

Australian Parachute Federation Incorporated

SPORTING CODE

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**AUSTRALIAN PARACHUTE FEDERATION
SPORTING CODE**

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SECTION 1: CHAMPIONSHIPS & COMPETITIONS

1.1 General Conditions

- 1.1.1.** This text shall apply to all National Championships conducted in Australia or its Territories.
- 1.1.2.** This text shall apply to State Championships to the extent that time limitations and local conditions allow.
- 1.1.3.** This text includes the changes made by the APF Management Committee and at the mid-year APF Board Meeting for the year indicated on the cover.
- 1.1.4.** National Championships shall be conducted annually and run as per the program approved by the Management Committee. Any dates for National Championships may be considered by the Director of Competitions and the Management Committee. **Paraski** may be conducted according as approved by the Management Committee. Competition Rules for Paraski will be the current FAI rules, which may be modified by the agreement of the Director of Competitions and the National Coach to allow for local conditions and circumstances.
- 1.1.5.** The aims of the National Championships are to:
 - (a) determine the Australian Champions
 - (b) establish competition records
 - (c) promote and develop various disciplines
 - (d) exchange ideas and strengthen friendly relations between the skydivers, Judges and others
 - (e) allow participants to share and exchange experience, knowledge and information
 - (f) improve judging methods and practices.
- 1.1.6.** Should the Championships not be completed in the time allowed by the program, they shall continue at the same location until the minimum number of rounds to complete each event has been made, except in Freefall Style and Accuracy Landing Championships in which case unfinished events will be abandoned and the National Coach will set criteria for Australian Parachute Team selection. See also 1.9.2 and 5.2

1.2. Bids To Conduct Championships

- 1.2.1.** Bids to conduct Championships shall be submitted to the Management Committee through the Director of Competitions. Bids shall be submitted by 15 May of the year prior to the event to be eligible for consideration. Bids must be accompanied by an application fee of \$500. If events are combined, only one application fees is required. If the bid is accepted this fee becomes the bond for the event (1.3.11). If the bid is not accepted, the application fee will be returned. Only bids for the very next National Championships will be considered. The Management Committee shall decide whether to accept bids, request further bids or to have the APF conduct the competition.
- 1.2.2.** Where there is no bid for a particular event, the Directors of Competition and Judging are required and empowered to make arrangements to ensure the event is conducted as appropriate.
- 1.2.3.** The Organiser nominated in a bid to conduct Championships shall fully inform the Management Committee of circumstances surrounding the bid and may be invited to attend the Management Committee Meeting to support the bid and answer queries.
- 1.2.4.** The bid shall contain proposed entry fees and jump fees which must be approved by the Management Committee. Fee increases may only be made with the Management Committee's approval.
- 1.2.5.** The bid may contain recommendations for the positions of Meet Director, Chief Judge and DZSO, but these appointments shall be approved by the Management Committee. The appointment of Chief Judge will be made after considering the recommendation of the Director of Judges.
- 1.2.6.** The Organiser shall submit a progress report to the Management Committee via the Director of Competitions immediately preceding the Championships.

1.3. Finance And Accountability

- 1.3.1.** The cost of conducting a Championships shall be met by entry fees and jump fees, national sponsorship and government subsidies. The APF will support the Championships by contributing medals and equipment as per Annex 'A'. Any profit after the expenditure allowed under Annex 'A' shall be paid to the Australian Parachute Federation Team Trust Fund.
- 1.3.2.** In consideration of the effort required to be expended by the Organiser or member organisation(s) conducting the championships, the proceeds obtained from gate takings, sale of programs, stall concessions, drop zone fees, etc. will, after the expenditure allowed in Annex 'A', accrue to the Organiser. Any losses incurred in conducting the competition as per 1.3.1 and Annex 'A' will be met by the Organiser.
NOTE: For details of APF Financial Doctrine refer to Annex 'A'.
- 1.3.3.** Upon notification of a successful bid, the Organiser shall open a bank account in the name of the Championships and all financial transactions connected with the competition shall be made through that account.

- 1.3.4. The organiser shall place sufficient money in the competition bank account to cover initial expenses (receipt books, newsletters etc.), this money to be refunded to the Organiser before the books are closed.
 - 1.3.5. All expenditure of amounts in excess of \$20.00 from a Championship's bank account shall be by cheque or electronic transfer. Amounts of \$20.00 or less may be made from petty cash but must be covered by a signed petty cash voucher.
 - 1.3.6. The Organiser shall issue receipts for all money received and maintain books of account as formulated by the APF Secretariat.
 - 1.3.7. The Organiser shall make a written report to the next Management Committee meeting to include team and individual competitors' names and the books of account.
 - 1.3.8. The Chief Judge shall make a written report to the Management Committee with full results and results of any jury hearings.
 - 1.3.9. The APF Controller shall make a written report to the Management Committee with minutes of the Competitors' meetings.
 - 1.3.10. The Board may contract out all or part of the Nationals organisation, in which case it may decide that the provisions of 1.3.1 and 1.3.3 to 1.3.6 need not apply.
 - 1.3.11. Upon notification of a successful bid to conduct a National Championships, the application fee becomes a bond for the event and is held to ensure compliance with the following:
 - that the Organiser follows the Sporting Code and Competition Rules as they pertain to the organisation and conduct of the Championships,
 - that adequate facilities, staff and equipment are provided for the conduct of the Championships,
 - procedures are in place for the safe and efficient conduct of the Championships, and
 - that the written report by the Organiser referred to in 1.3.7, is provided.
 - **NOTE:** The APF Controller should liaise with the Organiser prior to the competition to determine what level of facilities, staff and equipment is adequate
 - 1.3.12. (a) Approval for the full repayment or adjustment of the Organiser's bond may be given by the APF Controller immediately following satisfactory completion of 1.3.11 ; or
(b) If full repayment is not approved as in SC 1.3.121 then repayment or adjustment, in part or full, is at the discretion of the Management Committee and is dependent upon the extent to which requirements of 1.3.11 were achieved.
- 1.4. Pre-Competition Management**
- 1.4.1. The Organiser shall distribute a program of the Championships to all APF member organisations and participating countries at least four months prior to the event. The program shall contain details of the venues, dates, DZ elevation, type of aircraft, exit speeds, fees, accommodation and other information useful to the competitors.
 - 1.4.2. On receipt of entry fees, the Organiser will make available to each competitor a copy of the APF Sporting Code and Annexes.
 - 1.4.3. The Organiser shall arrange the necessary ground staff to be on site for the competition.
 - 1.4.4. The Director of Judges in conjunction with the Chief Judge shall organise Judges, Judges' assistants, and associated judging equipment.
 - 1.4.5. The Organiser shall arrange for meals to be available to competitors during the competition at a reasonable cost.
 - 1.4.6. The Organiser shall be responsible for all aspects of Championships management until the Meet Director takes over. This transfer of authority should occur at least two days before the start of the competition.
- 1.5. Provision Of Facilities**
- 1.5.1. The Organiser shall arrange sufficient suitable aircraft to ensure the competition functions without delay.
 - 1.5.2. In Formation Skydiving events, the Organiser shall arrange for practice jumps to be available from the aircraft to be used in the Championships to be on site at least two weeks prior to the start of competition.
 - 1.5.3. The Organiser shall provide a suitable meteorological service on the DZ. This equipment should be checked by the Chief Judge and Event Judges.
 - 1.5.4. The Organiser shall ensure a packing enclosure of sufficient size and suitable surface is available to the competitors.
 - 1.5.5. The Organiser shall provide shelter from the elements for competitors and their equipment at or near the DZ.
 - 1.5.6. For the Freefall Style event, the Organiser shall provide a ground marker which will be situated alongside the Judges' video and at least fifty metres clear of any object likely to hamper competitors' recognition of the marker.

- 1.5.7. The organiser is not responsible for the cost of competitors' transportation to and from the competition, nor the cost of competitors' food and accommodation.
- 1.5.8. The organiser is not responsible for the cost of Judges' transportation to and from the competition, nor the cost of Judges' food and accommodation.
- 1.5.9. The Organiser shall provide a suitable Formation Skydiving creeper practice area.

1.6. Management Of The Championships

- 1.6.1. After consultation with the Meet Director and the Chief Judge to ensure the readiness of preparations, the APF Controller will approve the start of the competition.
- 1.6.2. The Meet Director shall supervise and be the final authority over all operational and administrative aspects of the Championships.
- 1.6.3. The Meet Director shall assign the respective duties to all ground staff other than those connected with the judging.
- 1.6.4. The Chief Judge shall ensure jumps are evaluated and scored in accordance with these regulations.
- 1.6.5. The Chief Judge shall assign duties to all those connected with the judging.
- 1.6.6. A Committee of Team Captains shall be formed for each team event to consult with and advise the Meet Director as required by these regulations.
- 1.6.7. A duty of Team Captains is to attend meetings of the Committee of Team Captains.
- 1.6.8. The organisation of the competition shall be overseen by the APF Controller. This role will be filled by the Director of Competitions or that person's nominee.
- 1.6.9. The APF Controller shall:-
 - i) ensure the Organiser follows the Sporting Code as it pertains to the organisation of the competition.
 - ii) physically inspect the competition site during the competition
 - iii) ensure procedures are in place for the safe and efficient conduct of the competition;and
 - iv) liaise with the Organiser, Meet Director and Chief Judge during the competition to ensure adherence to the program and the Sporting Code.
 - v) consult with the Organiser, Meet Director, Chief Judge and Directors of Competition and Judging as appropriate, to determine to what extent bond repayment conditions have been met.

1.7. Aircraft And Flight Patterns

- 1.7.1. Aircraft shall be assigned for jumps at the discretion of the Meet Director.
- 1.7.2. In Formation Skydiving and Canopy Formation events, the aircraft conditions shall be equal for all teams. If more than one configuration of aircraft is provided, each team shall make the same drawn rounds from the same aircraft configuration.
- 1.7.3. The time between aircraft passes over the exit point shall be kept to a minimum, but the minimum interval between aircraft passes shall be one minute.

1.8. Defective Judging Equipment

- 1.8.1. A round which is interrupted because an automatic measuring device or video recording system becomes defective may be continued later. The Meet Director, in agreement with the Chief Judge, may decide to start the next round without electronic aids

1.9. Completion Of The Competition

- 1.9.1. The Championships shall be declared complete when all events in the program have been completed .
- 1.9.2. Should adverse weather or other conditions preclude the completion of all jumps, each event may be declared complete providing at least the minimum number of rounds has been executed. Incomplete rounds shall not be used for the calculation of scores

1.10. Jumping At National Championships - Entries And Fees

- 1.10.1. Jump fees must be paid no later than the time of registration.
- 1.10.2. Entry fees are not refundable after the commencement of the competition.
- 1.10.3. Rejumps shall be paid for by the competitors. The Organiser is responsible for costs where the competitors elect to land in the aircraft because of poor weather conditions.
- 1.10.4. Team names for registration purposes must be suitable for media use, not cause confusion and are subject to approval by the Meet Director.
- 1.10.5. Entries for Individual Championship Events should contain information on the competitor's age.

1.11. Participation

- 1.11.1. Holders of a current APF Certificate 'B' or FAI equivalent may enter the Competition and take part in one or more events.

- 1.11.2. All participants will be familiar with these rules. Misinterpretation of the regulations by a competitor shall not constitute grounds for a protest.
- 1.11.3. Each competitor taking part in a Championships thereby agrees to abide by these regulations and the decision of the jury.
- 1.11.4. By entering the competition, each competitor accepts the standard of facilities as provided by the Organiser.
- 1.11.5. All participants shall abide by the rules of good behaviour on the airfield, follow the timetable set by the Meet Director, be on time for events, take their assigned place in the aircraft, respect the Judges' decisions and adhere to their assigned order for jumping.
- 1.11.6. Competitors shall parachute safely in accordance with the APF Operational Regulations. Failure to do so may lead to a warning or disqualification of the competitor or team by the DZSO.
- 1.11.7. Failure to observe these rules may, at the discretion of the Meet Director and Chief Judge, lead to disqualification of a competitor in one or more events.

1.12. Determination Of National Champions

- 1.12.1. Individual Championships for men may be held provided there are at least five (5) competitors.
- 1.12.2. Individual Championships for women may be held provided there are at least five (5) competitors.
- 1.12.3. Individual Masters Championships for men and/or women may be held provided there are at least five (5) competitors. A Master competitor is any competitor whose 50th birthday is on or before the first day of competition.
- 1.12.4. Individual Junior Championships for men and/or women may be held provided there are at least five (5) competitors. A Junior competitor is any competitor whose 22nd birthday occurs on or after the first day of competition.
- 1.12.5. The individual Junior or Master Champion may also be the Individual Champion.
- 1.12.6. Should there be insufficient competitors to hold any of the Individual Championships, the events may be combined to make up the numbers, and the titles changed accordingly.
- 1.12.7. Team Championships may be held provided there are at least two (2) teams.
- 1.12.8. Contestants who are not Australian citizens or residents and who are competing for a place in the competition shall not be eligible for the title Australian Champion. This does not invalidate their entitlement to medals.

1.13. Awards

- 1.13.1. All champions, individual, overall and team, shall be awarded gold medallions. The Australian Champions who do not place first in their events will be awarded gold medals.
- 1.13.2. Silver medallions shall be awarded to all individuals and teams placing second in any category.
- 1.13.3. Provided there are at least three (3) entrants (individuals or teams), bronze medallions shall be awarded to those placing third in any Championships category.
- 1.13.4. First, second and third placings of individuals from Masters, Junior and Female categories and Teams comprised of individual disciplines are awarded with certificates only.
- 1.13.5. First, second and third placings of 10-way speed and 16-way formation skydiving events (if held at National Championships) are awarded with certificates only.

1.14. Presentation Of Medals

- 1.14.1. The Chief Judge will validate all placings when each event is completed and before medals are presented.
- 1.14.2. Where possible, medal presentations shall take place in the evening of the day on which each event is completed.

1.15. Exits

- 1.15.1. In events where the exit is controlled by the Judges using ground-to-air radio, exit commands will be: RUN-IN, STANDBY, EXIT, and shall be relayed to the competitors by the aircraft crew.
- 1.15.2. Once any jumper has left the aircraft after the RUN-IN command has been given, the jump will be scored.
- 1.15.3. Once the STANDBY command has been given, the EXIT command must be given. The time period between STANDBY and EXIT shall be approximately 10 seconds.
- 1.15.4. The Judges may specify a time period within which teams or individuals must exit the aircraft after the EXIT command has been given. Teams or individuals that exit outside this time limit will not be granted a rejump if they are not observed by the Judges.
- 1.15.5. The exit mode is limited only by the dictates of safety as decided by the Chief Pilot.

SECTION 1 - ANNEX 'A' - FINANCIAL DOCTRINE

Competition Income And Expenditure (1.3.1)

Income:

Entry fees, jump fees, government subsidies and competition only sponsorship.

Expenditure:

Audit fees.

Competition aircraft costs.

Competition insurance.

Ground staff, meals when working.

Hire of judging room equipment (televisions, computers, laptops, furniture etc)

Hire of operational equipment (radios, video, P.A. etc.)

Officials' travel, accommodation and meals.

Operational supplies (batteries, WDIs, rules etc.).

Out-of-pocket expenses to a maximum of \$500.00

Printing, stationery and office supplies.

Note: i) The above expenditure is all that is allowed from competition income.

ii) Out-of-pocket expenses cover postage, phone, travel costs while organising the competition.

APF Contribution to Expenditure (1.3.1)

Hire and/or supply of Judges Video Scoring Software

Hire and/or supply of Canopy Piloting, Freefall Style & Landing Accuracy judging equipment (video, pads, wind meters, etc.)

Medallions and trophies.

Other Income And Expenditure (1.3.2)

Income:

DZ fees, food and bar concessions, gate takings, fun jumps, sponsorship of non-competition activities etc, program sales, T shirt sales, stalls etc.

Expenditure:

All other expenses.

All staff wages.

Any DZ facilities to be upgraded.

Boogie tents, entertainment, etc.

Cleaning, maintenance, rubbish removal etc.

Drop zone facilities (pit, windsocks etc.).

Fun jump aircraft costs.

Organisers' travel expenses.

Toilets, showers, washing facilities etc.

Note: i) Aircraft should be engaged by tender, regular jumpships to be given preference.

ii) Aircraft operators should be made aware prior to making a bid that pilots' accommodation and meals are their responsibility.

iii) If the aircraft are used for other than the competition, any ferry costs must be shared pro rata with the other user(s).

SECTION 2: NATIONAL CHAMPIONSHIPS GENERAL PROVISIONS

2.1. Equipment

2.1.1. Each participant is responsible for the good condition of his/her equipment.

2.2. Training and Other Jumps

2.2.1. Training jumps from the aircraft to be used in the competition may be commenced in the days prior to the start of the Championships. The Judges and associated equipment shall be available on site to judge and score training jumps at competitors' request.

2.2.2. Training jumps shall not be made once an event has commenced. In those events where a draw is made to determine the test, the event shall be deemed to have commenced when the draw is made. Teams or individuals that practice or conspire to practice a drawn jump on or off the competition site shall be disqualified from the event.

2.2.3. Training jumps made during the period prior to the competition will be evaluated if requested, provided the programme or sequence has been submitted to the Judges in advance.

2.2.4. Parachute descents, other than competition jumps, shall not be made during the Championships unless authorised by the Meet Director and Chief Judge.

2.2.5. Competitors are to be offered an orientation descent into a competition display site prior to being judged in competition.

2.3. Order of Jumping

2.3.1. The jump order for the first round will be determined by a draw.

2.3.2. The Meet Director may change the jump order for a round if necessitated by rejumps or other important organisational needs, including additional time needed by the competitors arising through no fault of their own, such as a landing out, reserve repacking, effects of excessive time at altitude, aircraft incidents, substantial changes in the order of jumping or similar occurrences.

2.3.3. Medical treatment does not necessarily constitute a reason for a change in the jump order.

2.4. Order of Events

2.4.1. The Meet Director, in close co-operation with the Chief Judge, must take maximum advantage of favourable meteorological conditions.

2.4.2. The Meet Director decides the order of events at any given time. He must, however, consider the wishes of the Jury and any pending protests which may affect the order.

2.4.3. In order to ensure completion, or if the weather requires it, the Meet Director may run two or more events simultaneously. The events for men and women are considered different for this purpose.

2.5. Flight and/or Traffic Patterns

The basic flight or traffic pattern must be established by joint agreement of the pilots, Meet Director and Chief Judge. The interests of safety must be maintained at all times.

2.6. Calling the Jumpers

The Meet Director will use STANDBY to indicate competitors must be on site and calls may be given at any time. RELEASED will be used to indicate competitors are not required and will be accompanied by a time at which STANDBY reoccurs. These will be posted on a prominent noticeboard.

Competitors must be called to the loading area approximately 15 minutes prior to boarding the aircraft. A second 5 minute call must also be made. Competitors who do not arrive in time to board the aircraft must receive the maximum or minimum score (as appropriate) for that jump. Each competitor is allowed a minimum time of 45 minutes from arriving at the competition site to the first call for the next jump, except for Canopy Formation events, Intermediate Formation Skydiving events, and rejumps. For Canopy Formation competitors in the 4 way rotations and 8 way speed events, the minimum allowed time from arriving at the competition site to the first call for the next jump, except for rejumps and the start, or restart of the event is thirty (30) minutes. *In Intermediate Formation Skydiving events, competitors shall not be called to the loading area within sixty (60) minutes.*

2.7. Cameraman and other persons or objects on board or in the air.

2.7.1. Except with the collective permission of the Meet Director, the Chief Judge and the competitors in question, a passenger or photographer (in addition to a team photographer) will not be permitted to board the aircraft and, in the case of a photographer, will not be permitted to exit with a team or competitor.

- 2.7.2.** If, in the opinion of the majority of the Judges evaluating a team's performance, a photographer other than the team's freefall photographer interferes with the judgeability of a team's performance or through direct body contact adversely affects a team's performance, a rejump may be awarded. In this case the cameraman responsible will not be permitted to participate in further camera jumps during the competition.
- 2.7.3.** Judges at all National Championships are to be provided with quality video images of the competition to judge; to a quality acceptable to the Director Judges; and as a standard for all future National Championships. The image transmitted to the competitors viewing area may be the same but not superior to the quality of the image the judges are given to judge.
- 2.7.4.** A rejump may be offered if the majority of the Judges conclude that a team's performance has been adversely affected by an object in the air (e.g. aircraft, canopies). The Judges' decision is no ground for a protest.
- 2.8. Ground To Air Communication**
- 2.8.1.** Communication between the Meet Director or the Judges and the competitors on board the aircraft shall be by radio transceiver. Should there be a breakdown in radio communication, visual signals shall be substituted.
- 2.8.2.** Except where a team has decided to abort a jump in accordance with these rules, disregard of instructions passed to the team in the aircraft may result in a disqualification for that jump. The Judges' decision is no grounds for a protest.
- 2.8.3.** Visual signals shall be target panels. The signal must be given before the aircraft passes over the target.
- 2.9. Aircraft Jump Run**
- 2.9.1.** The speed of the aircraft during the jump run and exit shall be within 5 knots of the airspeed specified by the Organiser in the program for the competition.
- 2.9.2.** Exit altitude will be confirmed by the pilot and will be within 50 metres (150 feet) of the altitude stipulated for the event.
- 2.9.3.** The competitor or team is responsible for ensuring the aircraft is at the proper altitude and airspeed and is not obliged to exit on that jump run if the altitude or airspeed are outside the limits specified above.
- 2.9.4.** When the exit is not controlled by the Judges, no more than two jump runs shall be permitted for each jump except where authorised by the Judges or for reasons of safety.
- 2.9.5.** When the exit is controlled by the Judges and 3 jump runs are made without an exit command, the competitor or team may at their discretion elect not to jump, and land with the aircraft.
- 2.9.6.** Competitors should ensure clear airspace before exiting the aircraft.
- 2.9.7.** The team may choose not to exit the aircraft for any pertinent reason and land with the aircraft. Once any team member (other than the videographer) has left the aircraft after the aircraft has commenced jump run, the jump shall be evaluated and scored. A team that has elected to land with the aircraft shall be given a new opportunity to jump as soon as possible. *If a jump abortion is repeated, the Judges shall decide whether the reason is pertinent*
- 2.9.8.** Rejumps shall not be awarded when competitors fail to comply with the above provisions.
- 2.10. Meteorological Conditions**
- 2.10.1.** Jumping will cease if, in the opinion of the Chief Judge and the Meet Director, there is insufficient visibility for either competitors or Judges.
- 2.10.2.** No further exits will be made following the interruption of an event until the conditions are satisfactory. The performance of jumpers or teams who have already exited will be judged.
- 2.10.3.** *If the wind exceeds 9 m/s (20 knots), competitors and teams in Intermediate events will not be required to jump. Intermediate teams and competitors may elect to continue jumping if they want to. See also Canopy Piloting rules 4.10.1*
- 2.11. Scoring**
- 2.11.1.** Once any competitor has left the aircraft, the jump will be evaluated.
- 2.11.2.** If a competitor or team is disqualified for a jump, the maximum/minimum score (as appropriate) is awarded for that jump. Two disqualifications in one competition of a team or an individual result in immediate disqualification for the whole event. A penalty score awarded following a disqualification in completed rounds must be included in any total score.
- 2.11.3.** The scoring of performances and the unofficial results of each round must be posted on a scoreboard as soon as they are collated. The official results of each event should be published within 24 hours of the completion of that event.
- 2.11.4.** Competitors have the right to examine any score sheets for which scores have been posted.

2.12. Rejumps

- 2.12.1. Rejumps will be made as soon as possible after the incident giving rise to the rejump.
- 2.12.2. If a rejump is granted to a competitor/team who has formally requested it, the rejump must be made. If the rejump is not made, the maximum/minimum score for that jump is given.
- 2.12.3. If jumps are made in conditions which are evidently within the spirit of the Sporting Code and Competition Rules, though some of the technical conditions stated in the rules are not strictly complied with, as for example the interruption of the power supply to the recording anemometer in nil wind conditions, there are no grounds for a rejump.
- 2.12.4. If a competitor or team makes a jump in which part of their performance is recorded outside the limiting angles laid down in the Competition Rules, and in the opinion of the Judges this has not interfered with the judgement, a rejump must not be granted.
- 2.12.5. During an accuracy landing event, if an automatic measuring system becomes defective, and the round must be continued using other means of measurement, all competitors who have been scored by the automatic system in that round shall be awarded rejumps.

2.13. Jumps Per Day

- 2.13.1. Except for Intermediate Formation Skydiving and Intermediate Canopy Piloting competition, there is no maximum number of jumps for one day.
- 2.13.2. For Intermediate Formation Skydiving, five jumps shall be the maximum number required each day. Practice, rejumps and tie-breaking jumps are to be included in this number. However team leaders may elect to do more than five.
- 2.13.3. For Intermediate Canopy Piloting, six jumps per day shall be the maximum unless all competitors are in agreement to do more.

2.14. Protests and Reviews: Procedure, Time Limitation and Content

- 2.14.1. **Request for Review:** In all events other than Formation Skydiving events, competitors may request to have any competition jump, including other team's jumps, reviewed, rejudged and rescored, if applicable. In Formation Skydiving events, competitors may request to have their own competition jumps reviewed, rejudged and rescored, if applicable. The request must be made in writing within two hours of the scores being posted and shall be accompanied by the prescribed fee. The fee shall be refunded if the review results in a change of assessment to the jump in question.
- 2.14.2. **Protests:** A protest must be submitted to the Chief Judge within two hours of the knowledge of the grounds for protest. The protest must be signed by the competitor or Team Captain. The Chief Judge must transmit the protest to the President of the Jury as soon as possible. A Jury meeting must be called by the President of the Jury at the earliest possible opportunity.
- 2.14.3. Each protest must state the particular rule or rules under which the protest is being made.
- 2.14.4. A Judges' assessment cannot be protested. However a request for a review of a disputed score can be made under 2.14.1
- 2.14.5. A protest may be withdrawn at any time.
- 2.14.6. Each protest or request for review shall be accompanied by a fee of \$50.00.
- 2.14.7. If a protest or request for review is successful or is withdrawn before being presented to the Judges or the Jury, the protest fee shall be refunded.
- 2.14.8. Fees from unsuccessful reviews or protests shall be paid to the credit of the Australian Parachute Federation Team Trust Fund.

2.15. The Jury

- 2.15.1. The Jury shall consist of at least three parachutists chosen by the Director of Competitions (or his/her nominee) for their knowledge of competition parachuting and impartiality. They shall be thoroughly familiar with these regulations and National Championship procedures.
- 2.15.2. The Jury is responsible for ensuring the provisions of these regulations are strictly observed.
- 2.15.3. Any case not provided for in these regulations shall be decided by the Jury.
- 2.15.4. The Chairman of the Jury shall ensure all Jury members are present and after reading the protest shall ask the competitor or Team Captain to add any further information or explanation that might clarify the protest.
- 2.15.5. The Chairman shall then ask the Chief Judge to add any further information or explanation which might clarify the recommendations of the Judges.
- 2.15.6. The Chairman may request the presence of the Meet Director or any other person to provide information if required.
- 2.15.7. Any Jury member may question any person appearing before the Jury.
- 2.15.8. The Jury shall discuss the protest in camera. Jury members shall not express a personal opinion, or engage in discussion of the protest in the presence of non-Jury members.
- 2.15.9. When the Jury has sufficiently discussed the protest, it shall proceed to a secret ballot for or against the protest.

2.15.10. The protest and the Jury's decision shall be displayed near the scoreboard.

2.15.11. The Jury's decision shall be final and without appeal to other bodies.

2.16. DETAILS SPECIFIC TO THE COMPETITION

The program of events is to include:

Title:

"The [insert year] Australian Parachute Championships in

*Formation Skydiving

*Vertical Formation Skydiving

*Freefall Style and Accuracy Landing

*Sport Accuracy

*Canopy Formation

*Freestyle Skydiving

*Freeflying

*Canopy Piloting

*Para-ski

Date and place

The competition will take place from:

The venue of the competition will be

Judges conference

Will commence:

Entries

Official entries must reach the Organiser by:

The entry forms must be sent to:

Entry fees

All competitors pay an entry fee.

The entry fees are:

Organisation

Training facilities will be available to teams prior to the start of the competition on request to the Organiser, commencing

Aircraft

The aircraft to be used in each event is/are:

Panel of Judges

Chief Judge is:

Chief of Judge Training is:

Other Judges are:-

SECTION 3: JUDGES

3.1. APF Judges

3.1.1. APF Judge Ratings are valid throughout Australia and its Territories and may or may not be recognised by other national parachuting organisations.

3.1.1.1. APF Judge ratings, Category endorsements and Nationals endorsements may be issued or renewed only on the authority of the Director Judges.

3.1.2. APF Judge Ratings shall be endorsed to indicate in which categories the Judge is qualified.

Categories are:

- (a) Accuracy Landing
- (b) Freefall Style
- (c) Formation Skydiving
- (d) Canopy Formation
- (e) Artistic Events
- (f) Canopy Piloting

Where a Nationals-endorsed APF Judge is awarded an FAI Parachuting Judge rating, the APF rating should be endorsed to indicate in which categories the FAI rating is held

3.1.3. APF Judge Ratings are valid for two years. Ratings may be renewed provided the Judge has satisfied the revalidation requirements and demonstrated competence in all relevant judging activities.

3.2. Judge's Log

3.2.1. APF Judges shall keep a record of competitions judged, the number and type of jumps judged, details of any performance assessments and any other relevant judging activity.

3.3. Rating Requirements

3.3.1. The Director Judges may issue an APF Judge rating endorsed for a particular category, provided that the candidate:

- (a) Has passed an exam set by the Director Judges demonstrating a detailed knowledge of these regulations, especially sections 1 to 4 and Competition Rules.
- (b) Has participated as a trainee judge in at least one State Championships or other equivalent competition approved by the Director Judges, in the 12 months prior to making application for a Judge's rating.
- (c) Has participated as a trainee judge in at least two other competitions or a video training program approved by the Director Judging.
- (d) Has observed in competition and/or video training program a total of at least 60 jumps in each judging category. At least half of these jumps shall have the scores assessed and meet the APF Judge Standard.
- (e) Be recommended by at least 2 APF Nationals-endorsed Judges.
- (f) Be at least 16 years of age.

3.3.1.1. The Director Judges may certify an APF Judge as Nationals-endorsed for a particular category, provided that the candidate:

- (a) Holds an APF judge rating endorsed for that category for at least 12 months.
- (b) Has judged at least one State Championship (or equivalent competition, as approved by Director Judges) plus one National Championships as an APF Judge.
- (c) Has passed an exam set by the Director Judges demonstrating a detailed knowledge of these regulations, especially recently changed regulations.
- (d) Has observed and been assessed on jumps and met the APF Nationals-endorsement standard for that category.

Note: A candidate who has judged an IPC first category event will be considered to hold a Nationals endorsement for the appropriate category valid for a period of one year from the start of the IPC event

3.3.1.2. Nationals endorsement issued in accordance with 3.3.1.1 shall be valid for one year from the date of issue.

3.4. Rating Criteria

3.4.1. APF Judge Standard. The standard of judging required to obtain or retain an APF Judge rating shall be:

- (a) **Freefall Style:** Obtain a score for 95% of the jumps evaluated while active as a freefall style Judge. These scores must meet the following assessment standard:-
No more than 10% may deviate from the official time by more than 0.5 of a second.
At least 70% of the penalties must be within two penalty steps (arrow and undershoot penalties) or within 1 penalty step (other penalties) of the official score
- (b) **Accuracy Landing:** Be endorsed by an Event Judge (Nationals-endorsed) as a proficient accuracy landing Judge.

- (c) **Formation Skydiving and Canopy Formation** Obtain a score for 95% of the jumps evaluated while active as an Formation Skydiving and/or Canopy Formation Judge. These scores must meet the following assessment standard:
 - At least 70% of the scoring of formations and transitions must agree with the official score.
 - At least 70% of the working time evaluations must agree with the official times.
 - At least 70% of the scoring of infringements must agree with the official score. (Note: allowance is to be made for “judgement” calls.)
 - (d) **Artistic Events** as determined by the Director of Judges.
 - (e) **Canopy Piloting** as determined by the Director of Judges
- 3.4.2. Nationals-endorsement standard.** The standard of judging required to obtain or retain a Nationals-endorsement for any category shall be:
- (a) **Freefall Style:** Obtain a score for 95% of the jumps evaluated while active as a freefall style Judge. These scores must meet the following assessment standard:-
 - No more than 10% may deviate from the official time by more than 0.5 of a second.
 - At least 80% of the scoring of individual manoeuvres must be within two penalty steps (arrow and undershoot penalties) or within 1 penalty step of the official score (other penalties)
 - (b) **Accuracy Landing:** Be endorsed by an Nationals-endorsed Accuracy Landing Event Judge as a proficient accuracy Judge.
 - (c) **Formation Skydiving and Canopy Formation** Obtain a score for 95% of the jumps evaluated while active as an Formation Skydiving and/or Canopy Formation Judge. These scores must the following assessment standard:
 - At least 75% of the scoring of formations and transitions must agree with the official score.
 - At least 75% of the working time evaluations must agree with the official times.
 - At least 75% of the scoring of infringements must agree with the official score. (Note: allowance is to be made for “judgement” calls.)
 - (d) **Artistic Events** as determined by the Director of Judges.
 - (e) **Canopy Piloting** as determined by the Director of Judges.
- 3.4.3.** Assessments shall be supervised by a person acceptable to the Director of Judges. Comparative assessment of judging performance shall be valid only when the performance is compared with at least 3 other APF Nationals-endorsed or FAI Parachuting Judges, or when the assessment is made against official times/scores approved by the Director Judges.
- 3.5. Revalidation Requirements**
- 3.5.1.** To maintain validity APF Judges must, in addition to meeting the APF Judge standard, annually satisfy the following conditions:
- (a) in the preceding two years, have judged at least one State Championship, or National Championship, or other equivalent competition acceptable to the Director Judges.
 - (b) In the preceding two years, have judged at least 60 competition jumps, in competition or from approved video tapes, in each category for which revalidation is required.
- 3.5.2.** An APF Judge who acts as Chief Judge, Assistant Chief Judge, Event Judge or Chief of Training Judges at a National Championship, IPC World Championship or World Cup shall be considered to have satisfied the revalidation requirement of 3.5.1 above and half of the revalidation requirement of 3.5.1(b) for the events at that competition.
- 3.6. Judging At National Championships**
- 3.6.1.** All competition jumps at a National Championship shall be evaluated and scored in accordance with these regulations.
- 3.6.2.** Only Judges who have acted as a Nationals-endorsed Judge in the relevant event(s) during at least two National Championships shall be eligible for appointment as, Event Judge or Chief of Training Judges at a National Championship.
- 3.6.3. The Chief Judge** is the administrative head of the Judging Panel and should be thoroughly familiar with all aspects of the conduct and operation of National Championships.
- 3.6.4.** The Chief Judge shall appoint the Event Judges, assign Judges to judge each event, and allocate all other judging tasks.
- 3.6.5.** Prior to the start of the competition the Chief Judge must confirm that all necessary equipment is available and functioning, that all preparations have been completed and that sufficient score sheets and other accessories are available.
- 3.6.6.** The Chief Judge shall control the collation of score sheets and ensure prompt publication of results.
- 3.6.7.** Other duties of the Chief Judge include: Verification of the Judges' qualifications, arranging judging seminars, conducting meetings of the Judging Panel and being present at the drawing of ballots.
- 3.6.8.** The Chief Judge may assess jumps when other tasks permit.

- 3.6.9.** The Chief Judge shall report to the Director of Judging on the performance of the Judges. This report to be presented immediately after the competition.
- 3.6.10.** The Chief Judge shall report on the efficiency of the judging aspects of the competition and make any recommendations for improvements. This report should be submitted to the APF Board at the meeting following the competition.
- 3.6.11. The Assistant Chief Judge** is the official representative of the Chief Judge and is appointed to give the Chief Judge administrative flexibility.
- 3.6.12.** The Chief Judge may delegate all or part of his/her duties to the Assistant Chief Judge.
- 3.6.13.** In addition to any delegated duties, the Assistant Chief Judge, together with the Event Judges, shall organise the judging areas.
- 3.6.14.** In the absence of the Chief Judge, the Assistant Chief Judge shall assume administrative responsibility for the judging of the competition.
- 3.6.15. An Event Judge,** in co-operation with the Chief Judge, is responsible for the briefing and technical direction of the Judges assigned to that event and the allocation of tasks to them.
- 3.6.16.** The Event Judge, in co-operation with the Chief Judge, is responsible for any necessary interruption of the event.
- 3.6.17.** The Event Judge shall ensure that score sheets are forwarded promptly to the collation section.
- 3.6.18.** The Accuracy Event Judge, in co-operation with the Chief Judge, shall control the target area and supervise the Judges.
- 3.6.19.** The Event Judge, in co-operation with the Chief Judge, shall supervise the Judges.
- 3.6.20. The Chief of Training Judges** shall conduct the seminar for Trainee Judges, ensure they have maximum exposure to the judging environment and report to the APF Director Judges on their activities and results.
- 3.6.21.** All Judges shall have a detailed knowledge of the rules, technical conditions and scoring systems relevant to National Championships.
- 3.6.22.** The Judges shall not disclose any scoring information until scoring is completed.
- 3.6.23.** Other than for clarification of interpretation, Judges shall not discuss a jump until all Judges have completed their evaluation of that jump.
- 3.7. Competition Judging Rules**
- 3.7.1. Judges' Conference and Training Course**
- (a) A Judges' Conference will be held prior to the competition. The Chief Judge will assess the currency and competence of all attending Judges at this conference. All approved and trainee Judges must attend.
- (b) A training course supervised by the Chief of Judge Training may be held during the competition.
- 3.8. International Judges**
- 3.8.1. Rating Requirements**
- After recommendation from the Director Judges and assessing a candidate's application, including considering their status as a fit and proper person to hold the rating, the Board may, at an in-person meeting, nominate an APF member for an FAI Parachuting Judge rating, provided that the candidate
- (a) Has held an APF Judge Rating (Nationals-endorsed) for at least 2 years, in the appropriate category.
- (b) Has judged at least 2 APF National Championships or other equivalent competitions to the satisfaction of the Director Judges in the previous three years.
- (c) Satisfy the requirements of the FAI/IPC for issue of an FAI Parachuting Judge rating.
- (d) Have acted as Trainee Judge at a WPC or World Cup and have been assessed as suitable.
- 3.8.2. Revalidation**
- To maintain validity FAI Parachuting Judges shall annually satisfy all APF and FAI revalidation requirements.
- 3.8.3.** To facilitate revalidation, all FAI Parachuting Judges shall report their judging activities to the Director Judging. Photostat copies of their Judge's Log may be accepted as sufficient. This report must be made by end November each year

SECTION 4: NATIONAL RECORDS

4.1. General Conditions

- 4.1.1.** This section lays down the conditions under which National Parachuting Records may be attempted and claimed.
- 4.1.2.** The APF Secretariat shall note all successful record attempts in the APF Book of Records. The APF Book of Records shall be updated and made available to all members at least annually.
- 4.1.3.** The organiser shall arrange to have three APF Judges monitor the event, two of which shall hold APF Judges ratings in the discipline of the record attempt. The third judge need only have a valid APF Judges rating. At least one Judge (Principal Judge) must be physically present at the record attempt site. At least two Judges must hold a rating in the discipline of the record attempt. If the other Judges are not present at the record attempt site, they must be able to receive and view the images required to assess the record attempts electronically, and communicate their findings back to the Principal Judge within 30 minutes of the Principal Judge communicating it to them. For High Altitude records, any APF Judges may monitor the attempts.
- 4.1.4.** Contravention of any APF regulations shall render the record attempt void.
- 4.1.5.** A group of a larger number of parachutists achieving an equal or better record than a smaller group shall be recognised as the holder of the record previously held by a smaller group.
- 4.1.6.** A significant change of the conditions in the Competition Rules, for example the working time or size of the Dead Centre Disc, creates a new set of competition records. The old records are retired. The Director of Competitions and the National Coach jointly shall determine if a change is significant.
- 4.1.7.** An Australian Record may be set providing at least 75% of the participants hold Australian Citizenship or Residency (with reference to FAI standards).
- 4.1.8.** An Australian Record may be set at any location in the World.

4.2. Classes of Records

There are two classes of records; Competition records and Performance records.

4.3. Competition Records

- 4.3.1.** All Competition Records must be established during the scheduled competition rounds at competition run in accordance with the APF Sporting Code. Training jumps as defined in the APF Sporting Code are defined not to be scheduled competition jumps. Except in Accuracy Landing, the record performance may only be established during a scheduled competition where the judging system used is as described in the APF Sporting Code.
- 4.3.2.** Joint Record holders
Joint Record holders in Freefall Style, Formation Skydiving, Canopy Formation, Artistic Events and Canopy Piloting:
 - (a)** If two or more competitors or teams achieve the same record performance during the same round and thereby break an existing record, the new record shall be registered in the names of all the competitors or teams involved.
 - (b)** If a competitor or team achieves a performance during a later round in the same event, which is equal to a new record performance achieved during an earlier round in that event, no recognition will be given to that performance as being a record performance.
- 4.3.3.** Accuracy Landing records
 - (a)** The record performance of accuracy jumps is the final score after a completed competition program as defined in the APF Sporting Code.
 - (b)** In a team jump, the record performance is the final score of the team after a completed competition program. The program and method of determining the team score is stated in the APF Sporting Code.
- 4.3.4.** Freefall Style records
The record performance of style jumps is the score for one series of manoeuvres as described in the current APF Sporting Code.
- 4.3.5.** Formation Skydiving records (including Vertical Formation Skydiving)
The record performance is the score in one round in accordance with the APF Sporting Code.
- 4.3.6.** Canopy Formation records
 - (a)** 4-Way Rotation
The record performance for a 4-way rotation is the score in one round in accordance with the APF Sporting Code.
 - (b)** Longest Sequence 4 or 2 way
The record performance for the longest sequence is the score in one round in accordance with the APF Sporting Code
 - (c)** 8-Way Speed Formation
The record performance for an 8-way speed formation is the time in which eight persons form a complete connected eight canopy formation in accordance with the APF Sporting Code.

4.3.7. Freely Records

The record performance for the longest sequence is the number of formations in a speed round completed in accordance with the competition rules.

4.3.8. Canopy Piloting Records.

(a) Distance.

The record performance for distance is the greatest distance achieved on a straight line course that is in accordance with the competition rules.

(b) Speed.

The record performance for speed is the lowest time taken to negotiate a course that is in accordance with the competition rules.

(c) The course used for the record performance in (1) and (2) must begin over a body of water that meets the criteria in the competition rules.

(d) The wind speed must be under 7m/s for a record to be valid.

4.4. Performance Records

4.4.1. Accuracy Landing Records.

(a) The record performance of accuracy jumps is the number of consecutive landings on the dead centre disc plus the next score made.

(b) In a team jump, the performance is the number of consecutive landings on the disc of the whole team plus the next score made. The record must be made by a team of the same five individuals for the whole record.

(c) The jumps must be made within a period of 14 consecutive days.

(d) The record jump series may not be interrupted by other jumps except, when some or all of the jumps are made during an International Sporting Event or a National Championship, the jump series may be interrupted by competition jumps made in another officially scheduled event.

4.4.2. Altitude records - Individuals or teams.

(a) The height of a parachute jump made for an altitude record shall be measured from mean sea level to the height at which the first parachutist exits the aircraft.

(b) Parachutists making an attempt on an altitude record shall have undergone aeromedical indoctrination and will show evidence of physical fitness for the attempt which is acceptable to the ASO.

(c) Proof of exit height acceptable to the APF Management Committee must be submitted with the application for recognition.

(d) The aircraft used for an altitude record shall establish air-to-ground radio communication and the air crew shall indicate the time of exit to the Judges by way of a count down.

(e) Recognition of altitude records shall be subject to:

a. Having gained an increase of at least 5% over an existing record for altitudes up to 25,000 feet.

b. Having gained an increase of at least 3% over an existing record for altitudes from 25,000 feet to 35,000 feet.

c. Having gained an increase of at least 2% over an existing record for altitudes above 35,000 feet.

(f) If two or more individuals or teams achieve an identical record performance on the same calendar day and thereby break an existing record, the new record shall be registered in the name of all the individuals or teams involved.

4.4.3. Largest Formation records

4.4.3.1. The record performance for the largest formation is the number of persons in one formation. One written plan describing the formation to be attempted and the personnel involved must be submitted in advance to the Judges. The formation must be completed as described with all named personnel in the formation.

4.4.3.2. The exit procedure for the largest formation is the same as for the longest sequence except that more than one aircraft may be used.

4.4.3.3. If two or more teams achieve an identical record performance on the same calendar day and thereby break an existing record, the new record shall be registered in the name of all the individuals or teams involved.

4.5. Australian Record Classification

4.5.1. Australian competition and performance records shall have the following main classifications:

High Altitude with delayed opening	Class A
High Altitude with immediate opening.....	Class B
Accuracy Landing.....	Class C
Fastest Freefall Style.....	Class D
Highest Four Way Formation Skydiving Score	Class E
Highest Eight Way Formation Skydiving Score	Class F
Highest Sixteen Way Formation Skydiving Score.....	Class G
Fastest Ten Way Star Formation.....	Class H
Largest Freefall Formation.....	Class I
Largest "Star" Formation	Class J
Highest Four Way Canopy Formation Score.....	Class K
Fastest Eight Way Canopy Formation.....	Class L
Largest Canopy Formation	Class M
Highest Freefly Speed round score	Class N
Largest Freefly (Head down orientation) Formation.	Class O
Longest Canopy Piloting distance	Class P
Fastest Canopy Piloting speed	Class Q
Highest Two way Canopy Formation score.....	Class R

4.5.2. Classifications A, B, and C shall be further classified as 'Individual' and 'Group' records. For group records, the number of parachutists shall not be less than 3 and all must jump from the same aircraft on the same jump run.

4.5.3. All classifications may be further classified as:

- (a) Women. For Freeflying competition records all 3 competitors must be female.
- (b) Men
- (c) Open

4.5.4. All performance record classifications may be further classified as:

- (a) Day
- (b) Night
- (c) Night shall be defined as the time between 1 hour after official sunset and 1 hour before official sunrise.

4.5.5. Classification E shall be further classified as:

- (a) Vertical Formation Skydiving

4.5.6. Classification K shall be further classified as:

- (b) Rotations
- (c) Sequential

4.5.7. Competition Records in classifications where the APF Sporting Code allows for Intermediate and Open categories shall be classified as:

- (a) Intermediate
- (b) Open

4.6. Application For Recognition

4.6.1. Applications for recognition of national parachuting records shall be made to the APF Management Committee.

Applications can be made by any of the following:

- (a) an APF Council
- (b) the Chief Judge of the discipline if at a National Championships
- (c) the Director of Judges
- (d) the Director of Competitions

4.6.2. Applications for Competition records should be accompanied by the following information:

- (a) The name, sex, residency or citizenship and sporting licence number of each parachutist
- (b) Type of aircraft
- (c) Where the competition record took place
- (d) Date of the competition record
- (e) Chief Judges' certification that the competition record was conducted and achieved in accordance with the APF Sporting Code or the FAI Sporting Code

Note: A competition record performance achieved at the Australian National Championships or at a WPC or WC, will be sufficient evidence for the certifications required above

4.6.3. Applications for Performance records should be accompanied by the following information:

- (a) The name, sex, residency or citizenship and sporting licence number of each parachutist
- (b) The type of the ascent vehicle(s)
- (c) Exit height used
- (d) Where the performance took place

- (e) Time and date of the performance record
 - (f) Chief Judges' certification that the performance record was conducted and achieved in accordance with the APF Sporting Code
 - (g) DZ details including height above sea level.
- 4.6.4.** For A and B class records, the above information must also be accompanied by the following:
- (a) Judges' certification of the landing point(s)
 - (b) Judge's certification of the time delay

Information About World Records

This section is for information only and must not be used for interpretation. Members wishing to make an attempt on a World Record should consult the FAI Sporting Code, General Section and Section 5.

A record must first be recognised as a National Record by the National Airsports Control organisation of the proposed holder before it can be recognised as a World Record except for international team performances in largest formation records. The National Airsports Control organisation of the country in which the record is made, is the only body which can certify the record to the FAI.

The record shall be certified in the name and the nationality of the record holder(s). The National Airsports Control organisation of the person(s) making the record must make the application to the FAI.

The person making an attempt on a World Record is responsible to ensure that all the required steps are taken to control and record the performance.

Those making attempts of World Records must present their FAI Sporting Licence (issued by their country of citizenship) to the officials prior to the attempt.

The National Airsports Control organisation is the only body which can appoint officials to monitor the attempt. The Australian Sport Aviation Confederation has delegated this authority to the Australian Parachute Federation Incorporated.

The pilot, flight crew or sponsor cannot act as an official for the record attempt.

If two or more records are attempted on the same jump, each record shall be verified as if it were a separate attempt.

The FAI may refuse recognition if it believes there is insufficient proof of the record, and may demand whatever proof it deems necessary.

Written notice (to include fax and email) and telephone notice of a preliminary claim must be received by the FAI within 7 days of completion of the attempt.

The National Airsports Control organisation must certify the World Record within three months unless permission has been granted for a time extension because of serious difficulty.

All World Record claims must be accompanied by the following information:

- Classification of the record claimed;
- Title and description, including record figures;
- Place and date of attempt.
- Name, citizenship and sex of the competitor(s);
- Number and expiry date of the claimant's sporting licence and issuing NAC;
- Aircraft type and registration, engine numbers and horsepower;
- The name of the National Aeronautical Organisation controlling the attempt;
- Certificate by the chief official that the attempt complies with FAI rules.
- A certificate of the performance as a National Record;
- A request for certification as a World Record signed by the President or Secretary General of the National Airsports Control organisation.

SECTION 5: AUSTRALIAN PARACHUTE TEAM

5.1. Authorisation

- 5.1.1. Only an Australian Parachute Team authorised by the APF Board shall represent Australia in international parachuting competition.
- 5.1.2. The competitors representing Australia at any international parachuting competition shall be known as the Australian Parachute Team for that year. eg. AUSTRALIAN PARACHUTE TEAM 20xx.

5.2. Australian Parachute Team Selection

- 5.2.1. Eligibility for automatic selection in Formation Skydiving (including Vertical Formation Skydiving) and 4 Way Canopy Formation events is restricted to teams placing 1st or 2nd at the most recent National Championships.
In Formation Skydiving, eligibility for the Women's 4 Way event will be restricted to the all female (excluding Videographer) team placing highest in the Open 4 Way competition.
- 5.2.2. Eligibility for automatic selection for Freestyle, Freeflying and 2 Way Canopy Formation events is restricted to teams placing 1st, 2nd or 3rd at the most recent National Championships. In Artistics, if no competition is held, the National Coach may decide team selection based on assessment of team's performances at the most recent National Championships by an FAI rated Artistics Judge
- 5.2.3. Eligibility for automatic selection in Freefall Style and Accuracy Landing events is restricted to the first five Accuracy placings, men and women separately, at the most recent National Championships. The National Coach may make additional selections (such as a Style specialist if indicated) based on competitions acceptable to him/her in the previous year.
- 5.2.4. Eligibility for automatic selection in Canopy Piloting events is restricted to the first eight overall placings at the most recent National Championships.
- 5.2.5. The National Coach is to decide team selection for a Paraski team to represent Australia in an International Competition.
- 5.2.6. Inclusion of competitors below these levels shall be at the discretion of the Management Committee.
- 5.2.7. When a mixed male/female team is to be selected to compete in style and/or accuracy events, the results for men and women in the most recent APF National Championships will be combined and the procedure outlined above shall apply
- 5.2.8. Where one team is invited to take part in two events which are not related, eg. accuracy and formation skydiving, competitors who took part in those events at the most recent APF National Championships may nominate for the team and if there are more nominations than are needed the Management Committee shall decide upon the method of elimination.
- 5.2.9. To compete with the Australian Parachute Team in FAI sanctioned competition, an APF member shall meet the eligibility requirements of the FAI Sporting Code.
- 5.2.10. The composition of a Formation Skydiving, Freeflying or Canopy Formation team may be changed after selection provided at least 60% of the original team members remain. For teams in Freestyle events, only the Videographer may change. For the purpose of this regulation, the original team shall be those parachutists shown in the registration records of the most recent APF National Championships as members of the team.

5.3. Conditions Of Australian Parachute Team Membership

- 5.3.1. Inclusion as a member of an Australian Parachute Team shall be under the terms and conditions laid down by the Management Committee.
- 5.3.2. Those eligible for selection shall be notified immediately following the qualifying competition and shall receive a copy of the terms and conditions referred to above.
- 5.3.3. Teams and individuals eligible for World Championships shall notify the National Coach of their acceptance at least 120 days prior to the commencement of the World Championships and before any APF money is expended on them. If acceptance is not received at this time, replacements will be selected immediately.
- 5.3.4. Team members shall each place a \$1,000 bond with the APF Secretariat with their notification of acceptance. This bond shall be forfeited if the team member withdraws from the team after the 120 day deadline. The bond of \$1000 may be substituted by a lien over the team member's personal parachute equipment.
- 5.3.5. All team members' financial commitments must be paid in advance and team members shall not leave Australia as a member of the Australian Parachute Team if all financial commitments to the APF have not been met.

5.4. Delegation Officials

- 5.4.1. The Management Committee shall appoint the officials to accompany the team to each international competition. Each team may be accompanied by a Head of Delegation and a Team Manager. Other officials may be appointed at the discretion of the Board. All officials shall place a \$1,000 bond with the APF Secretariat upon acceptance of their appointment. *Note: From 1998 APF Standing minutes provide that the National Coach and Director Competitions may appoint on Board's behalf.*
- 5.4.2. **The Head of Delegation** is the titular head of the group and will normally be the FAI/IPC Delegate, Director of Competitions or their Alternates.
- 5.4.3. **The Team Manager** should be a person who is familiar with World Championships organisational procedures and has displayed leadership qualities.
- 5.4.4. Should the APF Board appoint an **Interpreter**, it should be a person capable of interpreting all documents, speeches, briefings etc. from the language of the country in which the competition is being held into English.
- 5.4.5. As soon as the team is selected, a Team Captain for each event will be elected by each team from amongst its members.

5.5. Duties And Responsibilities

- 5.5.1. The team and officials shall at all times behave in a manner which will enhance the image of Australian sportsmen and sportswomen, and shall carry out their duties as described below.
- 5.5.2. The Competitors shall be responsible to the Team Manager and obey the FAI rules, the competition rules and the rules of the airfield and drop zone. They shall at all times perform to the best of their abilities, and shall abide by the Competitors' Code of Conduct and guidelines during both on-field and off-field activities.
- 5.5.3. The Head of Delegation shall represent the APF at meetings and functions and act as agent of the APF in all matters throughout the tour, shall administer the affairs of the team and delegation according to the directives of the APF Board, and act as a member of the International Jury where applicable.
- 5.5.4. The Team Manager shall have the authority to suspend team members for misbehaviour or repeated acts of disobedience, shall attend all meetings of the Committee of Team Managers, ensure the team is ready in good time for events, and keep the team members informed on the latest developments and rule interpretations throughout the competition.
- 5.5.5. Team Captains shall assist the Team Manager in maintaining discipline, ensure competitors are ready to board the aircraft on time, and act on behalf of the Team Manager when delegated to do so.
- 5.5.6. The Interpreter shall be available to assist the Team Manager and other officials when required and shall generally assist team members with language problems.

5.6. Reports

- 5.6.1. The Team Manager shall submit a report to the APF Board Meeting following the completion of the competition, informing the Board of the progress and achievement of the team, with emphasis on those items which could lead to improvements in future organisation.
- 5.6.2. Other members of the Delegation may submit reports at their discretion, or at the direction of the Board.

5.7. Organisation Prior To The Team's Departure

- 5.7.1. The APF National Coach shall act as Team co-ordinator until such time as a hand over to the Team Manager appointed by the Management Committee occurs.
- 5.7.2. After consultation with the Team Manager, the Team Captains shall decide the venue and dates for the official training camp prior to departure for the competition. The Team Manager shall advise the APF National Coach of the decision.
- 5.7.3. The Team Manager will be responsible for the collection of video and photographs of the team in training and team details for media purposes. This will be held by the APF for release to the news media if a notable event occurs. The Team Manager and Head of Delegation are responsible for ensuring the APF is informed of newsworthy events promptly.
- 5.7.4. The Team Manager will be provided with an allowance for miscellaneous expenses incurred while travelling or at the Championships. The Team manager is to account for the allowance and return any unspent funds to the APF. The allowance is \$100.00 per person including the Team Manager.

NATIONAL FREEFALL STYLE AND ACCURACY LANDING CHAMPIONSHIPS

1. APF Authority

- 1.1 The competition will be conducted under the authority granted by the APF according to the regulations of the APF Sporting Code and these Rules.

2. DEFINITIONS of words used in these Rules

- 2.1 **Manoeuvre:** a turn or loop starting and finishing in the horizontal face down position with the head toward the target. The shoulders must at all times remain in a horizontal plane.
- 2.2 **Turn:** a manoeuvre of a 360-degree rotation in the horizontal plane.
- 2.3 **Loop:** a manoeuvre of a 360-degree rotation in a vertical plane.
- 2.4 **Drift:** lateral movement of the jumper away from the target heading after the jumper has started the first manoeuvre.
- 2.5 **Arrow Penalty:** can occur at the beginning of the first and third turn (when coming out of the back loop), when the competitor is off-heading in the direction of the turn.
- 2.6 **Deviation:** (D) penalty – execution of turns or back loops with the body tilted or banked (pitch or roll).
- 2.7 **Tuffet:** landing area on which the AMD is placed.
- 2.8 **Intermediate:** a person with a maximum of 500 jumps at the start of the competition.

3. THE EVENTS

- 3.1 The events will comprise the following disciplines:

- Team Accuracy Landing
- Individual Accuracy Landing
- Freefall Style

A separate classification for men and women, Junior men and women and Masters men and women is made in all events. (min 5 competitors – see APF SC Section One 1.13)

3.2 Objective of the events

- 3.2.1 **Accuracy Landing:** competitors aim to land on, or as close as possible to the centre of a target.
- 3.2.2 **Freefall Style:** to perform a prescribed sequence of manoeuvres in freefall as correctly and as quickly as possible.

3.3 Performance requirement

- 3.3.1 The accumulated total of all rounds is used to determine the final placings of teams or individuals. A minimum number of rounds (specified in 7.2) must be completed to determine a team's and individual's placing and declare winners in any one event.

4. GENERAL RULES

4.1 Training jumps

The training jumps made on the last day before the competition starts may be evaluated by the Judges and the scores published.

4.2 Order of jumping

The draw for jump order may be separate for men and women.

4.3 Determination of the Winner

4.3.1 Accuracy event

- (1) At the end of all completed rounds, the team or competitor with the lowest cumulative score is the winner.
- (2) If all rounds cannot be completed, the team or competitor ranked first in the last completed round is the winner. See 7.2.3 for tie-breaks.

4.3.2 Style event

- (1) At the end of all completed rounds, the competitor with the lowest total score in the style event is the winner. See 7.2.5 for tie-breaks.

4.4 Overall winner

- (1) The final ranking of all competitors is calculated by adding the total placing of each competitor in the style and individual accuracy events after all completed rounds including tie-breaking rounds and excluding the competitors taking part in only one individual event. Only those competitors in both events will qualify for the overall event and must be re-ranked accordingly.
- (2) The winner is the man or woman with the lowest total points. If two competitors share equal totals, the title will be awarded to the competitor achieving the highest ranking in either event. Should a tie still exist co-champions will be declared. The same tie-breaking procedures will be followed for all places.

5. RULES SPECIFIC TO THE EVENTS

5.1 Team and Individual Accuracy Landing Events

5.1.1 Wind Drift Indicator

(1) Prior to starting the event, or if jumping has been interrupted for more than sixty (60) minutes, at least one wind drift indicator must be dropped from an altitude 100 m below the exit altitude and above the target by a Judge or an experienced parachutist appointed by the Chief or Event Judge.

(2) The wind drift indicator must have approximately the same rate of descent as the parachutes used by most of the competitors. Its landing point must be marked on an aerial photo or plan of the drop zone.

(3) Continuity of the event and the opportunity for competitors to observe canopies in the air is considered sufficient for all competitors to evaluate the opening point.

(4) When the boarding area is not close to the target area, as determined by the Jury, and competitors have been at the boarding area for more than 60 minutes they must be informed of the wind speed and direction at the target area before boarding.

(5) A wind drift indicator is to be in the aircraft at all times. If the Event Judge considers wind changes to be significant, he/she will instruct those in the aircraft to throw another wind drift indicator.

5.1.2 Exit Point

Each competitor or team selects their own exit point.

5.1.3 Wind Speed

The maximum allowable wind speed at ground level in the accuracy events is set by the Chief Judge, APF Controller and Meet Director within the range of between 6 m/s and 8 m/s. This limit will be given to the competitors at the initial briefing and will remain for the duration of the competition. A competitor who lands during the period 10 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 centre, may accept a re-jump. The competitor must make an immediate decision within 15 seconds of landing and before the next competitor lands and must inform the Event or Chief Judge of their decision, otherwise that competitor must do a re-jump. The event will be automatically interrupted for a minimum of 5 minutes, if the ground wind speed exceeds 9 m/s (20 knots).

5.1.4 Wind Direction on the Ground

(1) The windsock must be capable of responding to winds of at least 2 m/s and be acceptable to the Chief Judge. It should have a minimum height of 4 m, and a minimum diameter at the inlet of 600 mm. The Judges will determine its location, which is at a fixed place, approximately 50 m from the target centre. This decision is not subject to any protest.

(2) A wind direction indicator (streamer) mounted on a pole, which is capable of responding to winds of less than 2 m/s will be placed by the Event Judge within the 20 m circle. The Event Judge will decide the position. Its position is not grounds for protest.

5.1.5 Target

(1) The centre of the target must be an Automatic Measuring Device (AMD) with a Dead Centre Disc of 2 cm diameter in a contrasting colour, preferably yellow on a black background. The device must be kept as flat as possible, and capable of measuring to a minimum distance of 16 cm in increments of not more than 1 cm.

(2) The AMD is mounted centrally on an underlying pad of at least 1.2 m diameter which when struck scores 16 cm at all points. Chief Judge and/or Event Judge may decide to discontinue the use of this underlying pad for any pertinent reason.

(3) The AMD and the underlying pad are placed centrally on a tuffet, which has to be acceptable to the APF Controller and should have the following approximate specifications:

Diameter: app. 5 m

Thickness: a minimum of 30 cm

Colour: any colour

(4) The target must have a clearly marked circle of 20 m radius centred around the dead centre disc

(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 landing of team members.

(6) In order not to damage the AMD, suitable footwear must be worn.

5.1.6 Presence on the Target

(1) The only persons allowed within the 20 m circle during jumping are members of the Panel of Judges, members of the Jury and necessary members of the organising staff.

(2) Team Managers and guests of the Organisers are allowed in a reserved area of the 20 m circle designated by the Event Judge and not closer than 15 m to the Automatic Measuring Device.

Accredited press, radio and TV officials are allowed at a position within 20 m circle but not closer than 5 m, decided by the Event Judge.

(3) During the final approach of a competitor, only members of the Panel of Judges are allowed within 5 metres. Exceptions to this rule are the responsibility of the Chief Judge and/or Event Judge and require no previous agreement by the competing teams and individuals.

(4) After landing, competitors must leave the target area immediately.

5.1.7 Re-jumps

(1) Any malfunction of the main parachute canopy, which creates a control problem for a competitor, may merit a re-jump. In this case the competitor must indicate immediately that he has such a problem by signalling with his arms or legs outstretched, or other suitable signal, throughout most of the descent and must make no attempt to land in the target area.

Following a malfunction, the inspection of the equipment immediately after the competitor has landed must indicate that the competitor did suffer a malfunction that was not created by the competitor himself.

(2) A control problem is a condition in the deployment of the parachute such that it is virtually impossible to attempt a precision target approach, or that the main canopy configuration is such as to prevent the competitor from demonstrating his skill.

(3) If there is a sudden change in ground wind direction of more than 90 degrees when the wind speed is more than 3 m/s and automatically recorded by an electronic device, a competitor landing within 30 seconds after the change must be offered a re-jump. The competitors' decision must be made immediately.

(4) If, during the accuracy events, two or more competitors approach and/or land on the target simultaneously or close together, and in the process interfere with each other, a re-jump for one, or both, or neither may be awarded by the Event Judge. If such interference occurs between members of the same team during team accuracy jumps, no re-jump will be granted.

(5) If an AMD is found to be defective or not reset and the first point of contact has been on it, and (4) above does not apply, the affected competitor(s) must be offered a re-jump.

(6) Only the affected competitor(s) will make a re-jump and get a new score, the re-jump counting for both the individual and team accuracy events. The exit altitude for re-jumps will be decided by the Meet Director and be between 700 and 1000m (~2300 and 3300 feet).

(7) If the AMD registers a score and in the opinion of the Judges at the target the first point of contact was not on the AMD, the competitor will not be granted a re-jump, and must receive a score of 0.16 m.

(8) In the event of interference from a cameraman or other official allowed in-air or within the 5m circle during the approach of a team and/or individual competitor, a re-jump may be granted by the Chief Judge or Event Judge to the affected competitor(s) only. This decision is not grounds for protest.

5.1.8 Scoring Accuracy Landing

(1) The landing point is the first point of body contact with the surface or the AMD.

(2) The AMD must register the distance between the landing point and the edge of the dead centre disc when the landing point is on the AMD.

(3) Any landing point off the AMD must be given a score of 16 cm.

(4) Teams jumping with less than 4 members must receive a score of 16 cm for each missing member.

(5) The best four scores of each round shall be the score for the team for that round, unless one or more members of the team were disqualified for that round.

(6) If, because of insufficient separation between team members, a competitor lands on the AMD which has not been reset, the score given is 15 cm. Competitors landing off the AMD receive a score of 16 cm.

5.1.9 Team Accuracy Landing Event

(1) A team consists of a maximum of 5 members. The best four scores will count in the team event.

(2) Any team with less than three competitors will jump in mixed teams at the beginning of each round at the discretion of the Meet Director.

(3) The exit altitude is 1000 metres (~3300 feet). The team must jump from the same aircraft, during the same passage of the aircraft over the target (re-jumps are treated as individual jumps). If meteorological conditions do not allow jumping from 1000 metres (~3300feet), the altitude may be lowered to 900 metres (~3000 feet).

(4) In the team accuracy event, the jump order, determined in 4.2 will be used for the first round only. Thereafter the jump order shall be in reverse order of placing after each round. In the case of tie-breaking jumps, the initial jumping order will apply.

(5) The jump order may only be changed to allow for re-packing, to accommodate re-jumps and to avoid competition delays resulting from substantial changes in the order of jumping.

5.1.10 Individual Accuracy Landing Event

(1) Scores for all rounds, except the semi-final and final rounds, are the scores obtained in the team accuracy jumps.

(2) The exit altitude for the semi-final and final rounds is 800 metres (~2600 feet) and there will be two competitors per pass. If meteorological conditions do not allow jumping from 800 metres (~2600 feet) the altitude may be lowered to 700 metres (~2300 feet) (one competitor per pass).

5.2 Freefall Style event

5.2.1 Style series selection

(1) First four rounds consists of a series of individual freefall manoeuvres drawn from the following pool

1st series	2nd series	3rd series	4th series
Left turn	Right turn	Left turn	Right turn
Right turn	Left turn	Right turn	Left turn
Back loop	Back loop	Back loop	Back loop
Left turn	Right turn	Right turn	Left turn
Right turn	Left turn	Left turn	Right turn
Back loop	Back loop	Back loop	Back loop

(2) Fifth round consist of a series of individual freefall manoeuvres, selected by the competitor, from the pool in 5.2.1 (1).

5.2.2 Jumping procedure

(1) The jump must be made from an altitude of 2200 metres (~7150 feet).

(2) The target heading must be directly downwind or directly upwind. That choice will be made by the cameraman in close co-operation with the observing Judge. Competitors are to be made aware of any change at the earliest opportunity. Those airborne must be notified before the aircraft begins a run in on the new heading.

(3) The target must be clearly visible from the air and of approximately 200 sq m in size. The shape and colour agreed by the Event Judge *and competitors*.

5.2.3 Jump Order

The jump order for the first round is by team and is that determined by para 4.2 for the first round of the accuracy event. *Competitors not in the accuracy event will jump first.* The jump order after round one is by individuals in reverse order of placing.

5.2.4 Exit Procedure

Both "Standby" and "Exit" will be relayed to the competitor. The exit point is specified and controlled by the Judges. The exit command must be given so that the camera angle of the optics is between 60 and 80 degrees at the start of the first turn. In order to ensure that all competitors are judged at approximately the same angle, the competitors must leave the aircraft on the exit command.

Competitors who disregard this command cannot protest their score and will not be granted a re-jump.

5.2.5 Drift Angle

Any competitor who experiences drift of 10 degrees or more during their style series or who starts their first turn out of the given range (60 – 80 degrees) must be offered a re-jump. On the re-jump, if the competitor exits at approximately the same exit point as all other competitors and still has drift of 10 degrees or more or starts their first turn outside the given range of 60 – 80 degrees they shall not receive a further re-jump and must accept their score.

5.2.6 Malfunctions

A malfunction is not grounds for a re-jump.

5.2.7 Scoring Freefall Style

(1) The score for a style jump is the time in seconds and hundredths of a second to complete the series plus penalty times awarded for incorrect performance of the manoeuvres.

(2) The time to complete the series is measured only to 16.00 seconds. Any time, including penalties, in excess of this is recorded as 16.00 seconds.

(3) The working time starts when the Competitor starts the first manoeuvre, whether or not it is the correct manoeuvre.

5.2.8 Freefall Style penalties

(1) Undershoots, and arrow penalties at the beginning of the first and third turns.

1 - 5 deg	0.1 sec
- 10 deg	0.2 sec
- 15 deg	0.3 sec
- 20 deg	0.4 sec
- 25 deg	0.5 sec

And similarly to

- 75 deg	1.5 sec
- 80 deg	1.6 sec
- 85 deg	1.7 sec
- 90 deg	1.8 sec
>90 deg	16.0 sec

(2) Overshoots

1 - 180 deg	No penalty
>180 deg	16.0 sec

(3) Deviations, or

(4) Last back loop off heading

(5) Completion of first loop before reaching the horizontal level (-), or

- (6) Continuation of first loop after passing the horizontal level (+)
- (7) Completion of last loop before reaching the horizontal level (-), or
- (8) Continuation of last loop after passing the horizontal level (+)
 - 1 - 30 deg No penalty
 - 40 deg 0.4 sec
 - 50 deg 0.5 sec
 - 60 deg 0.6 sec
 - 90 deg 1.5 sec
 - >90 deg 16.0 sec
- (9) Omission of a figure 16.0 sec
- Added figure 16.0 sec
- Incorrect Series 16.0 sec

6. WORK OF THE JUDGES IN THE DISCIPLINES

6.1 Accuracy Landing

6.1.1 Decision on landing point

- 6.1.1.1 Three Judges at or near the target will indicate and determine by simple majority if the first point of landing is on the AMD.
- 6.1.1.2 Trainee Judges may work with the Judges in the target area, but their opinion or assessment will not be considered

6.1.2 Other Responsibilities

- 6.1.2.1 Two separate sets of score sheets will be completed. The Event Judge and team captain/individual sign one copy, which goes to the Scoring section. The Event Judge retains the other copy. At least one Judge will check the results of the scoring section.
- 6.1.2.2 The wind speed and direction at the anemometer will be observed by an official appointed by the Meet Director and approved by the Event Judge.
- 6.1.2.3 One or more observers, supervised by an *observing* Judge, must watch each jump made and observe the competitors on opening and during their descent. The observer must check for any conditions or incidents that might constitute grounds for a re-jump and/or disqualification for safety reasons. A written record must be made of any unusual observations or incidents.
- 6.1.2.4 If any Judge observes a change in winds aloft, which prevents one or more competitors from making a reasonable accuracy approach on the target, though having exited at the correct point, they must immediately inform the Event Judge and/or the Chief Judge of their observations. If the event is interrupted a new wind drift indicator must be dropped before the event may continue.
- 6.1.2.5 If there is a serious or sudden change in the meteorological conditions, the Chief Judge and/or the Event Judge, may decide to interrupt an event. This decision is not grounds for a protest. The interruption must be made in a way which clearly shows it to the jumpers concerned who must be granted re-jumps, and also to the Judges at the target. A new wind drift indicator must be dropped before the event may continue
- 6.1.2.6 The Event Judge and/or Chief Judge will advise the Meet Director when meteorological conditions allow the resumption of jumping.

6.2 Freefall Style

6.2.1 Observing the Freefall Style Series

- 6.2.1.1 *At least three and where possible* five Judges evaluate the performance of the competitor. *At a national championships, the judging panel should have a majority of Judges who are Nationals endorsed for Freefall Style*
- 6.2.1.2 The jumps are judged with a video system, the optics of which must be placed on the axis of the flight direction. If the video system is changed, the Panel of Judges may determine that this change may only be made for complete rounds, so that all jumps in one round are judged using the same video system. If the Panel of Judges determines that this is not necessary, no special action need be taken.
- 6.2.1.3 The Judges start their chronometers when the competitor starts the first manoeuvre, whether or not it is the correct manoeuvre. The manoeuvre starts when there is a change in heading of the torso. They stop their chronometers when the competitor stops the second back loop or passes through the horizontal level, regardless of heading. The time for the series is taken from the video showing at normal speed.
- 6.2.1.4 The Judges watch the jump twice, once at normal speed and once in slow motion, the speed of which is acceptable to the Chief Judge. In the event a Judge has not been able to take a time, further replays at normal speed may be made for that Judge only. Thereafter the scores are collated.
- 6.2.1.5 After the performance, if the time is not recorded by computer, the Judge records the time of the series to the nearest 1/100 sec, the penalties they have observed and the total score (sum of the time of the series and penalties).

6.2.2 Collation of the Score Sheets

- 6.2.2.1 If the assessment is not computerised, the Judges' scores are collated immediately after the Judges have assessed the jump. The results of the collation must be checked by at least one Judge.
- 6.2.2.2 Penalties are assigned to the respective manoeuvre, by each Judge.
- 6.2.2.3 The score of the series is the mean score (arithmetic average) of the middle three total scores to the nearest hundredth of a second, the highest and the lowest of the five having been discarded.
- 6.2.2.4 The name of the competitor will be written on the screen or individual Judge score board at the time of collation. The Judges assessing the jump will not be informed of the name of the competitor before the assessment of the jump is finished.

6.3. Other Responsibilities

At least one observing Judge will be positioned at the video camera(s) in order to monitor the aircraft run in and exit commands and ensure that approximately the same angle is used for the whole round. The Judge will also watch each jump and must check for any conditions or incidents that might constitute grounds for a re-jump and/or disqualification for safety reasons. The Judge must keep a record of all their observations. The Event Judge must be informed if the angle of drift indicated by the camera is 10 degrees or more.

7. TITLE OF THE COMPETITION

"The (insert year) National Championships in Freefall Style and Accuracy Landing"

7.1 Aims of the National Championships

To award the title of Australian Champion in:

Freefall Style; Individual Accuracy Landing; and Overall.

for men, women, Masters men and women, and Juniors men and women separately or combined.

To award the title of Australian Champion in Team Accuracy Landing.

7.2 Program of events

The National Championships will comprise the following events:

- (1) **Team Accuracy Landing:** The event consists of 8 rounds. The minimum number of rounds for a valid event is 5.
- (2) **Individual Accuracy Landing:** The event consists of 8 rounds plus a semi-final and final round. The scores for the first 8 rounds are those obtained in the Team Accuracy Landing event. The minimum number of rounds for a valid event is 5.
 - (a) The top 25% (minimum 10) male and female competitors after round 8 continue into the semi-final.
 - (b) The top 50% male and female competitors after the semi-final continue into the final round.
 - (3) In the event of a **tie for the first three places** in the Team or Individual Accuracy Landing the following rules apply:
 - (a) If the minimum number of rounds has been completed and in the opinion of the Meet Director, in consultation with the Chief Judge, there is not enough time left to complete the next round with all competitors, where possible, tie-break jumps shall be made, where possible, tie-break jumps shall be made.
 - (b) If this does not break a tie then the competitor or team with the greater number of low scores (i.e. dead centres, 1cm, etc.) from all completed rounds, including the tie-breaking jumps, obtains the higher place.
 - (c) If the tie remains, the competitor or team with the lowest score, starting with the last completed round, including tie-breaking jumps, and continuing in reverse order, round by round until the tie is broken, obtains the higher place.
 - (d) If the tie cannot be broken, the competitors or teams concerned shall be declared co-medallists.
 - (e) All other ties will be ranked equal.
 - (4) **Freefall Style:** 4 rounds (1 minimum) plus a 'final' round comprising the first 20% of competitors (minimum of 4) in both men's and women's events, placed in order of aggregate score after 4 rounds. The event may be completed without the 'final' round.
 - (5) In the event of a **tie for the first three places** in the Style event, the following Rules apply:
 - (a) Where possible tie-break jumps shall be made.
 - (b) If this is not possible the competitor with the lowest score in any one round obtains the higher place.
 - (c) The competitor with the lowest score, starting with the last completed round and continuing in reverse order, round by round until the tie is broken, obtains the higher place.
 - (d) If the tie cannot be broken, the competitors concerned shall be declared co-medallists.
 - (e) All other ties will be ranked equal.

SPORT ACCURACY RULES

1. PURPOSE AND OBJECTIVE:

- 1.1 Sport Accuracy is an Individual competition where competitors aim to land standing up within a defined area with their first point of contact as close as possible to the centre of a target.

2. EVENT DESCRIPTION:

- 2.1 Each round consists of individual competitors guiding their canopies to a stand-up landing point on the “dead centre” Target Pad, positioned at the centre of the landing area.
- 2.2 Organisers may choose to run a team’s event. Teams shall be selected on a scrambles basis to distribute competitors evenly according to jump numbers. Teams shall consist of 4 competitors.

3. LANDING POINT:

- 3.1 The landing point is the first point of body contact with the ground or “dead centre” Target Pad surface.

4. NUMBER OF ROUNDS:

- 4.1 Five (5) Rounds. The minimum number of rounds to validate the event is one (1).

5. EXIT ALTITUDE and PROCEDURES:

- 5.1 Exit altitude will be from 3,300 feet, (maximum number of four (4) jumpers per pass), which may be lowered to 2,500 feet (individual passes) by the Meet Director to negotiate weather.
- 5.2 Competitors are personally responsible for selecting a proper exit point that will permit a safe and successful target approach.

6. SCORING:

- 6.1 The “dead centre” Target Pad is to measure fifteen (15) centimetres in diameter.
- 6.2 Landing on the Target pad will record the minimum score of 0.00 metres.
- 6.3 Landing distance off the target pad will be measured from the pad to the first point of body contact with the ground.
- 6.5 The distance will be measured to the nearest one centimetre (0.01), to a maximum distance of fifteen (15) metres.
- 6.6 Maximum score is forty five (45) metres (see 7 – landing penalties).

7. LANDING PENALTIES are assessed as follows:

- 7.1 Failure to execute a stand-up landing, with any point of contact other than the feet: Penalty is fifteen (15) metres added to the landing point score.
- 7.2 Failure to contain the complete landing from first point of contact to a complete stop within the fifteen (15) metre radius circle: Penalty is 15 metres added to the maximum landing point score of 15 metres (total 30 metres).
- 7.3 Total penalties as per para 7.1.and para. 7.2 will amount to forty five (45) metres.

8. JUDGING AND RECORDING:

- 8.1 Judges:
- 8.1.1 Landings will be judged by at least three (3) FAI / National qualified, approved judges.
- 8.1.2 In addition, there will be at least two (2) recorders nominated by the Chief Judge.
- 8.2 Measuring Device:
- 8.2.1 Any first point of body contact will be manually marked by the judges with a suitable manual measuring device.
- 8.3 Recording Measurement:
- 8.3.1 Competitors’ landings will be measured out to a maximum distance of fifteen (15) metres, to an accuracy of one centimetre (0.01).
- 8.4 Penalties:
- 8.4.1 A penalty will be added to the score of each competitor who does not execute a stand-up landing. A stand-up landing is defined as landing with only the feet or shoes and no other body part coming in contact with the ground during the landing. The landing phase of the jump commences when the competitor first crosses into the fifteen (15) metre radius circle. The competitor must complete the landing standing up with both feet inside the fifteen (15) metre radius circle, demonstrating full body control, or receive the maximum penalty (refer 9)

9. MAXIMUM SCORE:

The maximum score for any one individual competitor’s jump is forty five (45) metres (e.g., fifteen (15) metre maximum accuracy score plus a fifteen (15) metre penalty score for failure to do a stand-up landing plus a fifteen (15) metre penalty for failure to contain the landing within the fifteen (15) metre radius circle equals forty five (45) metres).

10. DISQUALIFICATION:

- 10.1 Any competitor executing a radical canopy manoeuvre during the final approach of the jump will receive a maximum score of forty five (45) metres for that round and may result in disqualification from the competition, resulting in ineligibility to receive a medal.
- 10.2 A radical canopy manoeuvre on final approach is defined as an abrupt canopy turn of more than ninety (90) degrees at less than 250 feet of altitude, which in the opinion of the judges could place the jumper or persons on the ground in danger.
- 10.3 The Meet Director or the Chief Judge may disqualify the jumper.

11. METEOROLOGICAL CONDITIONS:

- 11.1 The maximum allowable wind speed at ground level in the sport accuracy is nine metres per second (9 m/s).
- 11.2 A constant read-out Wind Anemometer will be used to monitor the wind speeds.
- 11.2.1 When the wind is over seven metres per second (7 m/s), the wind speed will be constantly monitored and documented.
- 11.3 If the wind exceeds the nine metres per second (9 m/s) limit the event will be interrupted for five (5) minutes.
- 11.4 If the wind exceeds eleven metres per second (11 m/s), the event will be interrupted for at least thirty (30) minutes.
- 11.5 The Meet Director in consultation with the Chief Judge may decide to interrupt the event due to unfavourable or unsafe conditions.

12. WIND DIRECTION ON THE GROUND

- 12.1 A windsock capable of responding to winds of at least two metres per second (2 m/s) and acceptable to the Chief Judge will be at a fixed place, approximately 30-50 metres from the target centre. Height of the windsock pole must be at least six (6) metres above ground level. The Event Judge and/or Chief Judge will determine its location.
- 12.2 A wind direction indicator (streamers) mounted on a pole, which is capable of responding to winds of less than two metres per second (2 m/s) will be placed by the Event Judge within the 20 metre circle. The Event Judge will decide the position.

13. REJUMPS:

- 13.1 Any malfunction of the main parachute canopy, which creates a control problem for a competitor, may merit a re-jump. In this case the competitor must indicate immediately that he has such a problem by signalling with his arms or legs outstretched, or other suitable signal, throughout most of the descent and must make no attempt to land in the target area.
- 13.2 A competitor who lands during the period 10 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 centre, may accept a re-jump. The competitor must make an immediate decision within 15 seconds of landing and before the next competitor lands and must inform the Event or Chief Judge of their decision, otherwise that competitor must do a re-jump..

14. TARGET

- 14.1. The target is a 15 centimetre diameter 'dead centre' Target Pad centred within a marked circle of FIFTEEN (15) metre radius.
- 14.2 Other circles to be marked to aid the judging measurements are at FIFTY (50) centimetre radius, FIVE (5) metre radius, TEN (10) metre radius.
- 14.3. A circle with a TWENTY (20) metre radius from the edge of the target should be marked as a spectator line. The spectator barrier circle is to be distinguishable from the 15 metre circle to avoid confusion (e.g. different colour or dashed line).
- 14.4 The landing area surrounding the target will be a flat, open, unobstructed, preferably grass covered area for a minimum radius of thirty (30) metres from the centre of the target.

15. CANOPY LIMITATIONS: Handicap Standards:

- 15.1 Competitors with fewer than 200 jumps may jump any single canopy.
- 15.2 All other Competitors must compete with a single canopy loaded at greater than 1.1 pounds per square foot of canopy area (SFC);
- 15.3 The loaded weight is based on the jumper's weight at exit, using the manufacturer's published wing area for the canopy.
- 15.4 The jumper is responsible to ensure correct SFC for the canopy.
- 15.5 The jumper's exit weight with gear and verification of the canopy's area may be checked and determined by a person nominated by the Meet Director, at any time during the competition and/or at the target area after landing.

16. CLASSIFICATION OF FINAL RESULTS:

- 16.1 Each individual competitor's score for the five (5) rounds will be added to determine the winners of the event.
- 16.2 Tie: In the case of a tie in the top three (3) places, the following results will apply:
 - 16.2.1 The tie will be broken by a jump-off round where possible.
 - 16.2.2 If this is not possible then the competitor with the greatest number of Dead Centers, 1cm etc. obtains the higher placing.
 - 16.2.3 If the tie remains, the competitor with the lowest score, beginning at the last completed round and continuing in reverse order through each completed round, until the tie is broken, will obtain the higher placing.
 - 16.2.4 If a tie still exists the competitor will receive equal placing and awards.

17. SPORT ACCURACY WING LOADING

- 17.1 Wing Loading = $Wing\ Load \times Sq.\ Ft.\ Canopy = Minimum\ exit\ weight$
- 17.1.1 Wing loading is a means of levelling the entire playing field for all competitions so as not to give an advantage to a lightweight jumper with a much larger canopy.
- 17.2 Exit Weight = $Competitors\ weight\ plus\ complete\ rig\ at\ exit$
- 17.2.1 A competitor's exit-weight must be equal to or greater than the product of square ft. of their canopy times the wing loading of their listed handicap.
- 17.3 Wing Loading - Table 1

Wing Loading Canopy Sq/Ft	1.1 Minimum Exit Weight lbs
100	110
110	121
120	132
130	143
140	154
150	165
160	176
170	187
180	198
190	209
200	220
210	231
220	242
230	253
240	264
250	275
260	286
270	297
280	308
290	319
300	330

SPORT ACCURACY LAYOUT

Diagrammatic Only

***SCORING:**

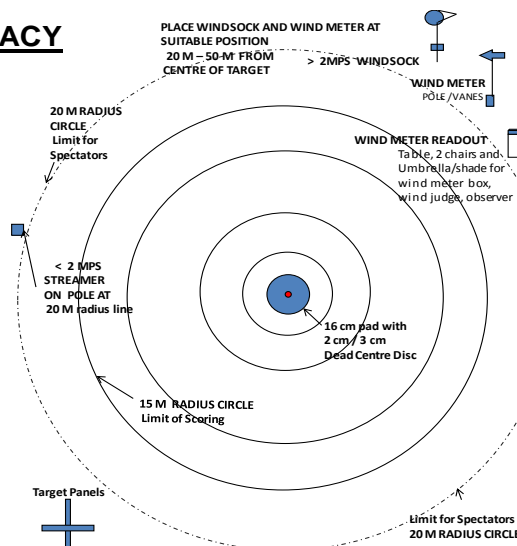
- * Landing distance score is measured in metres and centimetres from the Dead Centre disc to the first point of landing contact up to a maximum of 15 Metres.
- * Minimum score is 0.00 metres
- * Maximum score is 45.00 metres (including all penalties)

PENALTIES:

- * Non stand-up landing (any part of the body contacting first, other than the feet), will receive a 15 metre penalty added to the landing distance score.
- * If first point of landing contact is outside the 15 Metre radius circle, there will be a 15m penalty added to the landing distance score of 15m.

NOTES:

- * 0.5M, 5M, 10M, 15M and 20 M radius circles to be marked with white chalk, flour, paint or plastic material.



NATIONAL FORMATION SKYDIVING CHAMPIONSHIPS

1 APF Authority

The competition will be conducted under the authority granted by the APF, according to the regulations of the APF Sporting Code and these Rules.

2 Definitions Of Words And Phrases Used In These Rules

- 2.1 **Formation:** consists of jumpers linked by grips.
- 2.2 **Grip:** consists of a handhold on an arm or leg of another jumper as shown in diagram 7.2. As a minimum, a grip requires stationary contact. .
- 2.3 **Body:** consists of the entire competitor and their equipment.
- 2.4 **Dive Pools:** consist of the Random Formations and Block Sequences depicted in the APF dive pools.
- 2.5 **Sub-group:** is the individual jumper or linked jumpers required to complete a designated manoeuvre during the inter of a block sequence.
- 2.6 **Sub-group's centrepoint:** is one of the following:
 - 1) the defined grip, or the geometric centre of the defined grips within a sub-group of linked jumpers.
 - 2) the geometric centre of an individual's torso.
- 2.7 **Total Separation:** is when all competitors show at one point in time they have released all their grips and no part of their arms have contact with another body.
- 2.8 **Inter:** is an intermediate requirement within a block sequence which must be performed as depicted in the dive pools.
- 2.9 **Sequence:** is a series of random formations and block sequences which are designated to be performed on a jump.
- 2.10 **Scoring formation:** is 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.
- 2.11 **Infringement:** is one of the following -
 - i) an incorrect or incomplete formation which is followed within working time by
 - either total separation or
 - an inter, whether correct or not.
 - ii) a correctly completed formation preceded by an incorrect inter or incorrect total separation;
 - iii) a formation, inter or total separation not clearly presented.
- 2.12 **Omission** is one of the following:
 - i) A formation or inter missing from the drawn sequence
 - ii) 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.
- 2.13 **Working Time:** is the period of time during which teams are scored on a jump. Working time starts the first moment any team member other than the videographer separates from the aircraft, as determined by the Judges, and terminates a number of seconds later as specified in 3.1.
- 2.14 **NV:** formations, inters or total separations not visible on screen due to meteorological conditions, or factors relating to the Videographer's freefall video equipment that can not be controlled.
- 2.15 **Intermediate 4-Way Event:** To be eligible to enter this event, two of the team must not have won Inter or competed in the Open 4 way event at the National level during the last 5 years. The other two members and the videographer have no restrictions.
- 2.16 **Intermediate 8-Way event:** To be eligible to enter this event, four of the team must not have won Inter or competed in the Open 8 way event at the National level during the last 5 years. The other four members and the videographer have no restrictions.

3 THE EVENTS

- 3.1 The discipline will comprise the following events:
 - 3.1.1 Eight Way Event: Open and Intermediate. Exit altitude is 13,000 feet. Working time is 50 seconds.
 - 3.1.2 Four Way Event: Open and Intermediate. Exit altitude is 10,000 feet. Working time is 35 seconds.
 - 3.1.3 For meteorological reasons only, and with the consent of the APF Controller and the Chief Judge, the Meet Director may change the exit altitude and/or working time and continue the competition. In this case the following conditions will apply:
 - 3.1.3.1 The working time will be
 - i. 20 or 35 seconds for the 4-Way events, and
 - ii. 30 or 50 seconds for the 8-Way eventsThe reduced working time must be used if the exit altitude is lowered (ref 3.1.1 and 3.1.2). The next round must commence if working time is changed.
 - 3.1.3.2 The minimum exit altitude will be
 - i. 2150metres / 7000 feet AGL: for the 4-Way events,
 - ii. 750metres / 9000 feet AGL for the 8-Way events

- 3.1.3.3 The maximum exit altitude will be 3960metres/13000 feet for all events. Changing of exit altitude should only be considered if it is unlikely that the event/s will reach completion within the time allowed in the program.

3.2 Objective of the event

- 3.2.1 The objective of the event is for the team to complete as many scoring formations as possible within the working time, while correctly following the sequence for the round.
- 3.2.2 The accumulated total of all rounds completed is used to determine the placing of teams. Only one completed round is required to declare champions.
- 3.2.2.1 If two or more teams have equal scores the following order of procedures will be applied:
- 3.2.2.1.1 For entry into the semi-final and the final rounds:
- i) the highest score in any completed round,
 - ii) the highest score starting with the last completed round and continuing in reverse order, round by round until the tie is broken,
 - iii) the fastest time (measured to hundredths of a second) to the last common scoring formation in the last completed round.
- 3.2.2.1.2 For determination of the final placings:
- i) 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,
 - ii) the highest score in any completed round,
 - iii) the highest score starting with the last completed round and continuing in reverse order, round by round until the tie is broken,
 - iv) the fastest time (measured to hundredths of a second) to the last common scoring formation in the last completed round.

3.3 Performance requirements

- 3.3.1 Each round consists of a sequence of formations described in the dive pools of the appropriate annexes, as determined by the draw.
- 3.3.2 It is the responsibility of the team to clearly present the start of working time, correct scoring formations, inters and total separations to the Judges.
- 3.3.3 Scoring formations need not be perfectly symmetrical, but they must be performed in a controlled manner. Mirror images of random formations and whole block sequences are permitted.
- 3.3.4 In sequences, total separation is required between block sequences, between random formations, and between block sequences and random formations.
- 3.3.5 Where degrees of turn are shown, (180°, 270°, 360°, 540°), this indicates the approximate degrees and direction of turn required to complete the inter as intended. The degrees shown are approximately that amount of the circumference of the sub-group's centrepoint to be presented to the centrepoint(s) of the other sub-group(s). For judging purposes, the approximate degrees and direction of turn of subgroups centrepoints will be assessed using only the two dimensional video evidence as presented.
- 3.3.6 Contact is allowed between sub-groups during the inter of a block sequence.
- 3.3.7 Where subgroups are shown, they must remain intact as a subgroup with only the depicted grips on other jumpers in that subgroup.
- 3.3.8 Assisting handholds on other bodies in a scoring formation are not permitted.
- 3.3.9 Handholds by the jumper on their own body within a subgroup or a scoring formation are permitted.

4 GENERAL RULES

- 4.1 Teams may consist of competitors of either or both sexes

4.2 The Draw

- 4.2.1 The draw of the sequences will be supervised by the Chief Judge. Teams will be given not less than two hours knowledge of the results of the draw before the competition starts. A computer may be used to create the draw.
- 4.2.2 **Event Draws:** All the "Block Sequences" (numerically identified), and the "Random Formations" (alphabetically marked) shown in the appropriate annex will be singularly placed in one container. Individual withdrawal from the container (without replacement) will determine the sequences to be jumped in each round.
- Open event:** Each round will be drawn so as to consist of five or six scoring formations, whichever number is reached first.
- Intermediate event:** Each round will be drawn so as to consist of four or five scoring formations, whichever number is reached first.
- Separate draws will occur for the Open and Intermediate events.

Drawn Overlaps If two blocks are drawn consecutively where the last formation of the first block is the same as the first formation of the next block, then the common formation will not be performed twice, but these two blocks will be combined. Either block may be mirror imaged before they are combined.

4.2.3 **Use of Dive Pool:** Each block or formation will be drawn only once for the scheduled rounds of each competition. In the event that additional rounds are necessary the dive pool for these additional rounds will consist of the blocks and formations which were not drawn for the scheduled rounds. In the event that all of the remaining blocks and formations are drawn without completing the required number of scoring formations for a round, the draw will continue from an entire original dive pool in that event, excluding any blocks or formations which have already been drawn for that round.

4.3 Competitors are not allowed to use a wind tunnel (freefall simulator) after the draw has been made.

4.4 **Jump Order**

4.4.1 The jump order for the first competition round of each event will be determined by a draw.

4.4.2 An updated reverse-order-of-jumping shall be implemented after every break in the competition jumps which occurs after a completed round. The semi-final and final rounds will be in reverse order of placing.

4.5 **Video Transmission and Recording**

4.5.1 Each team shall provide the video evidence required to judge each round. Only one of the team may jump on each jump as a Videographer.

4.5.2 For the purpose of these rules, "freefall video equipment" shall consist of the complete video system(s) used to record the video evidence of the team's freefall performance, including the camera(s), recording media and battery(ies). All video equipment must be able to deliver a PAL digital signal through a compatible video connection approved by the Video Controller. The videographer is responsible for ensuring the compatibility of the freefall video equipment with the scoring system.

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

4.5.4 Only one video will be dubbed and judged. Secondary video evidence may only be used in NV situations.

4.5.5 Jumps will be judged as the videographer is dubbing the video evidence where possible.

4.5.6 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 freefall video equipment to verify that it meets the performance requirements as determined by him/her. Inspections may be made at any time during the competition which do not interfere with a team's performance, as determined by the Event Judge. If any freefall 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.

4.5.7 A **Video Review Panel** will be established prior to the start of the official Training Jumps, consisting of the Chief Judge, the President of the Jury and the APF Controller. Decisions rendered by the Video Review Panel shall be final and shall not be subject to protest or review by the Jury.

4.5.8 If the Video Review Panel determines that the freefall video equipment has been deliberately tampered with, the team will receive no points for all competition rounds involved with this tampering.

4.6 **Exit Procedure**

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

4.6.2 Teams will be responsible for their own exits once the aircraft has commenced the jump run.

4.7 **Scoring**

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

4.7.2 For each omission, three points will be deducted. If both the inter and the second formation in a block sequence are omitted, this will be considered as only one omission.

4.7.3 If an infringement in the scoring formation of a block sequence is carried into the inter (ref 2.8), 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.

4.7.4 The minimum score for any round is zero points.

4.7.5 *Should scores not be posted for the immediate past two rounds, a meeting of team captains by majority vote may suspend the competition.*

4.8 Rejumps

- 4.8.1 In an NV situation, the video evidence will be considered insufficient for judging purposes, and the Video Review Panel will assess the conditions and circumstances surrounding that occurrence. In this case a rejump will be offered unless the Video Review Panel determines that there has been 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.
- 4.8.2 Contact, or other means of interference, between competitors in a team and/or their Videographer shall not be grounds for the team to request a rejump
- 4.8.3 Problems with a competitor's equipment (excluding freefall video equipment) shall not be grounds for the team to request a rejump.
- 4.8.4 Adverse weather conditions during a jump is not grounds for protest. However a rejump may be granted due to adverse weather conditions, at the discretion of the Chief Judge.
- 4.8.5 In the event of a dive that is partly non-judgeable, teams are allowed to accept the score that can be evaluated or take the rejump. This decision to accept the score or rejump must be made within 30 minutes of being informed of eligibility for rejump.

4.9 Training Jumps

- 4.9.1 Each team in each event will be given the option of *at least* one official training jump before the draw is made.
- 4.9.2 The aircraft type and configuration, plus the judging and scoring systems to be used in the competition will be used for the official training jump.
- 4.9.3 Two sequences to be used during the official training jumps will be created by the Chief Judge based on proposals submitted by the Team Captains prior to the start of the official training jumps.
- 4.9.4 Up to three training jumps of each team will be evaluated by the Judges and the scores will be posted before the team makes its first competition jump, in order to allow the team to assess the Judges' evaluation.
- 4.9.5 On the joint decision of the Meet Director, Chief Judge and APF Controller, the Formation Skydiving competition rounds may start even if training jumps have not been completed.

5 JUDGING

- 5.1 The official training jump and competition jumps will be judged as the Videographer provides the video evidence. The Chief Judge may modify this procedure with the consent of the APF Controller.
- 5.2 The judging will, as far as practical circumstances allow (landings out, rejumps etc), be judged in the reverse order of placing.
- 5.3 At least three, and where possible five Judges, must evaluate each team's performance. At a National Championship, the judging panel should have a majority of Judges who are Nationals-endorsed for Formation Skydiving.
- 5.4 The Judges will watch the video evidence of each jump to a maximum of three times at normal speed.. 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. If the review results in a unanimous decision by the Judges 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.
- 5.5 The Judges may use an 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. If electronic scoring is used, at the end of working time, freeze frame will be applied on each viewing, based on the timing taken from the first viewing only. All individual Judges' evaluations will be published
- 5.6 A majority of Judges must agree in the evaluation in order to
 - credit the scoring formation, or
 - assign an omission, or
 - determine an NV situation
- 5.7 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 2.13. 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.

- 5.8 If the Judges use a score sheet to record their evaluation, they will operate their own chronometer and they will use the signs below. In this case the score sheets of all Judges must be collected immediately after the Judges have scored the jump for evaluation by the scoring section. The results of the evaluation will be checked by at least one Judge.

Situation:

<i>Correct scoring formation</i>	✓
<i>Infringement</i>	0
<i>Omission</i>	X
<i>NV situation</i>	NV
<i>End of Working Time</i>	//

- 5.9 The Chief Judge will designate someone to monitor and keep a written record of the time of exit for each team.
- 5.10 The Chief Judge will designate someone to monitor and keep a written record of any abnormal incidents or weather conditions, such as cloud cover, precipitation, etc. This person will monitor the anemometer and inform the Meet Director and the Chief Judge if the wind speed exceeds the prescribed limit.

6 RULES SPECIFIC TO THE EVENT

6.1 Composition of Teams:

Each team may have the following number of members:

8-Way Team:- Ten (10) Competitors

4-Way Team:- Six (6) Competitors

The Videographer is one or any of the competitors. The Videographer may be part of more than one team in any event.

6.2 Program of Events:

- 6.2.1 The Australian Formation Skydiving Championships is comprised of the following rounds:
In 4-Way and 8-Way events up to 8 rounds, considered as selection rounds and one semi-final and one final round.
Time must be reserved before the end of competition to allow for the completion of the semi-final, final and tie break round.
- 6.2.2 The semi-final round will consist of the teams with the 10 highest placings from the selection rounds.
- 6.2.3 The final round will consist of the teams with the 6 highest placings after the semi-final.
- 6.2.4 A selection round left incomplete must be completed as soon as possible, but after the round in progress has been completed.
- 6.2.5 If all the selection rounds are not completed at the starting time of the semi-final, the round in progress will become the semi final or final round as appropriate. Where this is the semi final, the next drawn round will be used for the final round. The following procedures will apply
- The round in progress will be completed if ten or less (in the case of semi finals) or six or less (in the case of finals) teams remain to jump. All scores for this round will count.
 - The round in progress will be performed by only the ten (in the case of semi finals) or six (in the case of finals) highest placed teams if more than ten (in the case of semi finals) or six (in the case of finals) teams remain to jump. The scores of any other teams in this round will be discarded.
- 6.2.6 Start of Competition: Formation Skydiving events shall not be started before a time agreed to by the APF Controller, the Chief Judge and the Meet Director.

6.3 Determination of Australian Champions:

The 4-Way, Intermediate 4-Way, 8-Way, Intermediate 8-Way and 10-Way Australian Champions are the teams with the highest scores in the completed rounds. (See 3.2.2).

7 DEFINITIONS OF SYMBOLS IN THE DIVE POOL

7.1 Coding in the Dive Pool annexes is as follows:

7.1.1 Indicates direction of turn by the sub-group:



7.1.2 Indicates turn by the sub-group in either direction:



7.1.3 Indicates turns by all sub-groups:



7.1.4 Indicates clarification of intent:



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



7.2 Visualisation for grip positions (ref 2.2)

ARM:

LEG:



10-WAY SPEED STAR RULES

- 1.1 Exit Altitude:** 8,000 feet.
- 1.2 Working time:** 25 seconds.

- 2.1 The Objective:** To complete a 10-Way Star formation in the fastest possible time.
- 2.2 Number of Rounds:** Five (minimum of one to complete the event).

- 3.1 Scoring Formation:** is the largest star formation which is completed within the allotted working time of each round. A scoring formation need not be perfectly symmetrical, but it must be performed in a controlled manner.

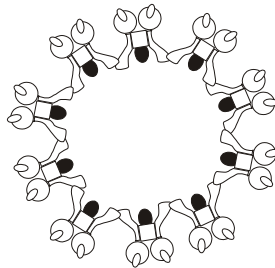
- 3.2 Exit:** The exit must be made from within the outer fuselage line of the door on the aircraft, that is, a "no show" exit. Breach of this rule within 10 seconds of actual exit (by either a team member and/or part of their equipment) incurs a penalty of 5 seconds per "show". Furthermore, each team member shall exit separately, that is, a "no grip" exit. Breach of this rule will incur a penalty of 5 seconds per grip.

- 4. Scoring:** One point will be awarded for each person in the scoring formation. Completion time will be awarded for a 10-Way star formation held for a minimum of 3 seconds (holding time may run over working time). Formations are defined as being correctly completed when they have been evaluated as "correct" by at least half of the evaluating Judges.

- 5. Determination of Champions:** The 10-Way speed star event champion is the team with the highest number of 10-Way stars with an awarded completion time. If two or more teams have an equal number of 10-Way star formations, placings will be determined by (in order of priority);
 - (a) the lowest accumulated time for completed 10-Way star formations,
 - (b) fastest time of any completed 10-Way star formation.Further placings will be determined by the highest number of accumulated points.

- 6. Composition of Teams:** Each team may comprise 11 team members, any 10 of which may participate in any one jump (plus freefall videographers as necessary).

Note: Specific Formation Skydiving competition and judging rules not covered above should be ascertained from the Formation Skydiving Rules in the APF Sporting Code.



16-WAY RULES

- 1.1** The 16–Way Event is comprised of 8 rounds. A minimum of one round must be completed to determine a team’s placing and declare winners in the event.
- 1.2** Exit altitude is 13 000 feet. Working time is 50 seconds.
- 1.3** Objective of the Event
 - 1.3.1 The objective of the event is for the team to complete as many scoring formations as possible within the working time, while correctly following the sequence for the round.
 - 1.3.2 The accumulated total of all rounds completed is used to determine the final placing of teams.
- 1.4** Performance Requirements
 - 1.4.1 In sequences, teams are allowed free transitions between random formations, between block sequences, and between block sequences and random formations.
 - 1.4.2 Where degrees of turn are shown, (180°, 270°, 360°), this indicates the approximate degrees of turn required to complete the inter as intended. The sub-group(s) must continue turning in the direction of the arrow until it is possible for the sub-group(s) to link together to complete the next designated scoring formation. The degrees shown are approximately that amount of the circumference of the sub-group’s centerpoint to be presented to the other sub-group(s) centerpoint(s).
- 1.5** The Draw Each round will be drawn so as to consist of three or four scoring formations, whichever number is reached first.
- 1.6** Exit Procedure: There are no limitations on the exit other than those imposed by the Chief Pilot for safety reasons.
- 1.7** Each team may be comprised of up to nineteen (19) 16–way team members per team, (any of whom may be the team’s Freefall Videographer(s))

Note: Specific Formation Skydiving competition and judging rules not covered above should be ascertained from the Formation Skydiving Rules in the APF Sporting Code.

NATIONAL VERTICAL FORMATION SKYDIVING CHAMPIONSHIPS

1 APF Authority

The competition will be conducted under the authority granted by the APF, according to the regulations of the APF Sporting Code and these Rules.

2 DEFINITIONS OF WORDS AND PHRASES USED IN THESE RULES

- 2.1 Formation: consists of jumpers linked by grips, with each jumper in the correct orientation to the relative wind.
- 2.2 Grip: consists of a handhold on an arm, leg or foot of another jumper as shown in Diagram 7.2. As a minimum, a grip requires stationary contact. A foot grip consists of a handhold on a foot or ankle.
- 2.3 Grip Line: this is the line linking the torsos of two competitors via their arms or legs and the grip that joins them
- 2.4 Body: consists of the entire competitor and their equipment.
- 2.5 Dive Pool: consists of the Random Formations and Block Sequences depicted in the APF Dive Pool
- 2.6 Subgroup: is the individual jumper, or linked jumpers, required to complete a designated manoeuvre during the inter of a block sequence.
- 2.7 A subgroup's centerpoint: is one of the following:
The defined grip or the geometric centre of the defined grips within a subgroup within linked jumpers.
The geometric centre of an individual's torso.
- 2.8 Total Separation: is when all competitors show at one point in time they have released all their grips and no part of their arms have contact with another body.
- 2.9 Inter: is an intermediate requirement within a block sequence which must be performed as depicted in the dive pools.
- 2.10 Sequence: is a series of random formations and block sequences which are designated to be performed on a jump.
- 2.11 Scoring formation: is 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.
- 2.12 Infringement: is one of the following:
 - 1) An incorrect or incomplete formation which is followed within working time by either
 - a total separation or,
 - an inter, whether correct or not.
 - 2) A correctly completed formation preceded by an incorrect inter or incorrect total separation.
 - 3) A formation, inter, or total separation not clearly presented.
- 2.13 Omission is one of the following:
 - 1) A formation or inter missing from the drawn sequence
 - 2) 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.
- 2.14 Working Time: is the period of time during which teams are scored on a jump which starts the first moment any competitor (other than the Videographer) separates from the aircraft, as determined by the Judges, and terminates a number of seconds later as specified in 3.1.1.
- 2.15 NV: Formations, inters, or total separations not visible on screen due to meteorological conditions, or factors relating to the Videographer's freefall video equipment that can not be controlled.
- 2.16 Orientation:
 - 1) "Relative wind" is defined as the direction from which the air appears to be coming due to the relative speed of the competitors in freefall.
 - 2) "Head down" orientation consists of the competitor's head having advanced further into the relative wind than the competitor's feet by a significant amount, i.e., the length of the competitor's torso. All distances and lengths are in terms of what is shown on the judging screen.
 - 3) "Upright" orientation consists of the competitor's head trailing behind the average position of the competitor's feet by more than the length of the competitor's torso. All distances and lengths are in terms of what is shown on the judging screen.
 - 4) "Bellyflying" or "Belly to Earth" orientation consists of the competitor's chest region facing the relative wind and the competitor's head being neither above nor below the average position of the competitor's feet by more than the length of the competitor's torso. All distances and lengths are in terms of what is shown on the judging screen. ("Bellyflying" is not currently used in VFS formations)
 - 5) "Backflying" orientation consists of the competitor's back region facing the relative wind and the competitor's head being neither above nor below the average position of the competitor's feet by more than the length of the competitor's torso. All distances and lengths are in terms of what is shown on the judging screen. ("Backflying" is not currently used in VFS formations)

- 2.17 **Intermediate 4-Way Event:** To be eligible to enter this event, two of the team must not have won Inter or competed in the Open 4 way event at National level during the last 5 years. The other two members and the videographer have no restrictions

3 THE EVENTS

3.1 The discipline will be comprised of the following events:

3.1.1 4-Way Event: *Open and Intermediate:* Exit altitude is 3960 meters / 13 000 feet AGL.
Working Time is 35 seconds.

3.1.2 For meteorological reasons only, and with the consent of the APF Controller and the Chief Judge, the Meet Director may change the exit altitude and/or working time and continue the competition. In this case the following conditions will apply:

3.1.2.1 The working time will be 20 or 35 seconds for the 4-Way event,
The reduced working time must be used if the exit altitude is lowered (ref 3.1.2). The next round must commence if the working time is changed.

3.1.2.2 The minimum exit altitude will be 2750 meters / 9000 feet AGL for the 4-Way event.
The maximum exit altitude will be 3960 meters / 13000 feet AGL for the event.

3.2 Objective of the Event

3.2.1 The objective of the event is for the team to complete as many scoring formations as possible within the working time, while correctly following the sequence for the round.

3.2.2 The accumulated total of all rounds completed is used to determine the placing of teams. Only one completed round is required to declare winners.

If two or more teams have equal scores the following order of procedures will be applied to determine the final placings:

- i) 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,
- ii) the highest score in any completed round,
- iii) the highest score starting with the last completed round and continuing in reverse order, round by round until the tie is broken,
- iv) the fastest time (measured to hundredths of a second) to the last common scoring formation in the last completed round.

3.3 Performance Requirements

3.3.1 Each round consists of a sequence of formations depicted in the dive pools of the appropriate annexes, as determined by the draw.

3.3.2 It is the responsibility of the team to clearly present the start of working time, correct scoring formations, inters and total separations to the judges.

3.3.3 Scoring formations need not be perfectly symmetrical, but they must be performed in a controlled manner. Mirror images of random formations and whole block sequences are permitted.

3.3.4 In sequences, total separation is required between block sequences, between random formations, and between block sequences and random formations.

3.3.5 Where degrees are shown, (180°, 270°, 360°, 540°), this indicates the approximate degrees and direction of turn required to complete the inter as intended.

The degrees shown are approximately that amount of the circumference of the subgroup's centerpoint to be presented to the centerpoint(s) of the other subgroup(s).

For judging purposes, the approximate degrees and direction of turn of subgroups centerpoints will be assessed using only the two dimensional video evidence as presented.

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

3.3.7 Where subgroups are shown, they must remain intact as a subgroup with only the depicted grips on other jumpers in that subgroup.

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

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

3.3.10 No grip line may cross another grip line within a formation.

4. GENERAL RULES

4.1 Teams may consist of competitors of either or both sexes.

4.2 **The Draw**

4.2.1 The draw of the sequences will be supervised by the Chief Judge. Teams will be given not less than two hours knowledge of the results of the draw before the competition starts.

4.2.2 Event Draws: All the «Block sequences» (numerically numbered) and the «Random Formations» (alphabetically marked) shown in the appropriate annex will be singularly placed in one container. Individual withdrawal from the container, (without replacement) will determine the sequences to be jumped in each round.

Open Event: Each round will be drawn so as to consist of five or six scoring formations, whichever number is reached first.

- Intermediate event:** Each round will be drawn so as to consist of three or four scoring formations, whichever number is reached first
- 4.2.3 Use of Dive Pool: Each block or formation will be drawn only once for the scheduled rounds of each competition. In the event that additional rounds are necessary, due to the tie-breaking jump-off, the dive pool for this round will consist of the blocks and formations which were not drawn for the scheduled rounds. In the event that all of the remaining blocks and formations do not complete the tie breaking round, the draw will continue from an entire original dive pool in that event, excluding any blocks or formations which have already been drawn for that round. In the event that all of the remaining blocks and formations are drawn without completing the required number of scoring formations for a round, the draw will continue from an entire original dive pool in that event, excluding any blocks or formations which have already been drawn for that round.
- 4.3 Competitors are not allowed to use a wind tunnel (freefall simulator) after the draw has been made.
- 4.4 **Jump Order**
- 4.4.1 The jump order for the first competition round will be determined by a draw.
- 4.4.2 An updated reverse-order-of-jumping shall be implemented after every break in the competition jumps which occurs after a completed round.
- 4.5 **Video Transmission and Recording**
- 4.5.1 Each team shall provide the video evidence required to judge each round. Each freefall Videographer must use the video transmission system if provided by the Organiser.
- 4.5.2 For the purpose of these rules, "freefall video equipment" shall consist of the complete video system(s) used to record the video evidence of the team's freefall performance, including the camera(s), recording media and battery(ies). All video equipment must be able to deliver a PAL digital signal through a compatible video connection approved by the Video Controller. The videographer is responsible for ensuring the compatibility of the freefall video equipment with the scoring system.
- 4.5.3 As soon as possible after each jump is completed, the freefall videographer must deliver the freefall video equipment (including the tape(s) used to record that jump) for dubbing at the designated dubbing station. The video evidence must remain available for viewing or download until all scores are posted as final.
- 4.5.4 Only one video recording will be dubbed and judged. Secondary video recordings may only be used in NV situations.
- 4.5.5 The dubbing station will be as close to the landing area as possible.
- 4.5.6 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 freefall video equipment to verify that it meets the performance requirements as determined by him/her. Inspections may be made at any time during the competition which do not interfere with a team's performance, as determined by the Event Judge. If any freefall 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.
- 4.5.7 A Video Review Panel will be established prior to the start of the official training jumps, consisting of the Chief Judge, the President of the Jury, and the APF Controller. Decisions rendered by the Video Review Panel shall be final and shall not be subject to protest or review by the Jury.
- 4.5.8 If the Video Review Panel determines that the freefall video equipment has been deliberately tampered with, the team will receive no points for all competition rounds involved with this tampering.
- 4.6 **Exit Procedure**
- 4.6.1 There are no limitations on the exit other than those imposed by the Chief Pilot for safety reasons.
- 4.6.2 The exit will be controlled by radio and commands relayed to the team in the aircraft by the pilot or crew. Exit commands will be made using an appropriate signal system.
- 4.7 **Scoring**
- 4.7.1 A team will score one point for each scoring formation performed in the sequence within the allotted Working Time of each round. Teams may continue scoring by continually repeating the sequence.
- 4.7.2 For each omission three points will be deducted. If both the inter and the second formation in a block sequence are omitted, this will be considered as only one omission.
- 4.7.3 If an infringement in the scoring formation of a block sequence is carried into the inter (ref. 2.12), 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.
- 4.7.4 The minimum score for any round is zero points.

- 4.8 **Rejumps**In a NV situation, the video evidence will be considered insufficient for judging purposes, and the Video Review Panel will assess the conditions and circumstances surrounding that occurrence. In this case a rejump will be given unless the Video Review Panel determines that there has been 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.
- 4.8.2 Contact or other means of interference between competitors in a team and/or their Videographer shall not be grounds for the team to request a rejump.
- 4.8.3 Adverse weather conditions during a jump are no grounds for protest. However, a rejump may be granted due to adverse weather conditions, at the discretion of the Chief Judge.
- 4.8.4 Problems with a competitor's equipment (excluding freefall video equipment) shall not be grounds for the team to request a rejump.
- 4.9 **Training Jumps**
- 4.9.1 Each team in each event will be given the option of one official training jump before the draw is made.
- 4.9.2 The aircraft type and configuration, plus the judging and scoring systems to be used in the competition will be used for the official training jump.
- 4.9.3 Two sequences will be created by the Chief Judge. Only teams performing one of these sequences will receive an evaluation and posted score.

5 JUDGING

- 5.1 The official training jump and competition jumps will be judged as the Videographer provides the video evidence. The Chief Judge may modify this procedure with the consent of the FAI Controller.
- 5.2 The judging will, as far as practical circumstances allow (landings out, rejumps etc), be judged in the reverse order of placing.
- 5.3 Five Judges must evaluate each team's performance.
- 5.4 The Judges will watch the video evidence of each jump to a maximum of three times at normal speed.
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. If the review results in a unanimous decision by the Judges 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.
- 5.5 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. At the end of working time, freeze frame will be applied on each viewing, based on the timing taken from the first viewing only. All individual Judges' evaluations will be published
- 5.6 A majority of Judges must agree in the evaluation in order to;
- credit the scoring formation, or
 - assign an omission, or
 - determine an NV situation.
- 5.7 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 2.14. 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.
- 5.8 If the Judges use a score sheet to record their evaluation, they will operate their own chronometer and they will use the signs below. In this case the score sheets of all judges must be collected immediately after the judges have scored the jump for evaluation by the scoring section. The results of the evaluation will be checked by at least one judge.
- Situation:
- Correct scoring formation /.
 - Infringement 0.
 - Omission X.
 - NV situation NV.
 - End of Working Time //.

6 RULES SPECIFIC TO THE COMPETITION

- 6.1 Any 4-Way VFS competitor (including Videographers) can only enter in one 4-Way VFS team.
- 6.2 Program of Events:
The Competition is comprised of up to 8 rounds.

7 DEFINITIONS OF SYMBOLS

7.1 Coding in the Dive Pool annexes is as follows:

7.1.1 Indicates direction of turn by the subgroup



7.1.2 Indicates turn by the subgroup in either direction



7.1.3 Indicates turns by all subgroups



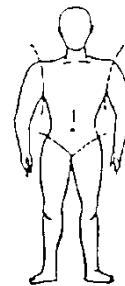
7.1.4 Indicates clarification of intent symbolising only one performer in a block.



7.2 Visualisation for grip positions, (Ref: 2.2)

ARM:

LEG:



NATIONAL CANOPY FORMATION CHAMPIONSHIPS

- 1 **APF Authority**

The competition will be conducted under the authority granted by the APF, according to the regulations of the APF Sporting Code and these rules.
- 2 **Definitions of words and phrases used in these Rules**
 - 2.1 **Formation:** consists of 2 or more jumpers and canopies linked by grips, correct or not.
 - 2.2 **Grip:** Consists of a hold or hook on the "A" lines, or front risers so that a formation is built in accordance with the diagrams.
 - 2.3 **Configurations:**
 - 2.3.1 **STACK:** The shoulder of the upper jumper must be above the upper surface of the lower canopy. A grip must be on an "A" line attached to the centre cell.
 - 2.3.2 **STAIR/STEP:** The shoulder of the upper jumper must be above the upper surface of the lower canopy. The grip must be only on the outside "A" line of the end cell. The grip must be taken with the inside leg or foot; this may include an additional handhold, if desired.
 - 2.3.3 **PLANE:** The head of the upper jumper must be below the lower surface of the lower canopy. The grip must be on the front risers or an "A" line attached to the centre cell.
 - 2.3.4 **PLANE/STACK:** Plane, stack or any position on a riser or an "A" line attached to the centre cell between these configurations. A correct grip must be maintained.

The above configurations only apply to complete formations.
 - 2.4 **Inter:** The stage between two formations. An inter must be flown and remain intact with the correct grips.
 - 2.5 **Sequence:** A series of blocks and random formations that are designated by the draw.
 - 2.6 **Working time:** The working time and scoring begins at the moment of the first separation of a grip from the first formation whether correct or not, or 30 seconds after exit of the first team member, including the team's videographer, whichever is first.
 - 2.7 **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 can not be controlled.
 - 2.8 **Omission:** A formation or inter missing from the drawn sequence or no clear intent to build the correct formation or inter is seen, and another formation or inter is presented.
 - 2.9 **Total Separation:** If required by these rules and confirmed by sufficient video evidence, all team members at one point in time must clearly demonstrate they have released all grips.
- 3 **THE EVENTS**
 - 3.1 The discipline will be comprised of the following events:
 - 3.1.1 Two Way Sequential Event -8 Rounds
 - 3.1.2 Four Way Sequential Event ;-8 Rounds
 - 3.1.3 Four Way Rotation Event -8 Rounds
 - 3.2 A minimum of 1 round must be completed to establish winners in any event
 - 3.3 **Objective of the events** The accumulated total of all completed rounds is used to determine the final rank of the teams and declare the winner.
 - 3.4 **Performance requirement:**
 - 3.4.1 **2-Way sequential event:** Each round consists of a repeatable sequence drawn from the dive pool.
 - 3.4.2 **4-way sequential event:** Each round consists of a repeatable sequence drawn from the dive pool.
 - 3.4.3 **4-way rotation event:** Each round consists of successive 4-way plane/stack formations made by rotations. 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 4-way plane/stack formation. The inter is the remaining correctly completed 3-way plane/stack formation.

3.5 Determination of Winners

- 3.5.1 Where only one round is completed, the team that has the best score for that one round, or,
- 3.5.2 Where more than one round is completed, the team that has the best score after discarding their lowest score in the completed rounds (a disqualification or penalty score may not be discarded) calculated as follows:
 - 3.5.2.1 Have the greatest number of formations in the completed rounds.
 - 3.5.2.2 If 2 or more teams have an equal number of formations, the first 3 places will be decided by the highest number of points in any completed round for each team.
 - 3.5.2.3 If there is still a tie, the team with the fastest time in those rounds with the highest points wins the tied place.
 - 3.5.2.4 Tied teams placed lower than third remain tied.

4 GENERAL RULES

4.1 Equipment

- 4.1.1 Canopy Formation must not be performed using a reserve parachute
- 4.1.2 Competitors must carry the following equipment:
 - 4.1.2.1 Each team member must carry a hook-knife for emergency use;
 - 4.1.2.2 Each member of each team must carry a serviceable altimeter

4.2 Meteorological Conditions

- 4.2.1 When air turbulence is apparent or clouds at lower altitudes affect visibility, the Meet director may decide to raise the exit altitude. The Meet Director must inform all jumpers of the decision. This decision is not open to protest.
- 4.2.2 Teams may refuse to jump in rain or turbulent conditions. The Meet Director, APF Controller and the Chief Judge *after consultation with all Team captains*, by unanimous decision may decide to continue the event. If a team aborts a jump a second time for the same reason, that team shall not jump that round and will be awarded the maximum or minimum score whichever is worse.
- 4.2.3 Rain during a jump is not grounds for protest.

- 4.3 All forms of Canopy Formation jumping must cease by 750 metres (~ 2500 feet). The APF Controller has the authority to disqualify a team that breaks this rule, for that round or the whole event.

- 4.4 After working time has elapsed, only the drawn sequence for that round may be performed. If any other sequence is performed, the team will receive a score of zero for that round.

4.5 The Draw

The draw of the sequences and the jump order will be supervised by the Chief Judge and teams will be given not less than two hours knowledge of the results before the competition starts.

4.6 Practice Jumps

Practice jumps may not be made after the draw. If time allows, these jumps may be assessed by the Judges and if assessed the score shall be published.

4.7 Jump Order

The drawn jump order will be used for all rounds. Time permitting and at the discretion of the Meet Director, reverse order of ranking may be used for the final two rounds.

4.8 Exit Procedure

- 4.8.1 There is no limitation on the exit other than those imposed by the Chief Pilot for safety reasons. The pilot must maintain the altitude and direction until the aircraft is well clear of the jumpers.
- 4.8.2 Teams will be responsible for their own exits once the aircraft has commenced jump run.
- 4.8.3 The exit of the first team member must be clearly shown on the team's video recording. Failure to clearly show the exit of the first team member will result in a score of zero, for that round.
- 4.8.4 The pilot chute must not be withdrawn from the equipment until the competitor is clear of the aircraft.

4.9 Video Transmission and Recording

- 4.9.1 Each team shall provide the video evidence required to judge each round. Only one of the team's members may jump on each jump as a videographer.
- 4.9.2 For the purpose of these rules, «freefall video equipment» shall consist of the complete video system(s) used to record the video evidence of the team's freefall performance, including the camera(s), recording media, cables and battery(ies). All video equipment must be able to deliver a PAL digital signal through a compatible video connection approved by the Video Controller. The videographer is responsible for assuring the compatibility of their freefall video equipment with the dubbing station.

- 4.9.3 As soon as possible after each jump is completed the videographer must deliver the video equipment (including the media used to record that jump) for dubbing at the designated dubbing station. The media evidence must remain available for viewing or download until all scores are posted as final.
- 4.9.4 Only one recording will be dubbed and judged. Secondary video evidence may only be used in NV situations.
- 4.9.5 The dubbing area will be as close to the landing area as possible.
- 4.9.6 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 video equipment to verify that it meets the competition 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 video equipment does not meet the requirements determined by the Video Controller, this equipment will be deemed to be unuseable for the competition.
- 4.9.7 A Video Review Panel will be established consisting of the Chief Judge, President of the Jury and Nationals Controller. Decisions rendered by the Video Review Panel shall be final and not subject to protest or review by the Jury.
- 4.9.8 If the Video Review Panel determines that the video equipment has been deliberately tampered with, the team will receive no score for all rounds involving this tampering. These rounds shall not be used a worst performance discard.

4.10 Rejumps

- 4.10.1 In the case of an NV situation, the Video Review Panel will assess the conditions and circumstances surrounding that occurrence and may award a rejump. 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 for that jump.
- 4.10.2 Problems with a team's equipment are not reasons for a rejump except as determined in an NV situation.
- 4.10.3 Contact or other interference between a team and its videographer are not reasons for the team to request a rejump.

4.11 Scoring

- 4.11.1 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. Provision of video evidence for judging purposes is the responsibility of the team.
- 4.11.2 If a competitor or team is disqualified for a jump, they will receive zero points for that jump. In this situation, the disqualification or penalty score shall not be used as the discarded round.

5 RULES SPECIFIC TO THE EVENTS

5.1 2-Way Sequential Event

- 5.1.1 Exit altitude shall be 1850 m (~6,000 ft) AGL with a working time of 60 seconds.
- 5.1.2 **The draw of the sequences:** Each round consists of 5 formations that have been drawn from the dive pool of 12 formations (2 of each). After each sequence is drawn, the five formations will be immediately returned to the dive pool so that they may be drawn again.
- 5.1.3 **Scoring** Teams will be awarded one point for the first correct formation and each subsequent correct formations that are preceded by total separation within the working time. Teams will not be awarded points for incorrect formations. There will be no penalty.
- 5.1.4 **Omissions:** Omission of a formation will stop the scoring at that formation. The next formation to score is the second correctly completed formation following the last omission. Scoring may also continue if the team goes back to correctly complete the omitted formation or incorrect formation.
- 5.1.5 Each formation must be performed in accordance with the illustrations in the drawn sequence. 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. There must be release of all grips between each formation. No mirror formations are allowed. All formations shall be performed as shown in the dive pool, as seen from behind.

5.2 4-Way Sequential Event

- 5.2.1 Exit altitude is 2,500 metres (~8,200 feet) AGL with a working time of 120 seconds.
- 5.2.2 **The draw of the sequences:** Each block sequence or random from the dive pool will be drawn only once for each competition. All rounds shall consist of four or five scoring formations, whichever number is reached first.
- 5.2.3 **Scoring:** Teams will be awarded one point for the first formation and each subsequent

formation or formations preceded by an intermediate correctly completed within the working time. Teams will not be awarded points for incorrect formations. There will be no penalty.

5.2.4 Omissions: Omission of a formation will stop the scoring at that formation. The next formation to score is the second correctly completed formation following the last omission. Scoring may also continue if the team goes back to correctly complete the omitted formation, incorrect formation or formation prior to the incorrect inter requirement. An attempt to complete a formation, although incorrect or incomplete, demonstrated by at least 3 canopies connected with grips, and in the formation required by the drawn sequence, will be judged as an incorrect formation, not as an omission.

5.2.5 Each formation and inter requirement must be performed in accordance with the drawn sequence. Where there is no inter requirement between formations, there must be release of all grips between all canopies at one point in time. Mirror images are acceptable for complete blocks and random formations. Formations need not be symmetrical. At the end of a sequence there must be release of all grips before restarting the sequence as drawn.

5.3 4-Way Rotation Event

5.3.1 Exit altitude is 2,150 metres (~7,000 feet) with a working time of 90 seconds.

5.3.2 Scoring: Teams will be awarded one point for the first correctly completed formation and every correctly completed 4-way plane/stack formation within the working time, according to the performance requirement.

6 JUDGING RULES

6.1 The Judges may use an electronic scoring system to record their evaluation of the performance *if available*.

6.2 The Judges will watch each performance once at normal speed. At the request of any working Judge, a second viewing at normal speed may be made. If, after the second 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 when to start their chronometers. A third viewing at normal speed may only occur where authorised by the Event Judge. The Judges shall start the timing when the first team member (including the team's videographer) leaves the aircraft. At the end of working time, freeze frame of the video image shall be applied *if using an electronic scoring system*.

6.3 Each performance must be evaluated by a panel of *at least three and where possible five* Judges. *At a National Championship, the judging panel should have a majority of Judges who are Nationals-endorsed for Canopy Formation.*

6.4 A majority of Judges must agree in the evaluation in order to

- credit the scoring formation, or
- assign an omission, or
- determine an NV situation

6.5 If the Judges use score sheets to record their evaluation, they will operate their own chronometer and use the signs below to record their assessment. The score sheets of all Judges must be collected immediately after the Judges have scored the jump for checking by the Event Judge and Chief Judge. Freeze frame of the video image need not be used.

Situation:

-Correct scoring formation	√
-Incorrect or incomplete formation or inter	0
-Omission	X
-NV Situation	NV
-End of working time	//

6.6 All Judge's scores shall be posted.

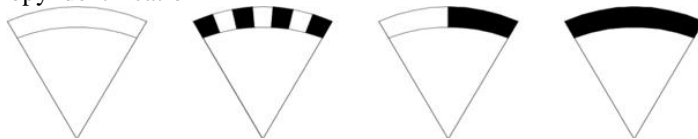
7 COMPOSITION OF TEAMS

- A 2-way team consisting of up to 4 members, any of who may be the team videographer.
- A 4-way team in each event consisting of up to 6 members, any of who may be the team videographer.

8 DIVE POOL CLARIFICATION:

8.1 Definitions used in the formation diagrams are as follows:

8.1.2 Canopy identification



8.1.3 Block sequence numbers 1 2 3 4

8.1.4 Random formation letters A B C D

8.1.5 Intermediate requirement INTER

NATIONAL CANOPY PILOTING CHAMPIONSHIPS

1. APF AUTHORITY

- 1.1. The competition will be conducted under the authority granted by the APF according to the regulations of the Sporting Code of the APF, and these rules. All participants accept these rules and regulations as binding by registering in the competition.

2. DEFINITIONS OF WORDS AND PHRASES USED IN THESE RULES

- 2.1. **Course** - The designated path that competitors must negotiate as indicated by a series of course markers or course outline.
- 2.2. **Gate** - Consists of two markers or electronic sensors separated laterally by a variable distance. Gates are used to define the flight path of the course.
- 2.2.1 Entry Gate: The first gate set at the beginning of the course.
- 2.2.2 Exit Gate: The last gate set at the end of the course.
- 2.2.3 Water gates: The series of gates positioned on the water portion of the course
- 2.3. **Course markers**: Objects to mark and indicate the boundaries of the course. The construction of all markers must be acceptable to the Chief Judge and the Meet Director.
- 2.4. **Body**: All or any part of the human anatomical structure, including normal prosthetic appendages that make up a competitor's physical being.
- 2.5. **Vertical Extension**: When a competitor passes between but above the course markers of a gate, so that no part of the body breaks the imaginary plane between the markers that make up that gate.
- 2.6. **Marker Strike Penalty**: Assessed in the Speed event when any part of the competitor's body or equipment contacts the course marker and causes the marker to become non-functional or to need repair of any description.
- 2.7. **Zones**: In the Zone Accuracy Event, zones are landing areas that have assigned point values.
- 2.8. **Maximum Penalty**: The minimum Score for a round:
- | | |
|---------------|----------|
| Distance | 0 points |
| Zone Accuracy | 0 points |
| Speed | 0 points |
- 2.9. **Closing the course**: For any reason, such as excessive wind speeds or an accident, the course will be closed with a red cross or other suitable signalling device placed at the beginning of the course or other location as indicated in the pre-competition briefing. For serious accidents a one minute smoke signalling device should be used. In this case, the next competitor is not allowed to negotiate the course. The competitor should stay outside the course, but if an alternative landing area is not available, the competitor may make a non aggressive landing on the course. If the competitor does not follow this procedure, the competitor will receive the minimum score for that jump.
- 2.10. **Course Technical Director**: A person proficient in course planning appointed by the organiser and accepted by the Director of Competitions for that position. The Course Technical Director is responsible for planning, set up and maintenance of the courses before and during the competition.
- 2.11. **Safety zones**: Zones outside the course as specified in Addendum A.
- 2.12. **Stand up landing**: A landing performed where no other part of the body but the feet comes in contact with the surface.
- 2.13. **Surface Contact**: the point at which any part of the competitor's body or equipment (except the pilot chute where separately stated) comes in contact with any part of the earth's surface, including grass, ground, trees, water etc.
- 2.14. **Kited** (kiting): A situation in the Speed event in which the competitor keeps the canopy (excluding the pilot chute) flying overhead without it coming into contact with any part of the earth's surface.

3. THE EVENTS

3.1. **Event Descriptions**

- 3.1.1 Speed: The competitor navigates their parachute through a course as fast as possible.
- 3.1.2 Distance: The competitor navigates their parachute through a course for the longest distance possible.
- 3.1.3 Zone Accuracy: The competitor navigates their parachute through a course collecting points for contacting the surface of the water and for a precision landing.

3.2. **Objective of the Events:**

- 3.2.1 Objective of Speed Event: To navigate a parachute through an entry gate and continue flying the parachute through the course and through the exit gate in as fast a time as possible.
- 3.2.2 Objective of Distance Event: To navigate a parachute through an entry gate and continue flying for as far a distance as possible before touching any part of the earth's surface.
- 3.2.3 Objective of the Zone Accuracy Event: To navigate a parachute through an entry gate contacting the water surface through as many of the gates as possible before flying to a precision landing in the landing zones.

- 3.3. **Determination of the winners:**
- 3.3.1 Speed Event: The winner is the competitor with the highest cumulative points for all of the completed Speed event rounds.
 - 3.3.2 Distance Event: The winner is the competitor with the highest cumulative points for all of the completed Distance event rounds.
 - 3.3.3 Zone Accuracy Event: The winner is the competitor with the highest cumulative points for all of the completed Zone Accuracy event rounds.
 - 3.3.4 Combined Champion of each class: See paragraph 9.2
- 3.4. **Divisions**
- 3.4.1 Open Class: These are competitors with the most experience and who have met the highest qualifications.
 - 3.4.2 Intermediate Class: These are competitors who are not qualified to compete in the Open class.

4. GENERAL RULES

4.1 Qualifications

- 4.1.1 A competitor is considered to have qualified if they have competed in an Australian Canopy Piloting Nationals or State Championships or a FCE during the past or present calendar year.
- 4.1.2 Qualifying Rounds
Competitors must have at least 500 jumps before attempting to qualify or fulfil the criteria below before attempting to qualify.
 - A) Attend the pre nationals training camp, and
 - B) Have the recommendation of two current members of the Australian CP team attesting to their ability and safety.
- 4.1.2.1 Prior to the start of scoring rounds, competitors must qualify by making up to 6 qualifying runs on a 70 metre speed course with a 1.5 metre entry gate as detailed in Appendices A and B.
- 4.1.2.2 Competitors must attempt the qualifying course on at least 3 of 6 jumps without a red card violation or two yellow card violations to qualify for the competition. For an attempt to be successful the competitor must fly between the gates but vertical extensions are allowable.
- 4.1.2.3 A yellow card violation will carry over to competition. A yellow card during qualification will be considered as a failed attempt.
- 4.1.2.4 Competitors may elect to enter either intermediate or open if they have qualified.
- 4.1.2.5 Competitors who fail to qualify will receive their entry fee refunded less an amount to cover the costs of the qualifying rounds.
- 4.1.2.6 All attempts must be supervised by a Canopy Piloting judge to be deemed valid.

4.2 Equipment

- 4.2.1 Hard shell protective head covering must be worn by all competitors. Full-face helmets must have the visor removed.
- 4.2.2 Footwear that covers the whole foot must be worn by all competitors.
- 4.2.3 Failure to wear protective head covering and footwear as per 4.2.1 and 4.2.2 while negotiating a competition course will result in the minimum score for that round.
- 4.2.4 Protective body gear may be worn and is strongly recommended. This must be of the type that will not hinder the competitor's parachute equipment or compromise safety.
The competitor's normal dressed weight, including parachute equipment, but not including additional weights, is used as a basis to define the maximum amount of additional weight. Random checks of maximum weight allowed will be performed either before or after a jump and recorded by a person designated by the APF Controller and any competitor in excess of their allowed maximum weight will receive minimum score for that round. The maximum amount of additional weight, in accordance with addendum E, is calculated in relation to the competitors dressed weight and parachuting equipment. The organiser must provide the scale used for weight checks. The scale must be available during official practice day and during competition days so that competitors have the opportunity to check additional weight loads. All competitors whose initial weight is less than 100kg will be allowed one additional kilogram of weight above the maximum amount shown in addendum E. Additional weight must have quick releases, not come loose by itself and must be acceptable to the APF Controller.
- 4.2.5 Any competitor who changes canopies between rounds must inform the Chief Judge or the Event Judge and the Meet Director.

4.3 Safety Violations:

4.3.1 The first safety violation by a competitor will result in a yellow flag or card warning from the Meet Director, DZSO or Chief Judge to that competitor. Yellow flags or cards will be issued for unsafe actions such as (but not limited to): low turns or low approaches into the course, crowding or cutting off of lower competitor and erratic canopy control and striking the electronic measuring device transmitters, sensors or mountings, causing them to become non-functional or to need repair of any description..

4.3.2 A second safety violation, resulting in a second yellow flag or card, is the equivalent of the issue of a red flag or card.

The issue of a red card or flag will result in the disqualification of the competitor, which eliminates the competitor from further jumping in the competition. A red flag or card can be issued without a prior yellow flag or card warning for any action that presents immediate danger to the competitor or others on the ground. Examples of this include low approaches over the crowd or flying the canopy in an uncontrolled manner into any person outside the course.

4.3.3 Notwithstanding and in addition to the above, a competitor may be disqualified from any event, at any time, by the mutual agreement of the APF Controller and the Meet Director, if it is determined that the competitor is performing in an unsafe manner. Safety violations observed during the official practice jumps may also result in the issuing of a yellow or red card or flag.

4.4 Jump Order:

4.4.1 With the agreement of the Meet Director and Chief Judge, one event may be completed prior to the beginning of another. No event holds priority.

4.4.2 Each competition day the order of exit passes will be rotated by 20% rounded down except for the last round. If convenient, by decision of the Meet Director, the order of exit passes shall be rotated by 20% between events.

All competitors should have the opportunity on the official practice day to make at least one orientation jump on both a straight course and a carving course, weather permitting.

4.5 Exit Order:

4.5.1 Aircraft load and pass assignment for the first round shall be determined from the results of the previous Australian National Championships. Those participating at the previous competition will be grouped in reverse order of placing and will jump at the end of the round. Those that did not compete previously will be grouped by blind draw and shall jump at the beginning of the round. Number consolidation will take place if a previous competitor is not in attendance. The Meet Director may make an updated reverse order of placing for the final round (Round 9) of competition.

4.5.2 Within an exit pass, the exit order will be determined by the competitors, supervised and recorded by a person designated by the Chief Judge. The Meet Director or Chief Judge must be notified of any change prior to boarding.

4.5.3 There will be a maximum of 4 competitors per pass.

4.5.4 The exit delay between competitors must be such so as to ensure safe separation and time for any course judging.

4.5.5 Competitors must enter the course in order of exit. Any competitor wilfully violating this rule will be issued the minimum score and possibly a yellow or red flag or card warning. In circumstances beyond the control of the competitor, provided there will be no conflict with other competitors, he may enter the course and receive the assessed score.

4.5.6 The aircraft pilot will signal the competitors when they are clear to exit. All the jumpers will be briefed on the specific exit and spotting signals before the competition begins.

4.6 Exit Altitude:

4.6.1 The minimum exit altitude with 2- 4 competitors on one pass shall be 1500 metres (~ 5,000 feet) AGL.

4.6.2 The minimum exit altitude with 1 competitor shall be 1200 metres (~3900 feet) AGL.

4.7 Scoring Gates:

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

4.8 Malfunctions:

4.8.1 A competitor experiencing a control problem or a malfunction resulting in the use of the reserve canopy must make no attempt to negotiate the course and must utilise an alternate landing area. A competitor will be granted only one rejump during the competition by reason of the aforementioned problems.

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

4.9 **Rejumps:**

- 4.9.1 Competitors requesting or receiving a rejump are responsible for any costs incurred for this jump.
- 4.9.2 Re-jumps due to weather conditions: If the winds exceed the maximum limit at any time after the competitor initiates their turn to final approach, and ending when the competitor either passes through the electronic sensors at the end of the course or makes final contact with the surface, the competitor will be offered a rejump by the Chief Judge or the Event Judge, or may accept the score.

If the competitor experiences adverse weather or wind conditions as determined by the Chief Judge or Event Judge, the competitor may be offered a rejump.

A competition may be suspended if the Chief Judge or APF Controller deems that the existing wind or weather conditions may pose a danger to competitors.

- 4.9.3 Re-jumps due to interference: A competitor who suffers interference from other competitors, jumpers or aircraft either on the ground or in the air may be offered a rejump by a decision of the Chief Judge or Event Judge.

After landing and coming to a complete stop competitors shall exit the course immediately. If a competitor does not comply with this rule the competitor will get the minimum score for that round unless the circumstances are beyond the competitor's control as determined by the Chief Judge or Event Judge. Any other competitor suffering interference as a result of a competitor not clearing the course immediately may be issued a re-jump 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 awarded to one or more competitors at the sole discretion of the Chief Judge or Event Judge.

4.10 **Wind Speeds**

- 4.10.1 The maximum allowable wind speed as measured by the anemometer (ref 4.10.2) in Canopy Piloting is 7 m/s in any direction on the competition course. *For Intermediate, the maximum allowable wind speed is 5m/s unless all intermediate competitors are in agreement to raise the limit. The APF Controller may set lower wind limits for certain directions or areas. At Picton, for National Championships, the maximum allowable wind speed from the NE to the SE Quadrant is 4m/s.*
- 4.10.2 At the landing area near the course there shall be an anemometric wind measuring system that shall be checked at 10-minute intervals. If the wind exceeds 5 m/s it shall be monitored constantly until the wind has remained below 5 m/s for at least 15 minutes. If there is a sudden change in ground wind change of more than 90 degrees when the wind speed is more than 3 m/s, and automatically recorded by an electronic device, a competitor landing within 30 seconds after the wind change must be offered a rejump. The competitors decision must be made immediately. Monitoring of the anemometer is the responsibility of the Meet Director. The height of the anemometer head is decided by the Judges, but must be at a minimum height of 6 metres above ground level. The position of the anemometer should be such that it is unlikely to be affected by turbulence. The Organizer must provide evidence that the equipment has been calibrated by competent authorities.
- 4.10.2.1 A windsock shall be positioned within 50 metres of the course and be fully visible for competitors approaching the course. The windsock must be capable of responding to winds of at least 2 m/s and be acceptable to the Chief Judge.
- 4.10.2.2 A wind direction indicator (streamer) mounted on a pole, and within 20 metres of the entry gate, which is capable of responding to winds of less than 2 m/s will be placed by the Chief Judge or Event Judge.
- 4.10.3 The Chief Judge or Event Judge will decide the positions of the wind indicating devices, which are not reasons for protest.

5. RULES SPECIFIC TO THE SPEED EVENT

- 5.1 The course must be laid out as specified in these rules.
- 5.2 Any part of the competitor's body must pass between the course markers to score the entry gate, and at least part of the competitor's body must remain within the boundaries of the course, as defined by the course markers, to obtain a score. A competitor that is assessed a vertical extension on any course gate or fails to navigate the course will be marked as "no score", and will be ranked below those competitors who do obtain a score and will be given zero points for that round for the purposes of the calculation in 9.3.
- 5.3 The time – measured to the thousandth of a second - starts when any part of the competitor's body or equipment breaks the electronic beam *or passes through the imaginary plane between the two markers* at the entry gate. Electronic sensors shall be placed inside (after) the entry gate and outside (after) the exit gate, maintaining the prescribed length of the course (distance between sensors).
- 5.4 The time stops when the competitor *passes between the two markers that form the exit gate* or breaks the electronic beam at the exit gate. The competitor must clear the way as soon as possible.
- 5.5 A marker strike penalty (see 2.6) of 1 second will be added to the competitor's time for each marker strike assessed in each round. This penalty may also be assessed after the time has stopped. A maximum of two marker strike penalties may be awarded in each round.
- 5.6 If a course marker has been rendered non functional and cannot be repaired before the next competitor(s) navigate the course, those competitor(s) shall be awarded a rejump.
- 5.7 There is no penalty for landing before the end of the course, however the competitor must keep the canopy flying over their head (kited) as any part of their body passes through the exit gate to receive a time.
- 5.8 If at any time before the competitor passes through the exit gate the canopy (excluding the pilotchute) comes in contact with the surface or a course exit marker, transmitter or sensor including tripod causing one or all to become non-functional, the run is over and the competitor will be marked as "no score", and will be ranked below those competitors who do obtain a score and will be given zero points for that round for the purposes of the calculation in 9.3.
- 5.9 A competitor's score for a round is recorded as the time taken to navigate the course. The winner of the speed event is the competitor with the lowest cumulative time for the completed rounds.

6. RULES SPECIFIC TO THE DISTANCE EVENT

- 6.1 The course must be laid out as specified in these rules.
- 6.2 Any part of the competitor's body must pass between the course markers to score the entry gate, and at least part of the competitor's body must remain within the boundaries of the course, as defined by the course markers, to obtain a score. After scoring the entry gate there is no penalty for vertical extensions. Vertical extension of the entry gates will result in minimum score for that round.
- 6.3 The first point of contact with the surface, within the course, is marked as the distance. Side lines are considered to be part of the course. If it is determined that the first point of contact is within the course, the competitor may exit the course in any manner.
- 6.4 If the first point of contact with the surface, other than the water before the entry gate, is outside of the course the competitor will receive the minimum score for that round.
- 6.5 Scores for each round are recorded as the distance reached in navigating the course in metres to the second decimal point. The winner of the distance event is the competitor with the highest cumulative score over the completed rounds.

7. RULES SPECIFIC TO THE ACCURACY EVENT

- 7.1 The course must be laid out as specified in these rules.
- 7.2 Any part of the competitor's body must pass between the course markers to score the entry gate, and at least part of the competitor's body must remain within the boundaries of the course, as defined by the course markers, to obtain a score. After scoring the entry gate there is no penalty for vertical extensions. Vertical extension of the entry gate will result in minimum score for that round.
- 7.3 The competitor's score for a round is the sum of the water gate points, and landing zone points.
- 7.4 Water Gates
 - 7.4.1 The competitor earns gate points for each water gate when they drag any part of their body through the imaginary line running across the surface between the markers of that water gate.
 - 7.4.2 The gates have the following points:

Open competition:

Water Gate 1= 21 Points,

Water Gate 2= 05 Points,

Water Gate 3= 08 Points,

Water Gate 4= 16 Points

Intermediate Competition

Water Gate 1 (= Open water gate 3) = 34 points

Water Gate 2 (= Open water gate 4) = 16 points

7.5 Landing Zones

7.5.1 Zone 0 is any part of the surface outside the defined zones 1-8 other than the water.

7.5.2 The landing zone points earned by a competitor are equal to the point value of the zone within which the competitor first makes contact with surface.

7.5.3 The landing zones have the following points:

Zone 1 = 11 points

Zone 2 = 19 points

Zone 3 = 27 points

Zone 4 = 34 points

Zone 5 = 41 points

Zone 6 = 46 points

Centre Zone = 50 points

Zone 7 = -17 points

Zone 8 = -36 points

7.5.4 The line between zone 0 & 1 is defined as part of zone 0.

The line between zone 1 & 2 is defined as part of zone 1.

The line between zone 2 & 3 is defined as part of zone 2.

The line between zone 3 & 4 is defined as part of zone 3.

The line between zone 4 & 5 is defined as part of zone 4.

The lines between zone 5 & 6 and 5 and centre zone are defined as part of zone 5.

The lines between zones 6 & centre zone are defined as part of zone 6.

The lines between zones 6 & 7 and centre zone and 7 are defined as part of zone 7.

The line between zone 7 & 8 is defined as part of zone 8.

The line between zone 8 and 0 is defined as part of zone 0.

The sidelines of all zones are defined as part of the zones.

7.6 If a competitor fails to make a stand up landing, a penalty of 10 points will be deducted from the total earned points for that rounds

7.7 If the competitor has earned water gate points, makes surface contact in a landing zone with positive points and comes to a complete stop within a landing zone with negative points, the competitor's score will be the sum of the water gate points, the positive landing zone points and the negative landing zone points,

7.8 If the body of the competitor stops outside the landing zones, the competitor will receive the minimum score for that round.

7.9 If the competitor's first point of contact with the surface, other than the water, is within zone 0, the competitor will receive the minimum score for that round.

7.10 All *Open* competitors not scoring at least one water gate in combination with a positive scoring zone will receive the minimum score for that round. *Intermediate competitors do not have to score a water gate to receive a score.*

Scores for each round are recorded as the cumulative number of points awarded for navigating the course. The winner of the Accuracy event is the competitor with the highest cumulative score over the completed rounds. The minimum score for each round is zero points.

8. JUDGING

8.1 The panel of Judges should be supervised by a Chief Judge who is a rated Canopy Piloting Judge.

8.2 All other Judges should be nationally or FAI rated skydiving Judges, Canopy Piloting Judges in training, or Judges who have had experience or training in judging canopy piloting.

8.3 There must be one primary digital PAL video Camera plus one back up camera set up on tripods or other fixed platforms at the exact height of the entry gate. *The back up camera must have an unobstructed view of and be in line with the top of all the course markers including the exit gate.* The cameras must be operated by experienced videographers appointed by the organiser and approved by the Chief Judge. A Judge will be positioned at the primary camera and shall be responsible for determining, subject to video review, whether a vertical extension penalty shall be given for the entry gate. The video systems must be capable of reduced speed playback. The competitors' names shall be recorded by the cameras. For the Accuracy Event there shall be, in addition to camera(s) at the entry gate, a camera for use at the end or side of Zone 8, elevated if possible. For the Distance Event, in addition to the entry gate camera(s), a camera shall be placed in a position determined by the Chief or Event Judge. If available, at the discretion of the Chief Judge, additional video cameras may be used

8.4 The Judges must also note if the competitor flies outside of the course or violates other rules. This shall be noted and recorded on the score sheets.

8.5 The scores will not be final until the data and/or tapes have been reviewed, if needed. The Chief Judge shall be responsible for determining a competitor's final score and placing.

- 8.6 Video review: At the request of a member of the judging panel, and if a recording sheet has been noted as requiring a video review, the Chief Judge or Event Judge, if possible the panel member that requested the review, and at least one other judge, at the earliest opportunity, shall review the jump in question and render a decision. If needed, the score sheet shall be adjusted and the adjusted score will then be entered on the master score sheet. A review cycle is comprised of a maximum *three* viewings of the jump in question – reduced speed playback may be used. At any time during the review process, and without discussion, the judges may render their decision which must be unanimous, otherwise the result shall be in favor of the competitor.
- 8.7 Judging Speed
- 8.7.1 If available, an electronic scoring system will be used in the speed event. Malfunctions of the electronic scoring system will result in a rejump to those competitors affected. If electronic scoring is unavailable, times taken from video evidence shall be used.
- 8.7.2 When judging times taken from digital video recordings, a panel of three Judges, plus a video operator, shall be positioned in an area approved by the Chief Judge to assess scores and ensure they are published in a prompt manner.
- 8.7.3 When judging reviews to assess vertical extensions, a panel of three judges, directed by the Event Judge, may view the video evidence no more than 5 times in either full or reduced speed. A majority of Judges must agree in order to award a vertical extension.
- 8.8 Judging Distance
- 8.8.1 The Judges must be positioned along the perimeter of the ground portion of the course. Judges may also be assigned to video the entry gate and exit area to record video for later review, if needed.
- 8.8.2 The Judges, positioned outside the course, will determine the point of first contact with the surface, which shall be recorded as the Distance scored. If the first point of contact is determined to be on a sideline of the course that shall be recorded as the distance scored.
- 8.8.3 If available, an electronic measuring system will be used in the distance event. If unavailable, a metric measuring tape will be used
- 8.8.4 The score will be recorded in metres to two decimal places
- 8.8.5 The Judges and the competitors will clear the course immediately to make way for the next competitor.
- 8.9 Judging Accuracy
- 8.9.1 In addition to a Judge monitoring the entry gate, there will be one Judge assigned to each water gate. There will also be at least two Judges assisting the Chief Judge or Event Judge in the Accuracy Zones.
- 8.9.2 Judges at the water gates will be in line with the gate they are judging. They are responsible for determining whether part of the competitor's body stayed in contact with the surface when passing through the imaginary line between the markers at the surface. When a competitor earns points for a water gate the Judge will indicate this by holding up a card showing the number of points for that gate. The Judge or a recorder must also record the information on an observing sheet. One of the Judges working with the Chief Judge must also record this information. The Judges are responsible for determining the point of first contact with the surface and where the competitor stops. If the first point of contact with the surface is determined to be on a sideline of the course and the competitor remains within the course, the competitor shall be scored as having landed in the zone in which the contact took place.
- 8.9.3 Judges assigned to landing zones may be positioned so that they are able to evaluate more than one zone.
- 8.9.4 After the competitor lands, those assigned to course maintenance will quickly adjust or repair the zones if necessary, and everyone will clear the course to prepare for the next competitor.
- 8.10 Other judging responsibilities
- 8.10.1 All Judges shall watch for unsafe canopy flight by competitors. If a Judge witnesses what they feel was an unsafe act they should inform the Meet Director, DZSO or Chief Judge so they may issue a yellow or red flag if appropriate.
- 8.10.2 During all events, a Judge or other person appointed by the Chief Judge shall be positioned on or near the course to warn of approaching competitors. This person shall be equipped with an audible warning device of sufficient decibel levels that all Judges and support staff are aware of possible danger.
- 8.10.3 The Chief Judge must organize a Judges conference prior to the start of the competition. All Judges shall attend the conference.
- 8.10.4 During official practice both a straight and a carving course will be made available to the competitors. Competitors will be judged during a predetermined time decided by the Chief Judge.
- 8.10.5 Judges shall be responsible for verifying the qualification course.

9. AWARDS

- 9.1 **Champion of each event:** The competitor with the highest total number of points after completed rounds in each event. If two or more competitors have the same cumulative total number of points the competitor with the highest score in any round of the event will have the higher standing.
- 9.2 **Combined Champion:** will be the competitor with the highest total number of points out of 3 valid events. The maximum number is 900 points.
- 9.3 **The calculation** to turn measured results of each round into points is as:
The competitors are ranked in each round of each event in order of the actual result collated for this round (Distance and Accuracy, highest score first, Speed, lowest score first). In Speed, competitors with no recorded time are scored accordingly and ranked after those competitors with a recorded time.
- 9.3.1 **Distance and Accuracy:** The result of the top ranked competitor in each round is set to 100% expressed as 100 points. The remaining competitors' scores 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.
- 9.3.2 **Speed:** Each recorded time-result is raised to the power of 1.667, calculated and displayed up to the third decimal place with no rounding applied. The ensuing time-result of the top ranked competitor in each round is set to 100%, expressed as 100 points. The remaining competitor's scores for the round are calculated as the inverse percentage of the top ranked competitor's result, expressed in points, calculated to the third decimal point with no rounding applied.
- 9.4 If two or more competitors have the same cumulative total number of points the competitor with higher placing in the events will have the higher standing (i.e. two 1st's and a 3rd beat one 1st and two 2nd's). The second tiebreaker is the single longest distance scored in the distance event.
- 9.5 Medals will be given for both Intermediate and Open in the following:
- | | | | |
|----------------|-----------------------|-----------------------|------------------------|
| Speed: | 1 st Place | 2 nd Place | 3 rd Place |
| Distance: | 1 st Place | 2 nd Place | 3 rd Place |
| Zone Accuracy: | 1 st Place | 2 nd Place | 3 rd Place |
| Combined: | 1 st Place | 2 nd Place | 3 rd Place. |
- 9.6 The competition shall be comprised of three rounds in each event.
- 9.7 The minimum number of rounds required for a valid event is one round. A valid competition requires one valid event.

ADDENDUM A – GENERAL COURSE SPECIFICATIONS

1. All courses must be 10 metres wide over the total length of the course.
2. All courses must begin over a body of water as specified in these rules.
 - 2.1. The body of water must be at least 30 metres wide, at least 80 metres long and at least one metre deep over this area. If the water is more than 1.5 metres deep a safety boat and rescue personnel are mandatory.
 - 2.2. The body of water must include at least 20 metres of safety area before the entry gate in all events.
3. All courses must have a 5-metre wide safety zone along both sides and at the end of the course between the course outline and the spectators.
4. Course Markers
 - 4.1. All entry gate and Speed Event course markers must be 1.5 metres in height above the surface.
 - 4.2. Course markers must be designed in such a manner that they cannot injure competitors, must be able to breakaway and/or be flexible. All markers must be accepted by the Course Technical Director.
 - 4.3. Safety zone markers must not be higher than five (5) metres.
 - 4.4. The course outline must be indicated by lines or markings clearly visible from above.
 - 4.5 The marker line must indicate the beginning of Zone 0 between the water-to-land transition area.
5. All courses must be accepted by the Course Technical Director

ADDENDUM B – SPEED COURSE

1. The Open Speed course must have an angle of 75° and be 70 metres long measured along the centreline of the course (see addendum F). The carving course must have a radius of 53.48 metres.
2. The direction of the carve must be specified in the accepted organisation bid. There shall be 5 pairs of course markers including entry and exit gates. The course markers on the inside of the course shall be of contrasting colour visible from above.
3. At least 10 metres at the end of the course must be out of the water.

ADDENDUM B(I) INTERMEDIATE SPEED COURSE

1. The Intermediate Speed course must have an angle of 60° and be 56 metres long measured along the centreline of the course (see addendum F). The carving course must have a radius of 53.48 metres.
2. The direction of the carve must be specified in the accepted organisation bid.
3. At least 10 metres at the end of the course must be out of the water.

ADDENDUM C – DISTANCE COURSE SPECIFICATIONS

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

ADDENDUM D – ZONE ACCURACY COURSE SPECIFICATIONS

1. The body of water must cover 44 (+/- 1m) metres from entry gate to shoreline.
2. Water gates: Two rows of course markers that form a series of four gates on the surface of the water. The distance between the water gates must be 12 metres. The distance from water gate number four to the shoreline shall be 8 +/- 1 metres.
3. Landing zones
 - 3.1. The shape and dimensions of the scoring and penalty zones must be laid out as described in these rules.
 - 3.2. The depth of scoring zones must be:

Zone 0	- 5 meters	Zone 5	- 2 meters
Zone 1	- 6 meters	Zone 6	- 2 meters
Zone 2	- 5 meters	Center Zone	- 2 x 2 meters
Zone 3	- 4 meters	Zone 7	- 2 meters
Zone 4	- 3 meters	Zone 8	- 4 meters
 - 3.3. Lines must mark the area separating each zone so they are clearly visible. The lines should be approximately 8 centimetres in width, designed to minimise injury, fast to repair and acceptable to the Course Technical Director and Chief Judge. Centre Zone grid lines must be of a contrasting colour, other than red, to other grid lines and the centre zone must have side line markers to indicate its location (i.e. flags).
 - 3.4. The zones must be covered with a material designed to minimize injury and must be acceptable to the Course Technical Director.

ADDENDUM E OPEN

If a competitor's weight with equipment is lower than 77.2 kg, the maximum extra weight will apply.

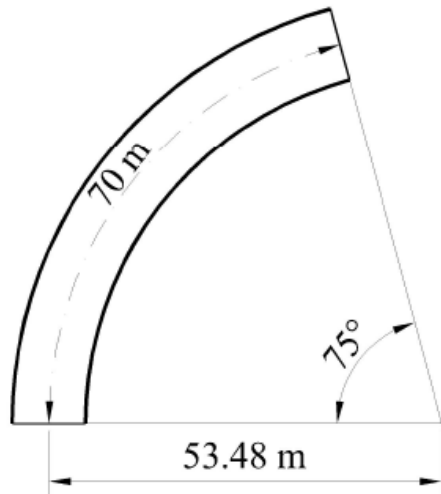
Exit weight w. equipment kg	Maximum extra weight kg	Maximum exit weight kg
<77.2	15.9	93.1
<77.6	15.6	93.2
<78.1	15.3	93.4
<78.5	15.0	93.5
<79.0	14.6	93.6
<79.5	14.3	93.8
<79.9	14.0	93.9
<80.4	13.7	94.1
<80.8	13.4	94.2
<81.3	13.0	94.3
<81.7	12.7	94.5
<82.2	12.4	94.6
<82.6	12.1	94.7
<83.1	11.8	94.9
<83.5	11.5	95.0
<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	96.0
<87.2	8.9	96.1
<87.6	8.6	96.2
<88.1	8.3	96.4
<88.6	8.0	96.5
<89.0	7.6	96.6
<89.5	7.3	96.8
<89.9	7.0	96.9
<90.4	6.7	97.1
<90.8	6.4	97.2
<91.3	6.0	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	98.0
<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	99.0
<97.2	1.9	99.1
<97.6	1.6	99.2
<98.1	1.3	99.4
<98.6	1.0	99.5
<99.0	0.6	99.6
<99.5	0.3	99.8
<99.9	0.0	99.9
100+	0.0	

ADDENDUM E INTER

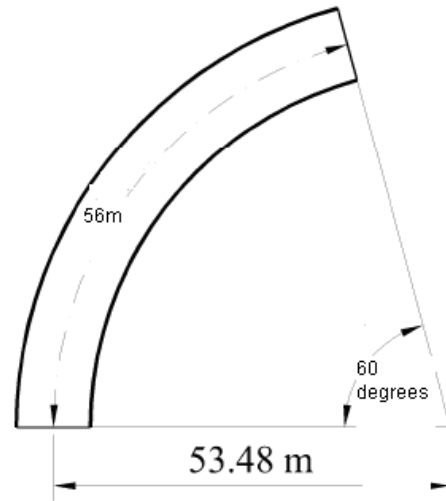
If a competitor's weight with equipment is lower than 77.2 kg, the maximum extra weight will apply.

Exit weight with equipment kg	Maximum extra weight kg	Maximum Exit weight kg
<77.2	12.0	89.2
<77.6	11.7	89.3
<78.1	11.5	89.6
<78.5	11.3	89.8
<79.0	11.0	90
<79.5	10.7	90.2
<79.9	10.5	90.4
<80.4	10.3	90.7
<80.8	10.0	90.8
<81.3	9.7	91
<81.7	9.5	91.2
<82.2	9.3	91.5
<82.6	9.0	91.6
<83.1	8.8	91.9
<83.5	8.6	92.1
<84.0	8.3	92.3
<84.5	8.1	92.6
<84.9	7.9	92.8
<85.4	7.7	93.1
<85.8	7.4	93.2
<86.3	7.1	93.4
<86.7	6.9	93.6
<87.2	6.7	93.9
<87.6	6.5	94.1
<88.1	6.2	94.3
<88.6	6.0	94.6
<89.0	5.7	94.7
<89.5	5.5	95
<89.9	5.3	95.2
<90.4	5.0	95.4
<90.8	4.8	95.6
<91.3	4.5	95.7
<91.7	4.3	96
<92.2	4.1	96.3
<92.6	3.8	96.4
<93.1	3.6	96.7
<93.6	3.4	97
<94.0	3.1	97.1
<94.5	2.9	97.4
<94.9	2.6	97.5
<95.4	2.4	97.8
<95.8	2.2	98
<96.3	1.9	98.2
<96.7	1.7	98.4
<97.2	1.4	98.6
<97.6	1.2	98.8
<98.1	1.0	99.1
<98.6	0.8	99.4
<99.0	0.5	99.5
<99.5	0.2	99.7
<99.9	0.0	99.9
100+	0.0	

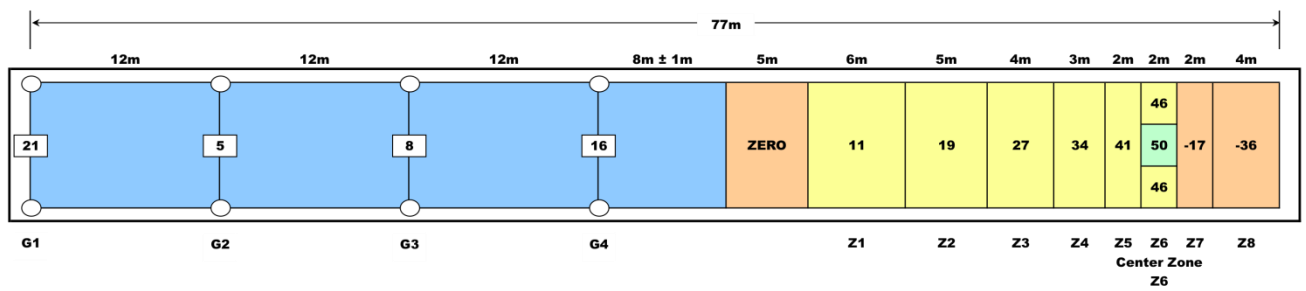
**ADDENDUM F
OPEN SPEED COURSE**



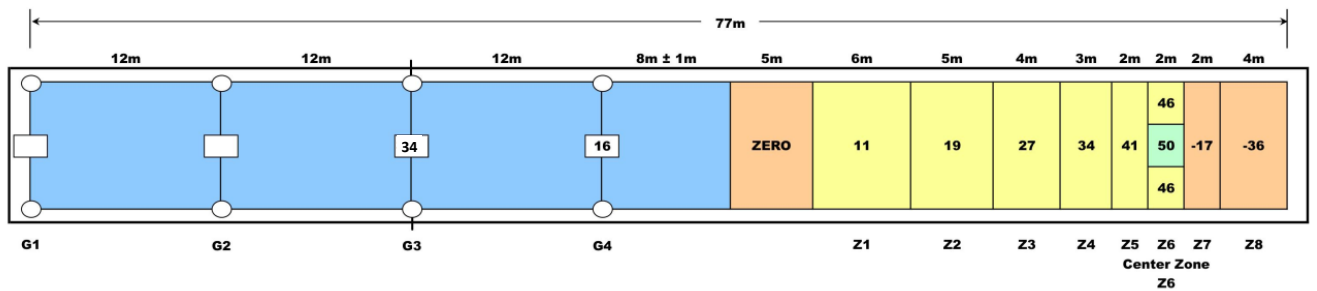
INTER SPEED COURSE



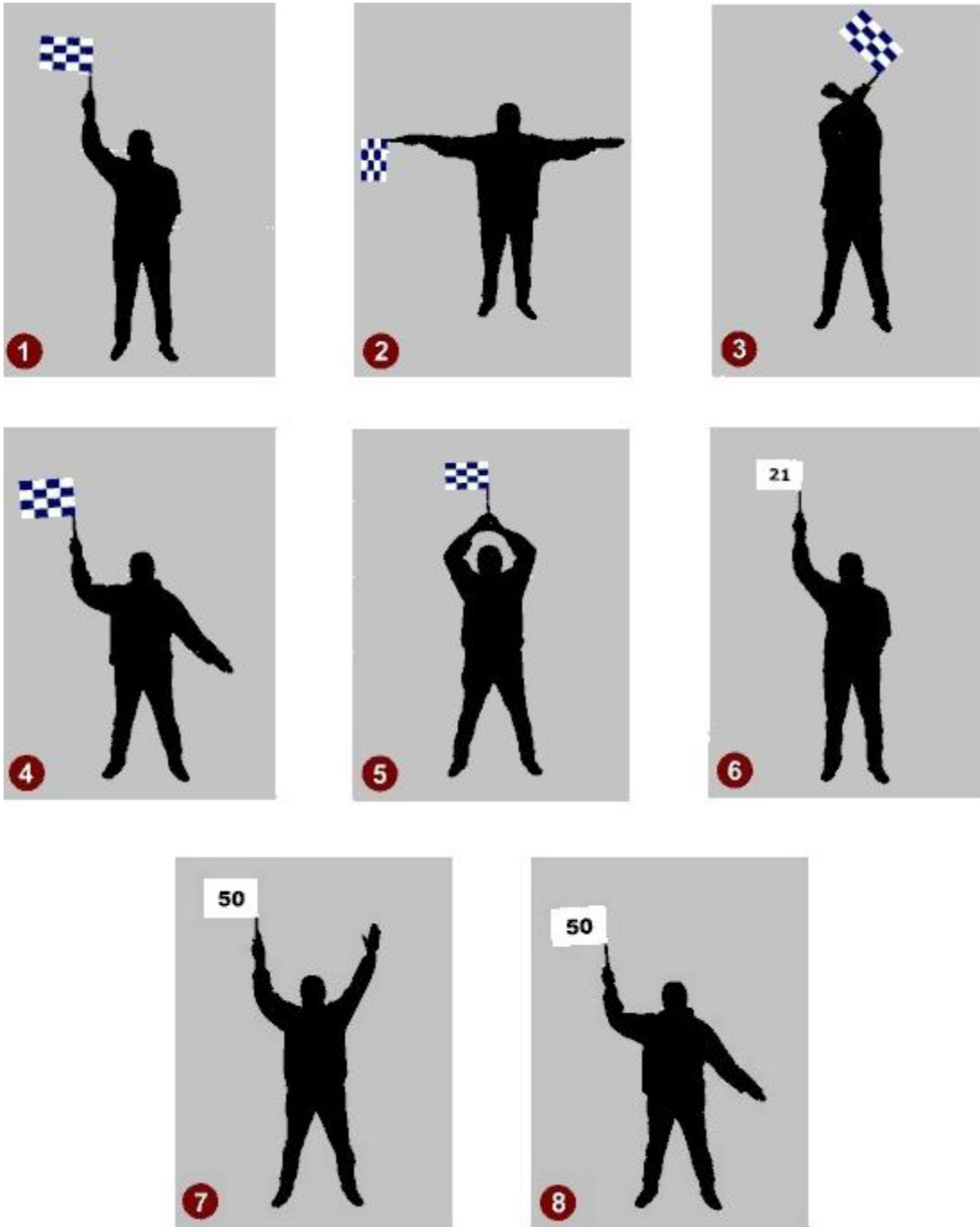
OPEN ZONE ACCURACY COURSE



INTER ACCURACY COURSE



ADDENDUM G – RECOMMENDED STANDARD JUDGING SIGNALS



(KNUSI&EXI DESIGNS)

1. VERTICAL EXTENSION – ALL EVENTS
2. OUT OF COURSE – ALL EVENTS
3. VIDEO REVIEW – ALL EVENTS
4. MARKER STRIKE PENALTY – SPEED EVENT
5. CANOPY TOUCH DOWN – SPEED EVENT
6. WATER GATE SCORED – ACCURACY EVENT
7. STAND UP LANDING – ACCURACY EVENT
8. FALL DOWN LANDING – ACCURACY EVENT

NATIONAL FREESTYLE SKYDIVING AND FREEFLYING CHAMPIONSHIPS

1 APF AUTHORITY

The competition will be conducted under the authority granted by the APF, according to the regulations of the Sporting Code and these rules.

2 DEFINITIONS OF WORDS AND PHRASES USED IN THESE RULES

2.1 Team:

- A Freestyle Skydiving Team is composed of a Performer and a Videographer.
- A Freeflying Team is composed of two (2) Performers and a Videographer.
- *Inter Freefly: No more than one member of a team which previously won this event may compete in any subsequent Inter freefly team.*

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

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

2.4 Grips and Docks:

2.4.1 Grip: a recognisable 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.

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

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

2.6 Routine: A sequence of moves performed during the working time.

2.6.1 Compulsory Routine: A routine in which the Team is required to demonstrate pre-determined skills.

2.6.2 Free Routine: A routine in which the moves are chosen entirely at the discretion of the Team.

2.7 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 a fixed length of time later, as specified in 3.1

3 THE EVENTS

3.1. Discipline

The discipline will comprise the following events:

- Freestyle Skydiving, exit altitude 3960 metres (~ 13,000 feet) AGL, working time is 45 seconds.
- Open Freeflying, exit altitude 3960 metres (~13,000 feet) AGL, working time is 45 seconds.
- *Inter Freeflying: altitude 3960m (~13,000 feet) AGL. For the Block Round and the Free Rounds working time is 45 seconds. For Speed Compulsory Rounds the working time is 35 seconds*

3.2. Objective of the Events

3.2.1 The objective for the Team is to record a sequence of moves in freefall with the highest possible merit.

4 ROUTINES

4.1 The discipline is comprised of Compulsory Routines and Free Routines.

4.2 Number of rounds

4.2.1 Full competition: Open

Compulsory Routines: 2 rounds

Free Routines: 5 rounds

Full Competition: Inter Freefly

Compulsory Routines: 3 rounds (two speed rounds and one block round)

Free Routines: 4 rounds

4.2.2 Minimum competition: One Round.

4.3 Jump order of routines

Jump order of the Open routines must be: F - C - F - F - C - F - F

(C = Compulsory Routine, F = Free Routine)

Jump order of the Inter Freefly routines must be: F - CB - F - CS - F - CS - F

(CB= Compulsory Block Routine, CS = Compulsory Speed Routine, F = Free Routine)

4.4 Finals and Tie breaks

If two or more teams have equal scores *after the final round (including the tie break round if possible)* the following procedure will be applied:

- i) the best score, then the second best score, then the third best score (*if applicable*) of any free rounds
- ii) the best score, then the second best score of any completed compulsory rounds

4.5 Teams

4.5.1 Teams may consist of members of either or both sexes.

4.5.2 Team members are allowed to change their position in the Team.

4.6 Champions

4.6.1 After all completed rounds, National Champions in Freestyle Skydiving, and in Freeflying (Open and Inter), will be declared.

4.6.2 The accumulated total of the scores for all completed rounds is the final score for the Team. If two or more teams have equal scores, then if time permits, the first three places will be determined by a tie break free round. If a tie still exists, the procedure as in para 4.4.3 will apply (including all completed free rounds) until a clear placing is determined.

5 GENERAL RULES

5.1 Exit Procedure: There are no limitations on the exit other than those imposed by the Chief Pilot for safety reasons. If live transmission is utilized, ground commands may be given.

5.1.1 Once any Team Member has left the aircraft, the jump shall be evaluated and scored.

5.2 Jump Order The jump order will be by draw per event and will be maintained until the start of the final rounds.

After round five the final rounds will start. The final rounds will be executed by an updated reverse order of jumping which shall be implemented after round five and six.

The relevant jump order will be maintained throughout the competition, except for any logistical changes deemed necessary by the Chief Judge and Meet Director.

5.3 Jump Abortion See General Section 2 (2.9.7)

5.4 Routines

5.4.1 Compulsory Routines consist of four (4) Compulsory Sequences as described in the relevant Addendum-A, and any additional moves at the Teams' discretion. The order in which these Compulsory sequences and other moves can be performed is determined by the Team.

5.4.1.1 *For Inter Freeflying,*

(a) The first Compulsory Block Routine consists of four (4) of the five (5) compulsory sequences marked A to E in the relevant Addendum A

(b) The second and third Compulsory rounds are speed rounds consisting of three (3) randoms each from the compulsory sequences marked 1 to 5 in the relevant Addendum A.

5.4.2 The draw for Inter Freefly draw will be as follows

(a) All Compulsory Sequences, A to E as shown in Addendum-A, will be placed in one container. The Compulsory Block Round consists of four (4) Compulsory Sequences which will be drawn one at a time from this container, without replacement.

(b) All Compulsory Sequences, 1 to 5 as shown in Addendum-A, will be placed in one container. Each Compulsory Speed round consists of three (3) Random sequences which will be drawn one at a time from this container without replacement. After all the compulsories have been drawn, those not in the current compulsory round (which is incomplete) will be replaced in the container and the draw will continue for the remainder of that round.

5.4.3 Free Routines: The content of the Free Routine(s) is chosen entirely by the Team.

5.5 Competitors are not allowed to use a wind tunnel (freefall simulator) after the draw has been published or commencement of the competition.

5.6 Teams are requested to deliver a description of their free routine(s) and the order of the Compulsory Sequences (for both Compulsory Rounds) to the Chief Judge before the start of the competition. For this purpose, the Chief Judge should provide a standard form (see Addendum D). Failure to provide this information has no influence on the scoring. Deviation from the Free Routine description will not influence the scoring.

5.7 AIR-TO-AIR VIDEO RECORDING

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

5.7.2 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 only one camera, recording media, cables and battery. The freefall video equipment must be able to deliver a PAL digital signal through a compatible video connection approved by the Video Controller.

5.7.3 The Videographer is responsible for assuring the compatibility of the freefall video equipment with the scoring system.

- 5.7.4** The camera must be fixed static to the helmet. No roll, pitch or yaw movements of the camera, mechanical and/or digital zoom adjustment, or any digital effects (excluding “steady shot” or other image stabilization feature) may be used during competition jumps. Failure to meet any of these requirements will lead to a score of zero (0) points.
- 5.7.5** 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 freefall video equipment to verify that it meets the performance requirements as determined by him/her. Inspections may be made at any time during the competition which do not interfere with a team's performance, as determined by the Event Judge. If any freefall 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.
- 5.7.6** 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 dubbing at the designated dubbing station. The video evidence must remain available for viewing or dubbing until all scores are posted as final.
- 5.8 Video Review Panel (VRP):** A VRP will be established prior to the start of the official Training Jump, consisting of the Chief Judge, the President of the Jury, and the APF Controller. The VRP may enlist the help of the Video Controller. Decisions rendered by the VRP shall be final and shall not be subject to protest or review by the Jury.
- 5.9 REJUMPS**
- 5.9.1** 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:
- 5.9.1.1** In the case the VRP determines there has been an intentional abuse of the rules by the team, no rejump will be granted and the team's score for that round will be zero (0).
- 5.9.1.2** In the case the VRP determines that the video evidence's insufficiency is due to weather conditions or any other cause not controllable by the team, a rejump will be given.
- 5.9.1.3** In the case the VRP determines that the video evidence's 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.
- 5.9.2** Contact or other means of interference, between (a) Performer(s) and/or the Videographer shall not be grounds for a rejump.
- 5.9.3** Problems with a competitor's equipment (excluding freefall video equipment) shall not be grounds for a rejump.
- 5.9.4** Adverse weather conditions during a jump are no grounds for protest. However, a rejump may be granted due to adverse weather conditions, at the discretion of the Chief Judge

6 SCORING

- 6.1 Free Routines.** Judges give each of the judgement criteria a score, between 0 and 10, expressed as a number up to one decimal point, taking into account the following guidelines.

Technical:

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

Examples for Technical:

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

Presentation:

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

Examples for Presentation:

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

6.2

Compulsory Routines

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

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

Small mistake examples

- Move: toes not pointed (freestyle), knees bent, finish slightly off heading, slight wobble, minor infringement on static start/stop requirement, etc..
- Camera: momentary loss of framing or focus, occasional minor distance errors, etc.

Medium mistake examples

- Move: significantly off heading, wobble, not enough rotation, serious infringement on static start/stop requirement, etc.
- Camera: momentary loss of image, framing, focus, or distance errors for about 20 % or more of the Compulsory Sequence, etc.

Major mistake examples

- Move: completely missing required elements of performed so poorly that move is barely recognizable.
- Camera: unjudgeable picture for about 50% or more of the Compulsory Sequence, etc.

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

6.2.2 Any move performed, not included in the drawn order for that particular compulsory round, will not receive a score. The Judges will only score the Compulsory Sequences they recognise. If an attempt is made for a Compulsory Sequence and the Judges recognise this as such, scoring for that move will commence. A second attempt will not receive a score.

6.2.3 After Viewing, each Judge will give preliminary scores for the jump for each compulsory sequence or judging criteria.

6.3 Speed Compulsory Routine Inter Freestyle

6.3.1 Speed Compulsory Rounds (*Inter Rounds 4 & 6*): Judges give a score for the team as follows:

6.3.2 Scoring Random: is a random which is correctly performed in the drawn order and which, apart from the first formation after exit, must be preceded by a correctly performed total separation. All Randoms and total separations must be clearly shown on video.

6.3.3 Each correctly performed Random will receive one (1) point within the allotted working time. Teams may continue scoring by continually repeating the drawn Randoms

6.3.4 Any incorrectly performed or non-judgeable Random will lead to a score of zero points *for that random*.

6.3.5 Failure to meet the requirement of total separation will lead to a deduction of one (1) point.

6.3.6 An omitted Random will lead to a deduction of two (2) points. An omission is one of the following:

- A random is missing from the drawn sequence
- No clear intent to build the correct Random is seen and another formation is presented and there is a clear advantage to the team resulting from this substitution.

6.3.7 The minimum number of points for this compulsory round is zero (0) points.

6.3.8 A majority of the Judges must agree on the evaluation of correct, incorrect or non-judgeable Randoms, of the total separation requirement and of an omission.

- 6.3.9** Calculation of the scores: all the scores for this compulsory round will be recalculated by means of the following formula: The total of scoring formations plus one (1) will be taken. This result will be raised to the power of four (4); of this result the natural logarithm will be taken and deducted by two (2). The mathematical formula is: $\text{MAX}(\text{LN}(\text{Number of points turned}+1)^4 - 2, 0)$ The formula means to take the maximum value, the result of the equation or the value 0. The result of this will be rounded to the first decimal place, as stated in 6.1.

Freely compulsory (speed) round score chart

Points	0	1	2	3	4	5	6	7	8	9	10
Score	0	0.55	2.04	3.1	3.92	4.59	5.16	5.65	6.09	6.47	6.82
Points	11	12	13	14	15	16	17	18	19	20	21
Score	7.14	7.44	7.71	7.97	8.2	8.43	8.64	8.84	9.02	9.2	9.38
Points	22	23	24	25	26						
Score	9.54	9.7	9.85	9.99	10.13						

- 6.4** For all events the score for each round (except the speed Compulsory Rounds Freeflying) is calculated as follows:
- **Compulsory Rounds:** the highest and lowest Judges' scores of each Compulsory Sequence will be discarded, and then the remaining three (3) scores will be averaged with no rounding applied. The average scores will be added, and the result will be divided by five (5), then rounded to the first decimal place.
 - **Free Rounds:** the scores for the technical criterion will be added, and the result will be divided by two (2) with no rounding applied. The scores for the presentation criterion will be added, and the result will be divided by three (3) with no rounding applied. These two results will be added, divided by two (2), then rounded to the first decimal place.
- 6.4.1. 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.
- 6.4.2. Total scores for the events are calculated by adding Team's official scores of all completed rounds.
- 6.4.3. The scores of all Judges must be collated immediately after the Judges have scored the jump for evaluation by the scoring section. The results of the collation will be checked by at least one Judge.
- 6.4.4. All scores for each Judge will be published.
- 6.4.5. If in the opinion of the Event Judge there is an unacceptable difference between any scores, the Judges may confer. After conferring, any Judge may change their score.

6.6 JUDGING RULES

- 6.6.1** The jumps shall be judged using the air-to-air video recording.
- 6.6.2** At least three, {and preferably five} Judges must evaluate each team's performance. This team should not be changed during a round unless deemed necessary by the Chief Judge. At a National Championship, the judging panel should have a majority of Judges who are Nationals-endorsed for Artistic events.
- 6.6.2.1** Compulsory Routines: all three (3) {or five} Judges will evaluate the routines.
- 6.6.2.2** Free Routines: If three (3) Judges are used, one (1) Judge will evaluate the technical criterion. Two (2) Judges will evaluate the presentation criterion.
If five Judges are used, two (2) Judges will evaluate the technical criterion.
Three (3) Judges will evaluate the presentation criterion.
- 6.6.2.3** *Inter Freeflying Compulsory Block Round: the average scores for each sequence will be added, and the result will be divided by four (4) and rounded to the first decimal place as described in 6.5.1.*
- 6.6.3** The Judges will watch each jump one time at normal speed. A second viewing is optional if requested by a Judge at the discretion of the Event judge.
- 6.6.4** The Judges will use the electronic scoring system to record the evaluation of the performance (if available). At the end of working time, freeze frame will be applied on each viewing, based on the timing taken from the first viewings 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.

6.6.5 The chronometer will be operated by the Judges or by (a) person(s) appointed by the Chief Judge, and will be started when a Team Member leaves the aircraft. At the end of working time, freeze frame of the image will be applied on each viewing, based on the timing taken from the first viewings only. If judges can not determine the start of 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.

6.7 TRAINING JUMP

6.7.1 Each Team in each event will be given the option of one (1) official training jump prior to the draw. The aircraft type and configuration plus the judging and scoring systems to be used in the competition will be used for the official training jump.

6.7.2 For the training jump, if the Team performs four (4) Compulsory Routines (for Inter Freeflying, five (5) randoms only may be used) as chosen by the Team, the jump will be evaluated by the Judges and the score will be displayed before the Team makes its first competition jump. (This is to allow the Team to assess the Judges' evaluation.)

6.7.3 For the training jump, if the Team performs a Free Routine, the jump will be evaluated and scored: for Freestyle Skydiving for the difficulty criteria only: for Freeflying for the technical criterion only. This score will be made available to the Team only.

ADDENDA A - D

- Addendum A1: Freestyle Skydiving Compulsory Sequences
- Addendum A2: Open Freeflying Compulsory Sequences
- Addendum A3: Inter Freeflying Compulsory Sequences
- Addendum B: Basic orientations, Body Positions and Definitions
- Addendum C: Difficulty
- Addendum D: Routine description

ADDENDUM – A1
FREESTYLE SKYDIVING COMPULSORY SEQUENCES
PERFORMANCE REQUIREMENTS & JUDGEMENT CRITERIA

- The order in which these Compulsory Routines can be performed is determined by the Team.
- The Team is requested to submit the order of the Compulsory Sequences at the start of the competition to the Chief Judge. (see para 5.2.3. and addendum D)
- Each Team must ensure that clothing and/or the camera do not hinder the ability for judges to clearly see the performance requirements being met. (e.g. if Judges cannot see straight arms and/or legs then they may assume that the Performer does not have straight arms and/or legs).
- Toes should be pointed.

FIRST COMPULSORY ROUND (ROUND 2)

FR-1. Cartwheel Sequence

Cartwheels:

- Start shall be from a straddle position in head-up orientation.
- Torso must be straight, without any bend at the waist.
- Head, shoulders and torso must be in line, facing the same direction throughout the Cartwheel (without any twist in the torso).
- Two complete 360° sideways rotations (in the same direction, without stopping) must be performed.
- The sequence must end in a straddle position in head-up orientation.

Camera requirements:

- The camera must stay on the same level and show the Performer from his/her front throughout the entire sequence.
- The camera must make a synchronised Barrel Roll with the Performer during the second Cartwheel, showing an image as if the Performer remains static with only the background moving.

FR-2. Double Eouzan with full barrel

Double Eouzan:

- Start shall be from a Daffy position in head-down orientation.
- Two back loops must be performed, the Daffy position must be maintained during the loops.
- Loops must be around a horizontal axis, without wobbling.
- Loops must be smooth.
- Torso must be straight and legs in line with the torso, without any bend at the waist.
- The sequence must end in a layout position in head-down orientation.

Camera requirements:

- Camera must show Performer from his/her side at the start of the sequence and must stay in place throughout the sequence.
- The camera must make a synchronised turn with the Performer during his/her second loop, showing an image as if the Performer remains static with only the background moving.
- The camera must be in the same horizontal axis as the Performer.
- The camera must maintain the same distance.

FR-3. Straddle Backstop (Cradle) Sequence

Back Layout Loop:

- Start shall be from a head-up orientation.
- One complete 360° back layout rotation must be performed.
- Torso must be straight and legs in line with the torso, without any bend at the waist.
- Loop must be about a horizontal axis, without tilting or changing the heading.
- Looping motion must be smooth.

Straddle Backstop:

- Torso must stop near horizontal (on the back) while legs continue rotating as the waist bends into a straddle pike position.
 - Legs stop their movement near the horizontal point, in the straddle pike position. (The stop is only momentary and does not have to be held.)
 - Legs must remain straight throughout the move.
 - Legs must be straddled apart, with at least a 90° angle between at the point where the torso stops rotating.
 - Body must remain symmetrical, without tilting, twisting or changing heading.
- Straddle Kip:
- After the legs have stopped moving backwards in the Straddle Backstop, they must reverse direction and start rotating forwards while the torso remains nearly stationary for an instant.
 - Legs may remain straddled apart as they rotate forwards, but must come back together as they arrive straight in line with the torso which is moving towards the head-up orientation.
 - Torso must remain symmetrical, without tilt, twist, or change in heading.
- Head-up end:
- The torso straightens and should end in a head-up orientation and in a layout position.

Camera requirements:

- Camera must show Performer from their side at the start of the sequence and should stay in place and on the same level with the Performer throughout the sequence.

FR-4. Carving Sequence

Carve:

- The body must be in a layout position in head-down orientation.
 - The Performer and Videographer must orbit 360° around an imaginary centre between them.
 - The Performer must maintain the layout position during the orbit.
- Camera requirements:
- At the start, camera must show the front of the Performer. (face to face)
 - The camera must show the image as if the Performer remains static with only the background moving.
 - The same distance and level between the Performer and Videographer must be maintained.
 - The camera must be on the same level with the Performer and show a portion of the ground within the video frame.

SECOND COMPULSORY ROUND (ROUND 5)

FR-5. Robin Spin Sequence

Back Tracking:

- The start must be from a layout position in a tracking, back-down orientation, with an angle that does not exceed 30°.
- The arms are straight (crucifix), with an angle of 90° in comparison with the torso.
- Torso must be straight and legs in line with the torso without any bend at the waist.
- Legs must be together. Robin Spin:
- A minimum of five (5) complete 360° rolls must be performed within five (5) seconds.
- During the rolls, the arms of the Performer must stay straddled, with an angle between 60° and 90° to the torso.
- During the rolls, the forearms can be bent. The arms are forming a propeller shape.
- The forearms must not be directly in front of, or directly behind the torso. (obscuring a part of it if the Performer is viewed from directly in front or behind.)
- The last spin ends in a tracking, back orientation, as at the start.

Camera requirements:

- Videographer must be in line with the body axis of the Performer (on the same level), showing the feet in the foreground.
- The same distance and level between Performer and Videographer must be maintained during the sequence.

FR-6. Full Eagle Trick Sequence

Full Eagle:

- The Performer is in a head-down orientation.
- 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 centre between them so that both end up in opposite positions than they originally started. The movement continues until both Performers end up in their relative starting positions.
- The Performer must perform a front tucked loop (trick) in the middle of the second part of the Eagle. (when the Performer is above the Videographer).
- The Full Eagle should be performed as one continuous movement.
- The same heading must be maintained during the Full Eagle.

Camera requirements:

- Camera must show Performer from their front during the whole sequence, with the exception of the full tucked loop.
- The same distance between Performer and Videographer must be maintained during the sequence.
- The same heading must be maintained during the Full Eagle.

FR-7. Head-down Loop Twist Sequence

Back Layout Loop:

- Start shall be from a layout position in head-down orientation.
- Three complete 360° back layout rotation must be performed.
- A full twist must be performed within and evenly executed throughout the second loop.
- 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.
- Looping motion must be smooth.
- The sequence must end in a layout position in a head-down orientation, in the same direction as the start.

Camera requirements:

- Camera must be on the same level with the Performer and show the Performer from his/her side at start of the sequence, should stay in place, and must show the same side of the Performer at the end of the sequence.

FR-8. Orbiting Compass

Compass position:

- A Compass position in head-up orientation must be demonstrated prior to starting the rotation and after completion of the rotation.

Compass turn:

- The Performer must make a 360° turn.
- Turn can be in either direction.
- Turning motion must be smooth.
- The body and legs must maintain the Compass position during the turn.

Camera requirements:

- At the start, camera must show a side of the Performer.
- Videographer must make a full 360° orbit around the Performer (without changing the distance during orbit).
- Camera Orbit must be in the same direction as the turning direction of the Performer, showing the image as if the Performer remains static with only the background moving.
- The camera must be slightly above the Performer throughout the entire sequence, in order to show some ground.

**ADDENDUM – A2
OPEN FREEFLYING COMPULSORY SEQUENCES
PERFORMANCE REQUIREMENTS & JUDGEMENT CRITERIA**

- The order in which these Compulsory Routines can be performed is determined by the Team.
- The Team is requested to submit the order of the Compulsory Sequences at the start of the competition to the Chief Judge. (see para 5.2.3. and addendum D)

FIRST COMPULSORY ROUND (ROUND 2)

FF-1. Synchronized Back Layouts

Both Performers are in head-up orientation, side by side, facing the same direction. Both Performers simultaneously perform a full back layout loop.

Without stopping, both performers simultaneously perform a full back layout loop half twist. The half twist must be performed within and evenly executed throughout the loop.

Looping motion must be smooth, around the same horizontal axis, without wobbling.

Both Performers end at the same time in head-up orientation facing the opposite direction as they started.

Camera must be in front of both Performers, on the same level and remain in place.

FF-2. Vertical Compressed Switch

One Performer is in head-up orientation, the other Performer in head-down orientation.

The right hand of each Performer must be on the right leg of the other Performer (or left hand on left leg)

Both Performers release their grip at the same time.

Both Performers simultaneously perform a half front loop. Both Performers retake their grip at the same time.

Camera must be in front of both Performers, on the same level and remain in place.

FF-3. Full reverse Eagle

One Performer is in head-up orientation, the other in head-down orientation.

The Performer in head-up orientation moves feet first under the other Performer in head-down orientation while performing half a back loop, maintaining visual contact with the other Performer. The Performer passes through the head-down orientation. The rotation continues and the Performer moves from the head-down orientation over the other Performer while performing half a back loop, maintaining visual contact with the other Performer. The other Performer (who started in head-down orientation) performs a front loop synchronous with the Performer.

Both Performers start and end in the same orientations as they started.

This whole rotation should be one continuous movement. Basically, a reverse eagle is an eagle performed feet first by the Performer who started in head-up orientation.

The camera must show the Performers from the side, on the same level.

FF-4. Double Joker Reverse

One Performer is in a head-up orientation, the other in a head-down orientation, facing each other. The hand-to-hand grip is taken and must be maintained during the whole sequence

The formation is rotated 180° over the top, until the head-up Performer is in a head-down orientation. This rotation must be continuous.

The Performers must end up on the opposite heading.

After this rotation (the stop in between is only momentary), the formation is rotated in the reverse direction, (180° over the top) until the Performers end up in the original heading.

The camera must show the Performers from the side.

The camera must rotate simultaneously with the Performers, showing an image as if the Performers remain static with only the background moving.

The camera must stay on level and maintain the same distance.

SECOND COMPULSORY ROUND (ROUND 5)

FF-5. Head-up Head-down Carve

One Performer is in head-down orientation, the other Performer is in head-up orientation, facing each other.

Both Performers start carving around an imaginary center between them. A minimum 360° rotation must be performed by the carving Performers. The carving orbits must be round (not elliptical).

The carving Performers must stay on level, maintain the same distance from each other and must keep facing each other during the move.

Camera must be carving around the imaginary center in the other direction as the Performers, maintaining the same level and distance.

A minimum 360° rotation must be performed by the camera, at the same speed as the Performers.

FF-6. Turning Totem

Both Performers are in 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.

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 turn 720° simultaneously. The turns can be in either direction. Both Performers must stay in the same axis during the turns, without wobbling.

Camera must show the front of both Performers at the start, on level with the head of the lower Performer and remain in place.

FF-7. Rock the Cradle

Both Performers are in a head-up orientation facing each other.

One Performer goes below the other (feet first), as the other Performer performs simultaneously half a front loop in place, so that both Performers end up facing each other in head-down orientation.

After a momentary stop in the head-down orientation, the Performer that initiated the feet first move, now moves below the other (head first), as the other Performer performs half a back loop simultaneously in place, so that both Performers end up facing each other in the same head-up orientation as they started. The Performers must maintain the same heading.

The distance between the Performers must remain the same during the sequence.

Camera must show the side of the Performers at the start, on the same level and remain in place.

FF-8. Cat Barrel Roll

Both Performers are in a flat orientation.

One Performer has grips on the lower legs of the other Performer, the right hand on the right lower leg and the left hand on the left lower leg.

Both Performers perform two (2) full barrel rolls simultaneously, along the same axis, maintaining the same heading.

The barrel rolls can be in either direction.

Camera must be in line with the body axes of the Performers showing a side of the Performers, on the same level and maintaining the same distance.

**ADDENDUM A3
INTERMEDIATE FREEFLYING COMPULSORY SEQUENCES
PERFORMANCE REQUIREMENTS & JUDGEMENT CRITERIA**

BODY

Grips can be taken and docks can be placed on specified body parts, as follows:

- Head: the part of the body above the neck.
- Shoulder: the upper part of the body between the neck and the upper arm.
- Torso: the body, including the shoulder, and parachute, but excluding the arms, legs, head and neck.
- Arm: the whole arm from the parachute harness, including upper arm, lower arm, wrist and hand. The shoulder is excluded.
- Upper arm: the part of the arm between the shoulder and the elbow.
- Lower arm: the part of the arm between the elbow and the wrist.
- Hand: the part of the arm past the wrist.
- Leg: the whole leg from the parachute harness, including the upper leg, knee, lower leg and foot.
- Upper leg: the part of the leg between the leg strap of the parachute harness and the knee.
- Lower leg: the part of the leg between the knee and the ankle.
- Foot: the part of the leg past the ankle.
- Sole: that part of the foot on which a person stands.

For the compulsory sequences, no grips are allowed on any part of the parachute harness.

For freeflying records, grips and docks are valid, if taken on the arm, the leg, the body or the head.

Randoms

FFI-1 Head up Knee Dock.

Both performers are in a head up orientation facing each other. One performer performs a soul-to-upper leg dock with both legs.

FFI-2 Hand to Foot Dock.

Both performers are faced off in a head up orientation. One performer takes a hand dock on the foot of the other performer. A right hand to left foot, or a left hand to right foot must be taken.

FFI-3 Forward Facing Dock.

Both performers are faced off in a head up orientation. Performers turn 90 degrees to face camera and take a hand-to-hand grip.

FFI-4 Off Set Dock.

Both performers are faced off in a head up orientation. Performers take a right hand or left hand dock.

FFI-5 Double Headup Leg Grip:

Both performers are head up facing each other. One performer takes a left hand to right lower leg grip and a right hand to left lower leg grip.

FFI-6 Totem:

Both performers are head up and facing each other. One performer performs a left foot sole dock to right shoulder and right foot sole dock to left shoulder of other performer, at the same time.

Camera Requirements:

Apart from FFI3, all randoms should be filmed from a side on angle to performers.

Blocks

FFI-A Head up Turn.

Both performers are faced off in head up orientation.

Both performers perform a 360-degree turn, in place, away from the other. (I.e. both performers turn left, or both performers turn right).

Turns should be synchronous and horizontal and vertical proximity maintained.

FFI-B Head up Helicopter Carve.

Both performers are faced off in a head up orientation.

One Performer begins a continuous turn on the spot. The other performer begins to carve around the first performer, maintaining an equal distance from the first performer.

Head levels should be the same.

A minimum turn of 720 degrees should be completed by the turning performer and a minimum 360-degree rotation should be completed by the carving performer.

FFI-C Back & Front Loop.

Both performers are faced off in a head up orientation.

One performer performs a 360-degree back loop, and one performer performs a 360-degree front loop.

Both moves should be synchronous with horizontal and vertical proximity maintained.

FFI-D Head up Carve.

Both performers are faced off in a head up orientation.

Both performers begin to turn around an imaginary centre point and stop when a 360 degree carve is complete,

Performers should remain on level and carve should be circular, i.e. Not elliptical.

FFI-E Ferris Wheel.

Both performers are faced off in a head up orientation.

One performer flies vertically over the top of the other.

Both performers do a 180-degree turn as one performer flies over the top so that performers are faced off in opposite slots.

This move is repeated where the other performer flies over the top, placing each performer in their original slots.

Camera requirements:

All block moves should be filmed from a side on angle to performers.

**ADDENDUM B
FREESTYLE SKYDIVING & FREEFLYING
BASIC ORIENTATIONS, BODY POSITIONS AND DEFINITIONS**

A. BODY POSITION

The body positions define the relationship of the limbs to the torso. This includes the angle of the legs relative to the torso and the amount of bend at the hips and waist, knees and ankles. The arms are left free to control the position. For description purposes on heading, torso means the front of the torso.

A-1. Layout Position

The torso is straight, with no bend at the waist (a slight arch is possible).
The legs are together.
The legs are straight, and in line with the torso.
The head is in line with the torso.

A-2. Stag Position

The torso is straight, with no bend at the waist.
One leg is straight and in line with the torso.
The other leg is bent forward at the hip and the knee is bent back to place the toe beside the knee of the straight leg. The bent leg is bent at least 90° at the knee.
The head is in line with the torso.

A-3. Straddle Position

The torso is straight, with no bend at the waist.
The legs are split apart, from side to side, with at least a 90° angle between them.
The legs are straight.
The head is in line with the torso.

A-4. Pike Position

The torso is bent forward at waist such that the angle between the torso and thighs is less than 90°.
The legs are together.
The legs are straight.

A-5. Straddle Pike Position

The torso is bent forward at the waist such that the angle between the torso and the thighs is less than 90°.
The legs are split apart, from side to side (in a Straddle), with at least a 90° angle between them.
The legs are straight.

A-6. Split (Daffy) Position

The torso is straight, with no bend at the waist.
The legs split apart from front and back, with at least a 90° angle between them.
The front leg is straight, the back leg as straight as possible.
The head is in line with the torso.

A-7. Tuck Position

The torso is bent forward at waist such that the angle between the torso and thighs is less than 90°.
The legs are bent at the knees, such that the angle between the upper and lower leg is less than 90°. The knees are not necessarily all the way up against the chest.
The legs are together.

A-8. Tee Position

The torso is straight, with no bend at the waist
One leg is extended in front of the torso, at 90° to the torso.
The other leg is straight in line with the torso.
The legs are straight.

A-9. Sit Position

The torso must be straight.
Both legs are bent at the hips and at the knees, at an angle of about 45°.
The lower legs must be parallel to the torso.
The toes are pointed (freestyle skydiving only).

A-10. Compass Position

Torso must be vertical and straight, with no bend at the waist.
One leg must be straight down.
The other leg is bent forward 90° at the hip, with the leg straight.
Either leg may be the forward leg.

B. ORIENTATIONS

There are six different basic orientations which a body can have to the relative wind or ground. These define which way the torso is oriented, and the orientation is the first way to categorize the poses.

B-1. Flat Orientation

The torso is horizontal, on its front, facing down towards the ground.

B-2. Back Down Orientation

The torso is horizontal, on its back, facing upwards towards the sky.

B-3. Sideways Orientation

The torso is horizontal, on its side, with either side facing towards the ground. The chest is facing the horizon.

B-4. Head up Orientation

The torso is vertical with the head up, towards the sky.

B-5. Head-Down Orientation

The torso is vertical with the head down, towards the ground.

B-6 Diagonal Orientation

Diagonal flying is any angle between 1° and 89°. For description purposes, the diagonal orientations are described in reference to the ground only when at terminal velocity. The angles can be classified into three (3) major groups.

- “Tracking” is horizontal movement with the torso predominantly horizontal with respect to the ground.
- “Flock” is horizontal movement with the torso predominantly vertical with respect to the ground.
- “Atmonauti” is horizontal movement with the torso at an angle between a Track and a Flock but preferred to be close to 45° with respect to the ground.

C. ROTATION AXES

Most moves involve some sort of rotational motion of the body. A total of five axes are required and sufficient to describe all possible rotational motions.

C-1. Earth/Wind Axes

There are two inertial axes which stay fixed with respect to the relative wind (or ground when at terminal velocity).

Vertical Axis

The vertical axis remains parallel to the relative wind, (pointing from the sky to the ground when at terminal velocity).

Horizontal Axis

The horizontal axis is any axis perpendicular (90°) to the relative wind, (pointing to the horizon when at terminal velocity). It may have any heading (pointing towards any desired point on the horizon)

C-2. Body Axes

There are three body axes which stay fixed with respect to the Performer's body.

Body Head-Toe Axis

The body head-toe axis is oriented lengthwise through the Performer's torso, pointing from head to toe.

Body Front-Back Axis

The body front-back axis is oriented forwards and backwards through the Performer's belly, pointing from front to back.

Body Left-Right Axis

The body left-right axis is oriented sideways through the Performer's hips, pointing from left to right.

D. BASIC ROTATIONAL ACTIONS

There are four basic rotational actions which form the basis for most moves.

D-1. Turns

Turns in general involve a rotation about the vertical axis such that the heading is changing. The body can be in any orientation while performing a turn.

D-2. Rolls

A roll is a rotation about the body head-toe axis when that axis is aligned with the horizontal axis.

D-3. Loops

A loop is a head-over-heels rotation around the horizontal axis, initiated about either the body left-right axis or the body front-back axis, when either of these axes are aligned with the horizontal axis. The body goes through a head up position and a head-down position during the course of the loop. A loop is considered complete when the head has travelled 360° around the horizontal axis from the point at which is started. A loop can start from any orientation. There are three kinds of loops. Note that loops are referred to by the direction in which the loop is initiated, since in the case of twisting loops, the direction in which the loop completes may be different from the direction at the start.

Back Loop

A back loop is a loop where the rotation is initiated about the body left-right axis with the torso rotating backwards.

Front Loop

A front loop is a loop where the rotation is initiated about the body left-right axis with the torso rotating forwards.

Side Loop

A side loop is a loop where the rotation is initiated about the body front-back axis with the torso rotating sideways.

D-4. Twist

A twist is a rotation about the body head-toe axis when combined with a loop. A single or full twist is defined to be a 360° rotation about the body head-toe axis. The amount of twist contained within a loop is the amount of twisting rotation completed after a 360° looping rotation has been performed, when measured from the point in the loop at which the twist was first initiated. Twists may be initiated at any position in the loop and in any direction.

E. DEFINITION BODY PARTS

The parachutists' body is defined in specified parts, as follows:

- head: the part of the body above the neck.
- shoulder: the upper part of the body between the neck and the upper arm.
- torso: the body, including the shoulder, and parachute, but excluding arms, legs, head and neck.
- arm: the whole arm from the parachute harness, including upper arm, lower arm, wrist and hand. (the shoulder is excluded).
- upper arm: the part of the arm between the shoulder and the elbow.
- lower arm: the part of the arm between the elbow and the wrist.
- hand: the part of the arm past the wrist.
- leg: the whole leg from the parachute harness, including the upper leg, knee, lower leg and foot.
- upper leg: the part of the leg between the leg strap of the parachute harness and the knee.
- lower leg: the part of the leg between the knee and the ankle.
- foot: the part of the leg past the ankle.
- sole: that part of the foot on which a person stands.

Grips can be taken and docks can be placed on these parts.

**ADDENDUM - C
FREESTYLE SKYDIVING & FREEFLYING
DIFFICULTY**

‘Difficulty’ is the combined result of several factors. Moves are classified from very easy to very difficult. The overall performance of the jumps (poses, moves and transitions) counts for difficulty.

In general difficulty factors are:

<u>Easy</u>	<u>Difficult</u>
Large support base	Small support base
Rotations on 1 axis	Rotations on >1 axis (in which use of 3 axes is more difficult than use of 2 axes)
Transitions between moves with the same axes	Transitions between moves with different axes
Little control	Highly Controlled
Single spins in loops	Multiple spins in loops
Single moves	Consecutive moves
Body position not kept during the movement	Ideal body position maintained throughout movement
No direction change	Reversal of direction
Poor synchronisation with Videographer	Moves synchronised with Videographer

According to this list of difficulty factors, the following are examples only of the grading:

Freeflying					
Manoeuvres	Very easy	Easy	Moderate	Difficult	Very difficult
Carving Head-down	In-facing	In-facing with direction change or spins	Taking grips out-facing	Out-facing	Out-facing with direction change, inclusion of spins/ tricks
Carving Head-up			In-facing	In-facing direction change or spins	Out-facing
Eagle Head-up or Head-down	Half	Full	Full with tricks spins Half reverse	Full reverse	Full reverse with tricks, spins
Eagle Head-up/head-up		Half	Full	Full with, tricks, spins	
Synchronized trick	Loop	Loops	Loops with half twists	Loops full twist	Loops with multiple twists
Tracking or angled flight	Side-by-side belly fly, background is still	Side-by-side back fly, background is still	Side-by-side belly or back fly, background is moving	Slot swapping/ rolls, background is moving	Cork screwing in sync with camera including tricks/ rolls/spins Feet first
Head-up & Head-down	Double spock Compress Totem Double joker Double grip vice-versa	Sole-to-sole Vertical compressed rotations Double grips Head Up	Double joker reverse Double sole-to-sole Head-to-Head	Head-to-head rotation Sole-to-sole rotation	
Flat Position	Cat Star Compressed	Brouette	Interlock (leg lock)		
Camera flying	Camera static Camera has obvious set up	Static spins (cartwheels)	Camera has continuous motion	Camera has non-linear set ups and continuous motion (move from one axis to another in carving motion) Direction switches	Camera shows elliptical orbits as well as circular orbits to showcase speed. Camera spins whilst maintaining directional movement

According to this list of difficulty factors, the following are examples only of the grading:

FREESTYLE SKYDIVING				
very easy	easy	moderate	difficult	very difficult
F/B tuck loop F/B LO loop	F/B LO 0.5 twist	F/B LO 1 twist Side LO 0.5 twist Side LO	F/B LO 1.5 twist Side LO 1 twist Consecutive full twists	F/B LO 2 or more twists Side LO 1.5 or more twists Consecutive double twists
Straddle Standup	Straddle headstand	Straddle headstand turn	Cartwheel, Swan (headstand with legs straight and together, with a straight body)	Swan spin, spin with legs at 90°
Flip through		Thomas Flair		
Symmetrical head-up poses (i.e. Standup, V-Seat, Straddle Seat, Sitfly)	Straddle Headstand, Daffy, Daffy switch, Daffy swivel, Daffy reverse	Compass switch, Compass swivel, Compass illusion, Compass inversion	Swan turn, Helix spin, Stag 1 twist, Helicopter	Blind carving with 360° inside the carve
Tee, Tee reverse, Tee switch, Tee swivel Pinwheel	Back down Tee, Propeller, Arabian	Stag kick turns, stag spin	Robin Spin	
		Pike backstop	Chele (continuous back loop, tuck position + at least one twist in each loop)	Double Chele (continuous back loop, tuck position + double twist in each loop)
	Half Eagle	Half Eagle + tricks, Full Eagle, Half Reverse Eagle	Half Reverse Eagle + tricks, Full Reverse Eagle, Full Eagle + tricks	Full Blind Eagle, Full Reverse Eagle with tricks

NOTE: no stops are allowed between (part of) twists or these parts will be valued as single twisting moves.

Over-under moves of the Performer and Videographer combined are at present known under different names. There is even difference in the names of these moves between the Freestyle Skydiving community and the Freeflying community. The Committee has chosen for the following set of names with the following criteria:

- It is assumed the video camera is mounted in a normal (e.g. not inverted) position. Therefore the Videographer also starts the over-under moves in a sit/standup position (Freestyle Skydiving). This because it is practically very difficult to incorporate the position of the Videographer according to the image of the screen between jumps.
- For description convenience all starting positions are with the Performer in a head up orientation. However, the moves can be started from any position and orientation.
- The “tricks” in the table are loops (layout, tucked or pikes) or barrels.

Full Eagle:

The Performer is in a head up orientation. The Performer tracks over the Videographer while performing half a front loop, maintaining visual contact with the video camera. The Performer passes through the head-down orientation. The rotation continues and the Performer tracks from the head-down orientation under the Videographer while performing half a front loop, again maintaining visual contact with the video camera. The Videographer performs a back loop synchronous with the Performer. The Performer and the Videographer end up in the same positions where they originally started. This whole rotation should be one continuous movement.

Half Eagle:

A 50% section of the Full Eagle, starting and stopping point undefined.

Full Reverse Eagle:

The Performer is in a head up orientation. The Performer moves feet first under the Videographer while performing half a back loop, maintaining visual contact with the video camera. The Performer passes through the head-down orientation. The rotation continues and the Performer moves from the head-down orientation over the Videographer while performing half a back loop, again maintaining visual contact with the video camera. The Videographer performs a front loop synchronous with the Performer. The Performer and the Videographer end up in the same positions where they originally started. This whole rotation should be one continuous movement.

Basically, a reverse eagle is an eagle performed feet first by the Performer.

Half Reverse Eagle:

A 50% section of the Full Eagle, starting and stopping point undefined.

Switch:

A simultaneous change of the legs of the leg position (left to right, front to back, up to down) while maintaining the same body position and orientation.

Swivel:

A transition between similar positions, but on opposite legs, while keeping the legs in approximately the same place. For example, a daffy swivel might start in a right daffy (right leg forward), and then you twist your upper body 180° over your legs, such that you end up in a left daffy, facing 180° away from where you started.

Illusion:

An upward transition where only the orientation changes while maintaining the same body position. (for example from a tee to a compass, while holding the legs in place and rotating the torso over the legs).

Inversion:

A downward transition where only the orientation changes while maintaining the same body position (for example from a compass to a tee, while holding the legs in place and rotating the torso over the legs).

