specified in this section, the lower boundary of the Altitude Window will be 7500 vertical feet below the upper boundary.
- 6.3.4 For meteorological and/or Air Traffic Control reasons only, and with the consent of the Chief Judge, the Meet Director may lower the exit altitude to no lower than 3048m/10,000 ft. AGL and continue the competition. However, if the exit altitude is lowered it must apply for a complete round for all teams.

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- 6.3.5 If the exit altitude is lowered to 3505m/11,500ft AGL or lower, the lower boundary of the Altitude Window will be 5000 vertical feet below the upper boundary.

6.4. General Rules

- 6.4.1 There will be a maximum of four (4) teams per exit pass, but this may be reduced by the meet director and chief judge taking into consideration the aircraft size and type, the drop zone, meteorological conditions and ATC or airspace restrictions.
- 6.4.2 The deployment altitude for each team will be pre-determined by the Meet Director in order to maximize team separation and may not exceed 5000ft AGL.
- 6.4.3 Competitors may change their role in the team from jump to jump; however, they may only perform one role (Performer A, Performer B, Videographer) during a jump.
- 6.4.4 The Performer (defined as Performer A, Performer B) who executes the first maneuver in each compulsory routine is defined as Performer A; this establishes the performer's role in the sequences (described in Addendum A) for the remainder of the routine.
- 6.4.5 The starting order of the first round of jumping shall be in reverse order of the standings at the most recent USPA Nationals. Teams that did not participate in the most recent USPA Nationals will jump at the beginning of the round with the order determined by random draw made by the Meet Director.
- 6.4.6 Refusal to jump: A team may choose to abort a jump for any pertinent reason and may descend with the aircraft. If a jump-run is aborted and the meet director decides the reason is pertinent, the jump must be made at the earliest opportunity as determined by the meet director.
- 6.4.7 The maximum ground winds for the event shall be nine (9) m/s.

6.5. Equipment

- 6.5.1 The DTM shall wear one PLD provided by the Host and issued by a Judge. The device will be attached on the DTM's equipment with the antenna having a clear view of the sky, located and positioned to the satisfaction of the Judge. This decision shall not be grounds for a protest.

6.6. Compulsory Routine

- 6.6.1 The Compulsory Routines consist of three (3) Compulsory Sequences as described in Addendum A.
- 6.6.2 The Compulsory sequences may be repeated until the end of working time.
- 6.6.3 The Compulsory Sequences to be used on each jump are determined via a random draw.
- 6.6.4 The draw of all compulsory round sequences will be done publicly and supervised by the Chief Judge. Teams will be given not less than two hours' knowledge of the results of the draw before the competition starts.
- 6.6.5 Sequences shown in Addendum A will be individually placed in one container. Individual withdrawal from the container, (without replacement), will determine the sequences to be jumped in each round. A sequence, once drawn, will be put aside and may not be used again. However, if all available sequences have been used and the draw is not complete, the process will be re-started until the draw is complete.
- 6.6.6 The order of the compulsory sequences is determined by the order in which they are drawn.
- 6.6.7 After completion of the draw as determined in 6.6.5, the Chief Judge will determine whether a tie break jump will be a Free Round or Compulsory Round using the following procedure:
- 6.6.7.1 One Free Round and one Compulsory Round marker will be placed in one container. One marker will be drawn from the container in order to determine the type of tie break round.
- 6.6.7.2 If the tie break round determined in 6.6.7.1 is a Compulsory Round, the Sequences will be drawn in accordance with 6.6.5 and 6.6.6.

6.7. Free Routines

- 6.7.1 The content of the Free Routine(s) is chosen entirely by the Team and may or may not include grips.
- 6.7.2 The Team may perform the same Free Routine in each Free Round.

6.8. Air-to-air Video Recording

- 6.8.1 For the purpose of these rules, "air-to-air video equipment" shall consist of the complete video system used to record the evidence of the team's performance, including camera(s), recording media, cables and battery. The air-to-air video equipment must be able to deliver a High Definition (HD 1080i / 1080p) digital signal through a compatible video connection approved by the Video Controller.
- 6.8.2 The videographer is responsible for assuring the compatibility of the air-to-air video equipment with the scoring system.

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- 6.8.3 The camera must be fixed by a static mount to the helmet. No roll, pitch or yaw movements of the camera, mechanical and/or digital zoom adjustment, or any digital effects (excluding “steady shot” or other image stabilization feature) may be used during competition jumps. Failure to meet any of these requirements will result in a score of zero (0) points.
- 6.8.4 A Video Controller will be appointed by the Chief Judge prior to the start of the judges’ conference. The Video Controller may inspect a team’s air-to-air video equipment to verify that it meets the performance requirements. Inspections may be made at any time during the competition which does not interfere with a team’s performance, as determined by the Event Judge. If any air-to-air video equipment does not meet the performance requirements as determined by the Video Controller, this equipment will be deemed to be unusable for the competition.
- 6.8.5 Video Review Panel (VRP). A VRP will be established prior to the start of the official training jumps, consisting of the Chief Judge, the USPA Controller, and the Video Controller. Decisions rendered by the VRP shall be final and shall not be subject to protest or review by the Jury.
- 6.8.6 The Host shall provide the teams with a way of identification showing the team and round number, to be recorded by the videographer just before exit.
- 6.8.7 The team’s video recording must continue from team/round identification through the exit and the jump without interruption. Failure to meet this requirement will result in a score of zero (0) points.
- 6.8.8 The videographer shall provide the video evidence required to judge each jump and to show the team’s performance to relevant third parties. It is the responsibility of the videographer to show the exit of the Performers so that the start of working time may be clearly determined. If, in the opinion of the Panel of judges, the start of working may not be clearly determined on the video, a penalty of 10% shall be deducted from the team’s total score for that jump as determined in 7.2.8.2. and 7.2.8.3.
- 6.8.9 As soon as possible after each jump, the videographer must deliver the air-to-air video equipment for dubbing at the designated station. The video evidence must remain available for viewing or dubbing until all scores are posted as final.

6.9. Rejumps

- 6.9.1 In a situation where the video evidence is considered insufficient for judging (NV – see 7.2.6.7) by a majority of the judging panel, the air-to-air video equipment will be handed directly to the VRP for assessment and a determination as follows:
 - 6.9.1.1 If the VRP determines that there has been an intentional abuse of the rules by the team, no rejump will be granted and the team’s score for that jump will be zero (0).
 - 6.9.1.2 In the case the VRP determines the insufficiency of the video evidence is due to a factor that could be controlled by the team, no rejump will be granted, and the team will receive a score based on the video evidence available.
 - 6.9.1.3 If the VRP determines the insufficiency of the video evidence is due to weather conditions or a cause beyond the control of the team, a rejump will be given.
- 6.9.2 Contact or other means of inference between performer(s) and/or the videographer in a team shall not be grounds for a rejump.
- 6.9.3 Problems with a competitor’s equipment (excluding air-to-air video equipment) shall not be grounds for a rejump.
- 6.9.4 Adverse weather conditions during a jump are not grounds for a protest. However, in circumstances not covered by 6.9.1, a rejump may be granted due to adverse weather conditions, at the discretion of the Chief Judge.

6.10. Determination of Winners

- 6.10.1 The winners (1st, 2nd and 3rd) are the teams with the three highest total scores for all completed rounds.
- 6.10.2 In the event of a tie in the first three places, a tie-break jump, as determined in 6.6.7 will be made.
- 6.10.3 If the tie cannot be broken by the tie-break jump, the following procedure will be applied until a clear placing is determined:
 - 6.10.3.1 The best score, then the second-best score, of any completed free rounds.
 - 6.10.3.2 The best score, then the second-best score, of any completed compulsory rounds.
- 6.10.4 Any other ties in the standings shall have equal placement.

7. Judging & Scoring

7.1. Performance Event

- 7.1.1 Scoring will be supervised by at least two USPA National Wingsuit Judges.
- 7.1.2 Scores (as defined in 5.9.2), and any associated performance data, shall not be published until the task which includes those scores is complete.

7.2. Acrobatic Event

- 7.2.1 Once any team member has left the aircraft, the jump shall be evaluated and scored.

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- 7.2.2 The evaluation of each sequence will take place during the full working time but may cease before the end of working time if the team abandons the performance requirements for the required routine. Teams may continue scoring by continually repeating the sequences in the required order.
- 7.2.3 Judging procedures:
- 7.2.3.1 The jumps shall be judged using the video evidence as provided by the videographer.
- 7.2.3.2 A panel consisting of five (5) judges must evaluate each team's routine. Where possible, a complete round shall be judged by the same panel.
- 7.2.3.3 Judges may view the jump a maximum of three (3) times. A fourth viewing may be allowed at the discretion of the Event Judge.
- 7.2.4 All viewings must be at normal speed.
- 7.2.5 The judges will use the electronic scoring system to record the evaluation of the performance. At the end of working time, freeze frame will be applied on each viewing, based on the timing taken from the first viewing only. The judges may correct their evaluation record after the jump has been judged. Corrections to the evaluation record may only be made before the Chief Judge signs the score sheet.
- 7.2.6 Scoring Compulsory Rounds:
- 7.2.6.1 The Round is evaluated using two (2) criteria: style and number of grips.
- 7.2.6.2 Judges will give each of the above two criteria a score based on the guidelines in Addendum B.
- 7.2.6.3 For each maneuver omitted from the required order, as determined by a majority of the judges, 1.5 points will be deducted from the style point score otherwise given by each judge.
- 7.2.6.4 Where a maneuver is omitted, the grip associated with that maneuver will also be considered as being omitted and scored in accordance with 7.2.6.6.
- 7.2.6.5 One point will be assigned for each grip correctly performed in the routine within the working time of each round, as determined by a majority of the judges. The score given for grips shall be in whole integers only.
- 7.2.6.6 For each grip omission one (1) point will be deducted from the total determined in 7.2.6.5.
- 7.2.6.7 A majority of Judges must agree in order to determine an NV situation.
- 7.2.6.8 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 of a grip has occurred, the Chief Judge or Event Judge will direct that only that part(s) of the jump in question be reviewed. If the review results in a four to one decision by the Judges on the part(s) of the performance in question, the assessment of that grip will be adjusted accordingly. Only one review is permitted for each jump.
- 7.2.6.9 The minimum score for any of the criteria is zero points
- 7.2.7 Scoring Free Routines
- 7.2.7.1 The Routine is evaluated using three (3) criteria: style, dive plan and camerawork.
- 7.2.7.2 Judges will give each of the above three criteria a score based on the guidelines in Addendum B.
- 7.2.8 Score Calculation:
- 7.2.8.1 The team's score for a round for each of the criteria in 7.2.6 and 7.2.7, other than grips, is calculated by discarding the high and low scores and averaging the three remaining scores, rounded to one decimal place.
- 7.2.8.2 For free rounds, the team's score for style, dive plan and camera as calculated in 7.2.8.1 will be weighted 0% to 100% for each criterion for all teams for that round, the highest score being weighted 100% (100), and a zero score being weighted 0% (0). The team's total score for a round is then calculated by adding the three weighted percentage scores for that round.
- 7.2.8.3 For compulsory rounds, the team's score for style, as calculated in 7.2.8.1, and for grips, as calculated in 7.2.6.5 and 7.2.6.6, will be weighted 0% to 150% for each criterion for all teams for that round, the highest score being weighted 150% (150), and a zero score being weighted 0% (0). The team's total score for a round is then calculated by adding the two weighted percentage scores for that round.
- 7.2.8.4 The team's final score for the event is the sum of the total scores from all completed rounds as calculated in 7.2.8.2 and 7.2.8.3.
- 7.2.9 All scores for each judge will be made public.

7.3. Other Judging Responsibilities

- 7.3.1 At the request of the Chief Judge, one or more individuals, supervised by the Chief Judge (or trainees under the supervision of the Chief Judge of Training) must be provided by the organizer to support the judges in equipment, device and data management..

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- 7.3.2 One or more qualified individuals, supervised by the Meet Director, must observe the competitors during their descent and on opening. The observer must check for any conditions or incidents that might constitute grounds for a rejump and/or disqualification for safety reasons. A written record must be made of any unusual observations or incidents.
- 7.3.3 The Chief Judge and/or Meet Director may interrupt the event if they determine the meteorological conditions are not safe for the conduct of the event. This decision is not grounds for a protest.

8. Prizes And Awards

8.1. Performance Event

8.1.1 Open Class

- 8.1.1.1 Time Champion: Medals will be awarded to the 1st, 2nd, and 3rd place.
- 8.1.1.2 Distance Champion: Medals will be awarded to the 1st, 2nd, and 3rd place.
- 8.1.1.3 Speed Champion: Medals will be awarded to the 1st, 2nd, and 3rd place.
- 8.1.1.4 Overall Champion: Medals will be awarded to the 1st, 2nd, and 3rd place

8.1.2 Advanced Class

- 8.1.2.1 Time Champion: Medals will be awarded to the 1st, 2nd, and 3rd place.
- 8.1.2.2 Distance Champion: Medals will be awarded to the 1st, 2nd, and 3rd place.
- 8.1.2.3 Speed Champion: Medals will be awarded to the 1st, 2nd, and 3rd place.
- 8.1.2.4 Overall Champion: Medals will be awarded to the 1st, 2nd, and 3rd place

8.2. Acrobatic Event

8.2.1 Open Class

- 8.2.1.1 Overall Champion: Medals will be awarded to the 1st, 2nd, and 3rd place

Addendum A – Acrobatic Wingsuit Flying

Compulsory Sequences

- Compulsory sequences may be broken down into separate elements during execution but will result in lower scoring on style.
- The last position of each Compulsory sequence leads into the beginning position of the next Compulsory sequence and is counted as one grip.
- Performers are defined as Performer A and B.
- Other than for the first grip of the jump, a valid grip must be preceded by clear total separation, which is when the performers show at one point in time that they have released the grip and no part of their arms have contact with the other performer;

Sequence A: Up and Over

- Performers are in normal flight with a hand grip.
- Performers show total separation and then Performer A transitions over Performer B to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and then Performer B transitions over Performer A to the other side.
- Performers take a hand grip in normal flight.

Sequence B: Rock and Roll

- Performers are in normal flight with a hand grip.
- Performers show total separation and then Performer A performs a barrel roll.
- Performers take a hand grip in normal flight.
- Performers show total separation and then Performer B performs a barrel roll.
- Performers take a hand grip in normal flight.

Sequence C: Revolutions

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A transitions over Performer B to the other side and then transitions back under Performer B to the original starting position.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B transitions over Performer A to the other side and then transitions back under Performer A to the original starting position.
- Performers take a hand grip in normal flight.

Sequence D: Roll Over

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A performs a barrel roll over Performer B to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B performs a barrel roll over Performer A to the other side.
- Performers take a hand grip in normal flight.

Sequence E: Duck and Roll

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A performs a barrel roll under Performer B to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B performs a barrel roll under Performer A to the other side.
- Performers take a hand grip in normal flight.

Sequence F: Déjà vu

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A transitions over Performer B to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer A transitions over Performer B back to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B transitions over Performer A to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B transitions over Performer A back to the other side.
- Performers take a hand grip in normal flight.

Sequence G: Yin Yang

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A transitions to inverted flight.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and Performer A transitions to normal flight.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B transitions to inverted flight.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and Performer B transitions to normal flight.
- Performers take a hand grip in normal flight.

Sequence H: Back to Back

- Performers are in normal flight with a hand grip.
- Performers show total separation and both transition to inverted flight.
- Performers take a hand grip in inverted flight.
- Performers show total separation and both transition to normal flight.
- Performers take a hand grip in normal flight.

Sequence I: Pancakes

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A transitions to inverted flight over Performer B to the other side.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and Performer A transitions back to normal flight over Performer B to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B transitions to inverted flight over Performer A to the other side.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and Performer B transitions to normal flight over Performer A to the other side.
- Performers take a hand grip in normal flight

Sequence J: Reversed Pancakes

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A transitions to inverted flight under Performer B to the other side.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and Performer A transitions to normal flight under Performer B to the other side.
- Performers take a hand grip in normal flight.

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- Performers show total separation and Performer B transitions to inverted flight under Performer A to the other side.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and Performer B transitions to normal flight under Performer A to the other side.
- Performers take a hand grip in normal flight.

Sequence K: Hand to Foot

- Performers are in normal flight with a hand grip.
- Performers show total separation.
- Performer A takes a foot grip in normal flight on the same side on Performer B.
- Performers show total separation.
- Performers take a hand grip in normal flight on the same side.
- Performers show total separation.
- Performer B takes a foot grip in normal flight on the same side on Performer A.
- Performers show total separation.
- Performers take a hand grip in normal flight on the same side.

Sequence L: Reversed Hand to Foot

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A transitions to inverted flight.
- Performer A takes a foot grip in inverted flight on the same side on Performer B.
- Performers show total separation and Performer A transitions to normal flight.
- Performers take a hand grip in normal flight on the same side.
- Performers show total separation and Performer B transitions to inverted flight.
- Performer B takes a foot grip in inverted flight on the same side on Performer A.
- Performers show total separation and Performer B transitions to normal flight.
- Performers take a hand grip in normal flight on the same side.

Addendum B – Acrobatic Wingsuit Flying Judging Criteria

C-1: Scoring Grips

Grip scoring is only required for the Compulsory Rounds

- Each completed grip at the start of, during, and between each Compulsory sequence maneuver will be added up to create a total number of grips.
- If multiple grips are taken during and between each Compulsory sequence maneuver, only one grip will be counted.
- A grip that cannot be seen or is considered not to meet the definition in Section 2 by a majority of the Judges, will not be included in the total number of grips. Compulsory Rounds have to be made in the correct sequence. A Compulsory maneuver omitted in the sequence will result in one point being subtracted from the total number of grips for that round. This result may not be less than zero.

C-2: Scoring Style

Judges give a score for the Team (between 0 and 10 from 0.0 to 10.0, up to one decimal point) for Presentation and for each of the four (4) Compulsory Rounds and three (3) Free Rounds, using the following guidelines:

- 9-10 points - Routine is performed flawlessly with no noticeable mistakes.
- 6-9 points - Routine is performed with small mistake(s).
- 3-7 points - Routine is performed with medium mistake(s).
- 1-4 points - Routine is performed with large mistake(s).
- 0-1 points - Routine is not performed or not identifiable.

2.1. Examples of style:

- Flying skills: Ability to maneuver smoothly or fly in any orientation (vertically, horizontally, back flying, etc.).
- Precision, control: Ability of the Team to demonstrate body control and smoothness of transitions. All movements made by the performers are precise and deliberate, without a lot of “nervous” movement in the arms, legs, and body or heading.
- Teamwork: The ability to for the team to perform movements together to create a unified performance.
- Body position: the performers’ posture should present clean and defined arm and leg position ideal for flight.
- Grips: each grip is made smoothly and fully in control.
- Leveling: the performer is adjusting fall rate and level accordingly during each maneuver.
- Proximity: the performers stay close together, never moving more than one body distance apart.
- Transitions: more complex maneuvers are made according to the intended figures, rather than broken down into two or more simpler elements.

2.2. Small Mistake Examples:

- Maneuver: finish slightly off heading, slight wobble, etc.
- Maneuver: arms bent down or forward, knees bent
- Maneuver: grips made resulting in tension and movement

2.3. Medium mistake examples:

- Maneuver: significantly off heading, wobble, not enough rotation, etc.
- Maneuver: grips made with considerable force, not fully in control

2.4. Major mistake examples:

- Maneuver: completely missing required elements or performed so poorly that the maneuver is barely recognizable.
- Not generating forward movement (using aerodynamic properties of the Wingsuit).
- Maneuver: grips made with considerable force, resulting in out of control flying by one or both Performers.

C-3: Scoring Camera

Judges will give two (2) scores for camera work: one for Quality (between 0.0 and 7.0, up to one decimal point); and one for Progressive Work (between 0.0 and 3.0, up to one decimal point) for each of the three (3) Free Rounds, using the following guidelines, based on the worst mistake(s) judged in the camerawork:

3.1. Quality

- 6-7 points - Camerawork is performed flawlessly with no noticeable mistakes.
- 4-6 points - Camerawork is performed with small mistake(s).
- 2-5 points - Camerawork is performed with medium mistake(s).
- 1-3 points - Camerawork is performed with large mistake(s).
- 0-1 points - Camerawork is shows no Performer maneuvers.

3.2. Progressive Work

- 3 points - Routine is performed with a significant amount of successful progressive work.
- 2 points - Routine is performed with some successful progressive work.
- 1 point - Routine is performed with minimal progressive work.
- 0 points - Routine is performed with no progressive work.

3.3. Examples for good camerawork video quality:

- Video is smooth and does not bounce around.
- Performers occupy most of the video and remain centered
- Cameraman remains within a consistent distance of the Performers.
- Utilizes advanced flying techniques (i.e. Carving around the performers, back flying) resulting in creative angles without loss of framing or proximity.

3.4. Examples for Progressive Work:

- Back flying
- Carving
- Multi-axis views

3.5. Small mistake examples:

- Momentary loss of framing or focus, occasional minor distance errors, etc.

3.6. Medium mistake examples:

- Momentary loss of image, framing, focus, or distance errors for about 20 % or more of the Compulsory Sequence, etc.

3.7. Major mistake examples:

- Contact with one or both performers
- Loss of control, resulting in in lost framing of the performers or no video
- 50% or more of Compulsory Routine or Free Routine cannot be judged.

C-4: Scoring Dive Plan

Dive Plan scoring is only required for the free routine rounds. Judges give the following judging criteria a score, from 0.0 up to 10.0, to one decimal point, taking into account the following guidelines:

4.1. Technical

- Variety of moves: Performs several types of moves (using different orientations) within the Dive Plan
- Difficulty: The degree of difficulty of all moves and transitions in the routine
- Teamwork: The amount and type of teamwork within the dive plan – constant interaction, showing combined skills of all Team Members, synchronization with the cameraman
- Working time management: Ability to utilize working time and work the dive plan into the time allotted.
- Grip complexity, if present

4.2. Examples for Technical:

- The two (2) Performers maintain proper proximity throughout each sequence.
- All flying surfaces and/or flight angles are used (i.e. belly to earth and back flying, steeper angles)
- A constant interaction and teamwork are displayed.
- The routine shows a wide variety of set sequences that vary by complexity.
- Team separation after each set sequence.
- Grip complexity, if present.

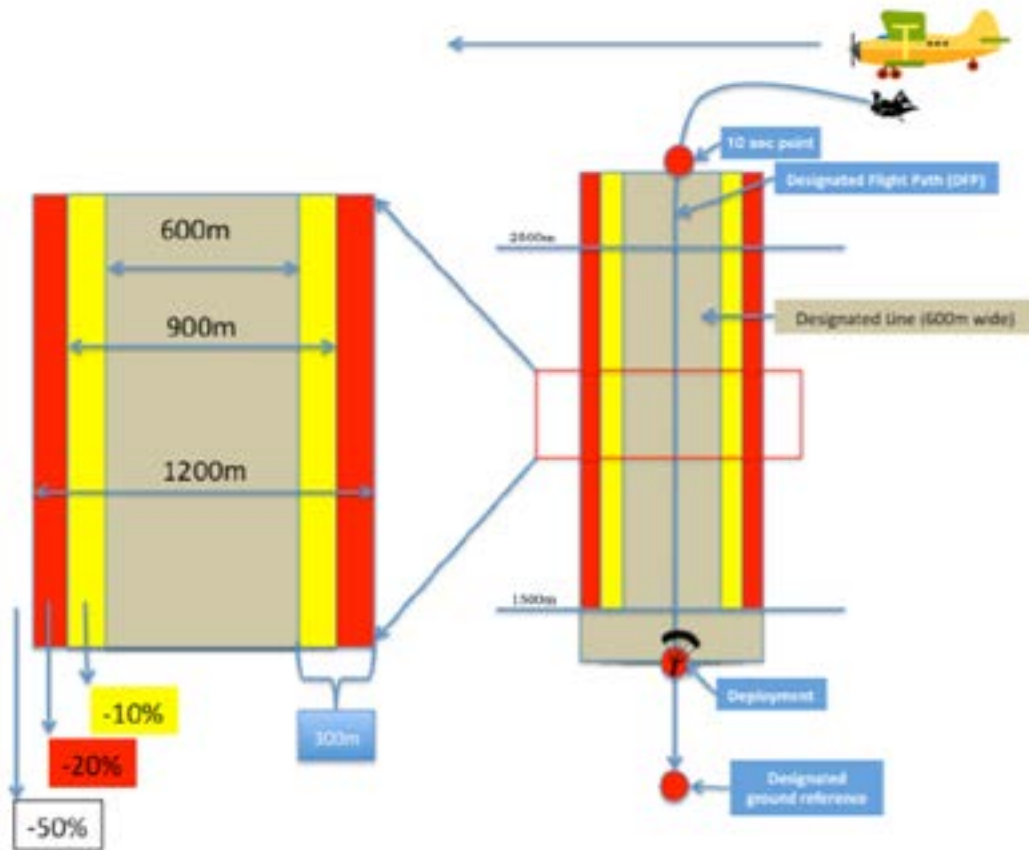
4.3. Presentation

- Visual excitement – Routine should hold the viewer's attention throughout,
- Dynamic variety - Entertaining without being unnecessary.
- Originality – Creative choreography, interesting beginning and ending

4.4. Examples for Presentation:

- The routine has a defining beginning and end.
- Working time is utilized to the fullest extent possible.
- The routine has a high level of creativity that contains new maneuvers and flows from one set sequence to the next.
- The routine is enjoyable and aesthetically pleasing to watch.

Addendum C – Performance Flying: DFP, DL, Penalties



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USPA National **Speed Skydiving** Championships Competition Rules



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1. Introduction

1.1. Purpose of the Competition

- To determine the Champions of Speed Skydiving.
- To promote and develop Speed Skydiving training and competition.
- To allow participants exchange experience, knowledge, and information.
- To improve judging methods and practices.

2. Definitions

2.1. Speed Measuring Device (SMD)

- 2.1.1 A device used to record the real-time, three-dimensional (3D) position of the competitor, which is mounted on the competitor's body or equipment.

2.2. Spherical error probable (SEP)

- 2.2.1 The horizontal and vertical accuracy specifications of a SMD expressed in terms of a sphere of given radius; for example, "real-time accuracy <10 meters SEP."

2.3. Geometric Altitude

- 2.3.1 The height, as measured by a Global Navigation Satellite System, optical methods or radar, above ground level.

2.4. Safety Panel

- 2.4.1 For safety violations referenced in these rules, the Safety Panel shall consist of the USPA Controller, Meet Director, and Chief Judge. Decisions of the Safety Panel are final and not subject to protest.

2.5. DZ Elevation

- 2.5.1 The ground level for the competition site will be determined by the Meet Director and will be made known at the pre-event competitors' meeting.

2.6. Breakoff Altitude

- 2.6.1 Breakoff altitude is set at 5,600 ft. (1,707 meters) AGL. No speed measurements are taken into account below the breakoff altitude.

2.7. Performance Window

- 2.7.1 The performance window is the scoring part of the speed jump, which starts at exit. The end of the performance window is either 7,400 ft. (2,256 meters) below exit or at Breakoff altitude whichever is reached first.

2.8. Validation Window

- 2.8.1 The validation window is the part of the jump which is used to determine the accuracy of the SMD data. The validation window is 3,300 ft (1,006 meters) in length, the end of which is determined by the end of the performance window.

2.9. Technical Scoring Director (TSD)

- 2.9.1 Appointed by the Meet Director and Chief Judge and approved by the organizer for that position. The Technical Scoring Director is responsible for the planning, setup, and maintenance of the downloading and analysing software before and during the competition.

3. Equipment

3.1. Speed Measuring Device (SMD)

- 3.1.1 The SMD must record real-time three-dimensional (3D) data with a resolution of at least 5Hz and a position accuracy (SEP) of less than 10 meters.
- 3.1.2 The SMD must be capable of gathering data or transmitting real-time data to a ground station or stations, which allows the competitor's vertical freefall speed between 4115m and 1700m above ground to be displayed to a resolution of one hundredth of a kilometer per hour, and the competitors exit altitude to be determined to an accuracy of 10m. The SMD must also be capable of recording the exit altitude.
- 3.1.3 The data from an SMD may or may not be required to be downloaded to a computer in order to determine the competitors speed.
- 3.1.4 The device must not require any action by the competitor in order for it to function, and it must activate its recording function automatically upon exit of the competitor.

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- 3.15 If settings on the device can be altered after the device has been attached to the competitor, it must be evident to the judges that this has occurred, any alteration must be easily reversed and must not affect the device's data gathering or previous data gathered. Alternatively, it must be impossible for the competitor to alter the device settings once the device is attached.
- 3.16 If the device measures altitude from pressure readings, then the altitude is not to be compensated for ambient temperature, and temperature according to International Standard Atmosphere is to be used.
- 3.17 If the analysis software can compensate for ambient temperature, that facility is not to be used, and temperature according to International Standard Atmosphere is to be used.
- 3.18 If the SMD transmits its data to the ground station during the jump, then that data must be recorded and saved when it is received.
- 3.19 If the data from the SMD is downloaded for analysis to a computer after landing, then that data must be recorded and saved when it is downloaded.
- 3.110 If the speed result is to be read directly from the SMD after landing, then the result needs to be retained on the SMD for the duration of the competition and recorded on the score sheets.

3.2. Equipment

- 3.2.1 Competitors shall not use propulsion systems. If any propulsion system is used, the score will be zero for that jump.
- 3.2.2 Parachutes and equipment will be inspected by the Chief Judge or Meet Director to confirm that they conform to normal weights for that equipment. Chief Judge and Meet Director may delegate this task to a qualified person, such as a Rigger, Senior Rigger or Master Rigger. If, in the opinion of the Chief Judge and Meet Director, the equipment does not conform to normal weights for that equipment, the competitor may be required to demonstrate that the equipment does not contain extra weight. This decision is not grounds for protest.
 - 3.2.2.1 The use of parachute equipment (e.g., a tandem rig or student equipment) to add weight as described in 3.2.2 is not permitted, as determined by the Chief Judge or Meet Director. This decision shall not be grounds for protest.
- 3.2.3 Parachutes and equipment will be inspected by the Chief Judge, Meet Director or USPA Controller to confirm that they are safe for the event. Chief Judge, Meet Director or USPA Controller may delegate this task to a qualified person, such as a Rigger, Senior Rigger or Master Rigger. If, in the opinion of the Chief Judge, Meet Director and USPA Controller, the parachute and/or equipment are not safe for the event, the competitor will not be permitted to use it. Inspections that do not interfere with a competitor's performance may be made at any time during the competition, as determined by the Chief Judge. If any equipment does not meet the requirements as determined by the Chief Judge, Meet Director or USPA Controller, this equipment will be deemed to be unusable for the competition. This decision is not grounds for protest.
- 3.2.4 Competitors shall not carry additional or removable weight on their body or equipment. They must be weighed by the Chief Judge, or a person appointed by the Chief Judge for the purpose, at the start of the competition wearing all their normal jump equipment to establish a baseline weight. The Chief Judge, or a person appointed by the Chief Judge for the purpose, must conduct subsequent random weight checks, which may fluctuate from the baseline weight by no more than +/- 2kg before requiring an inspection. If the addition or removal of weight is detected, the score for that jump will be zero. This decision shall not be grounds for protest.
- 3.2.5 If a competitor changes his equipment during competition, the new equipment must be inspected by the Chief Judge, Meet Director or USPA Controller, or a person appointed by the appropriate official for the purpose, according to 3.2.2, 3.2.3, and 3.2.3 before the competitor is allowed to jump with the new equipment.
- 3.2.6 Each competitor shall wear one SMD provided by the Host and issued by a Judge. The device will be attached on the jumper's equipment with the antenna having a clear view of the sky, located and positioned to the satisfaction of the Judge. This decision shall not be grounds for a protest.
- 3.2.7 A competitor shall not wear any other electronic device or wires closer than 2.54cm from the official SMD as measured by the judging staff. However, a second identical SMD unit may be worn without regard to this separation requirement. If any such electronic device affects the SMD system, and the source of the interference is not obvious and beyond the reasonable control of the jumper, a rejump may be granted by the Chief Judge.
- 3.2.8 Each competitor must wear a functioning audio altitude warning device on every jump. Failure to do so will result in a score of zero for that jump. Two suitable audible altitude warning devices, with visual indications in the goggles/visor, are recommended.
- 3.2.9 The SMD will be attached in its location by a Judge.
- 3.2.10 The SMD will be turned on by a Judge, or by the competitor, if instructed to do so by any Judge. The judge will verify that the SMD is on and receiving satellite signal.
- 3.2.11 The SMD will be turned off by a Judge or by the competitor if instructed to do so by any Judge.
- 3.2.12 Immediately after landing, the competitor shall return the SMD used on that jump to a Judge.

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- 3.2.13 If the SMD is found to have been tampered with, and if in the opinion of the Panel of Judges, this was not caused by circumstances beyond the control of the competitor, then no rejump will be awarded, and the competitor will receive a score of zero for that jump. This decision shall not be grounds for a protest.
- 3.2.14 If the SMD malfunctions and, in the opinion of the Panel of Judges, the malfunction was not caused by action or interference by the competitor, then the competitor will be given the option of making a rejump or receiving a score of zero for that jump.

4. Event Description

4.1. Objective

- 4.1.1 The objective of the event is for the competitors to fly their body as fast as possible to achieve the highest average vertical speed through a 3 second window.

4.2. Program of Events

- 4.2.1 The event consists of 8 rounds.
- 4.2.2 The minimum number of rounds for a valid event is one.

4.3. Performance Requirements

- 4.3.1 The accumulated total of the competition jumps is used to determine the final placings. The standings will also have a column showing the average speed based on number of rounds completed.

5. Rules Specific To The Event

5.1. Order of Jumping

- 5.1.1 The starting order of the first round shall be in reverse order of the standings at the most recent USPA Nationals. Competitors that did not participate in the most recent USPA Nationals will jump at the beginning of the task with the order determined by a random draw made by the Meet Director.
- 5.1.2 Time permitting, and at the discretion of the Meet Director, reverse order of ranking may be used for all other rounds.

5.2. Jumping Procedure

- 5.2.1 The exit point is determined by the pilot in conjunction with the Meet Director. The aircraft pilot will signal the competitors when they are clear to exit. All the competitors will be briefed on the specific exit signals at the pre-event competitors meeting.
- 5.2.2 The exit delay between competitors must be such so as to ensure safe separation and be at least five (5) seconds.
- 5.2.3 The first person to exit on a pass turns 90 degrees to the right of the aircraft line of flight, the second turns 90 degrees left, and so on. All Competitors must turn to the appropriate direction immediately after their freefall trajectory is no longer affected by the forward throw/momentum of the aircraft. This is to prevent horizontal movement in the line of flight of the jump run. See Addendum A.

5.3. Exit Order

- 5.3.1 For safety reasons, the exit order in a jump run is determined by the personal best of the competitors. The exit order in a jump run is personal best descending.
- 5.3.2 There will be a maximum of six (6) competitors per exit pass, but this may be reduced by the Meet Director taking into consideration the aircraft size and the dropzone area.

5.4. Exit Altitude

- 5.4.1 Standard Exit Altitude: 13,000 ft. (3,962 meters) to 14,000 ft. (4,267 meters). It is the responsibility of the Meet Director in conjunction with the pilot(s) to make sure that the maximum and minimum exit altitudes (as measured by the approved SMD) are not exceeded.
- 5.4.2 For meteorological reasons or air traffic circumstances only, and with the consent of the USPA Controller and the Chief Judge, the Meet Director may reduce the minimum exit altitude by any amount down to 11,000 ft. (3,353 meters) to continue the competition. The maximum altitude and the performance window will be reduced by the same amount, but the breakoff altitude still remains 5,600 ft. (1,707 meters). Any one round must be completed with the same altitude parameters.
- 5.4.3 The maximum exit altitude for a valid jump is 14,000 ft. (4,267 meters) as measured by the approved competition SMD. A competitor should not exit the aircraft at a higher altitude than the maximum exit altitude. If the SMD registers a higher exit altitude than the maximum exit altitude, the jump will be considered as not valid and a rejump will be granted.
- 5.4.4 Minimum Exit Altitude: The minimum exit altitude for a valid jump is 13,000 ft. (3,962 meters) a competitor should not exit the aircraft at a lower altitude than the minimum altitude. If the SMD registers a lower exit altitude than the minimum exit altitude the competitor may choose to accept the score for the jump. The competitor must make an immediate decision and inform the Chief Judge of their decision; otherwise a rejump will be granted automatically.

5.5. Scoring Speed Skydiving

- 5.5.1 The score for a Speed Skydiving jump is the average vertical speed in kilometers per hour, to the nearest hundredth of a km/h, of the fastest 3 seconds, which the competitor achieves within the performance window.

6. Judging & Scoring

6.1. Scoring the Jump

- 6.1.1 Each performance shall be assessed by at least two USPA National Speed Skydiving judges. USPA Speed Skydiving Judges in Training, provided they are under the direct supervision of the Chief of Judge Training or his designee, having attended the Judge's Conference, may be used in addition to the Official Panel of Judges.
- 6.1.2 One judge conducts the analysis of the jump and determines the appropriate score. The second judge checks the analysis and score before collation of the score sheet.
- 6.1.3 The data from the SMD is used to obtain the highest three (3) second average vertical speed through the course.
- 6.1.4 If a computer is used to analyze the data to obtain the speed, then the data must be downloaded as soon as possible after the competitor has handed in the devices, and before the SMD is used by another competitor.
- 6.1.5 If the speed is read directly from the device, then the readings are to be taken when the competitor turns in the SMD, the speeds are to be written directly onto the score sheets, and the competitor is to sign for the two speeds. The SMD may then be used for another competitor.
- 6.1.6 If the speed is obtained from data transmitted during the jump to a ground station or stations, the SMD may only be used by another competitor once it has been determined that valid data has been obtained.
- 6.1.7 The scores will not be final until the data have been reviewed. The Chief Judge is responsible for determining a competitor's final score and placing.

6.2. Collation of the Score Sheets

- 6.2.1 The scores are collated immediately after the judges have assessed the jump. The results of the collation must be checked by the Chief Judge.

6.3. Determining Placing

- 6.3.1 At the end of a completed round, the accumulation of the competitor's single scores is used to determine the competitor's total result. The total result for the competitor determines the ranking. The competitors are ranked in descending order of their total results.
- 6.3.2 While a round is in progress, unofficial results may be published. However, if the round does not get completed, the scores from the incomplete round must be discarded and the results must be amended to reflect the scores from the number of completed rounds.

6.4. Other Responsibilities

- 6.4.1 The Chief Judge may decide to interrupt the event if he considers that the meteorological conditions are not safe for the conduct of the event. This decision is not grounds for protest.

7. Classification Of Final Results

7.1. Determination of the Winners

- 7.1.1 The competitor with the highest score is the winner.
- 7.1.2 In the event of a tie in the first three places, the following rules apply:
- 7.1.2.1 Where possible tie-break jumps shall be made.
 - 7.1.2.2 If this does not break a tie, then the competitor with the best result in any one round obtains the higher place.
 - 7.1.2.3 If the tie cannot be broken, the competitor concerned shall be declared co-medalists.
 - 7.1.2.4 All other ties shall be ranked equal.
- 7.1.3 Overall Champion: 1st place, 2nd place, 3rd place

Addendum A – Exit Procedure

