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UNITED STATES PARACHUTE ASSOCIATION®



# METRIC AND STANDARD EQUIVALENTS FOR THE SKYDIVER'S COMPETITION MANUAL

STANDARD	METRIC	STANDARD	METRIC
<b><u>SPEEDS</u></b>		110 cm . . . . .	.43.31 inches
2.236 miles per hour . . . . .	.1 meter per second	1 meter . . . . .	.3.28 feet
4.47 mph . . . . .	.2 m/s	4 m . . . . .	.13.12 feet
13.42 mph . . . . .	.6 m/s	25 m . . . . .	.82.02 feet
15.65 mph . . . . .	.7 m/s	<b><u>ALTITUDES</u></b>	
17.89 mph . . . . .	.8 m/s	94 m . . . . .	.300 feet
20.13 mph . . . . .	.9 m/s	312 m . . . . .	.1,000 feet
24.60 mph . . . . .	.11 m/s	717 m . . . . .	.2,300 feet
<b><u>DISTANCES</u></b>		779 m . . . . .	.2,500 feet
1 centimeter . . . . .	.0.39 inches	935 m . . . . .	.3,000 feet
3 cm . . . . .	.1.18 inches	1,870 m . . . . .	.6,000 feet
5 cm . . . . .	.1.97 inches	2,182 m . . . . .	.7,000 feet
15 cm . . . . .	.5.91 inches	2,276 m . . . . .	.7,300 feet
16 cm . . . . .	.6.30 inches	3,429 m . . . . .	.11,000 feet
50 cm . . . . .	.19.69 inches	3,741 m . . . . .	.12,000 feet
60 cm . . . . .	.23.62 inches	4,052 m . . . . .	.13,000 feet

<u>METRIC ALTITUDES</u>	<u>ACTUAL</u>	<u>FOR U.S. COMPETITION PURPOSES</u>
400 m . . . . .	1,283 feet . . . . .	.1,300 feet
700 m . . . . .	2,246 feet . . . . .	.2,500 feet
1,050 m . . . . .	3,368 feet . . . . .	.3,500 feet
1,200 m . . . . .	3,850 feet . . . . .	.4,000 feet
2,100 m . . . . .	6,737 feet . . . . .	.7,000 feet
2,150 m . . . . .	6,897 feet . . . . .	.7,000 feet
2,200 m . . . . .	7,058 feet . . . . .	.7,300 feet
3,500 m . . . . .	11,229 feet . . . . .	.11,500 feet



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# INTRODUCTION

## PURPOSE

- A. The Skydiver's Competition Manual (SCM) provides rules for national competition, including the selection and conduct of national skydiving events.
- B. It also provides direction on the judge training and certification program, selection and conduct of U.S. Teams, world records, representation of U.S. interests in competition, judging, and world records to the IPC, as well as sanctioning and conducting international skydiving events.

## SCOPE

- A. This manual includes rules and procedures by which the following competitions are conducted:
  1. Formation Skydiving
  2. Freefall Style
  3. Accuracy Landing
  4. Sport Accuracy
  5. Canopy Formation
  6. Freeflying
  7. Freestyle Skydiving
  8. Skysurfing
  9. Para-Ski
  10. National Collegiate Skydiving Championships
- B. Reference is made to the Federation Aeronautique International/International Parachuting Commission's (FAI/IPC) Sporting Code (General Section and Section 5), which serves as a supporting document to this Manual.

## APPLICABILITY

- A. As the sole organization responsible for skydiving competition and records in the United States in accordance with an agreement with the National Aeronautic Association (NAA), USPA is responsible for promoting and conducting competition events.

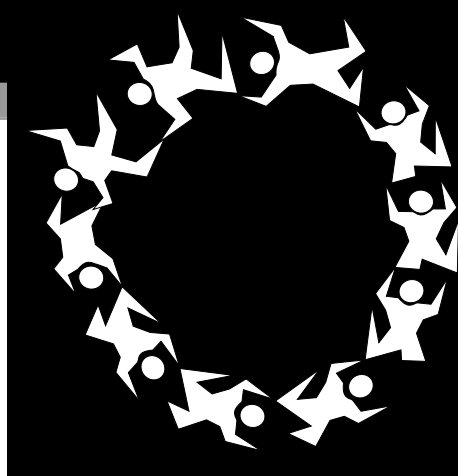
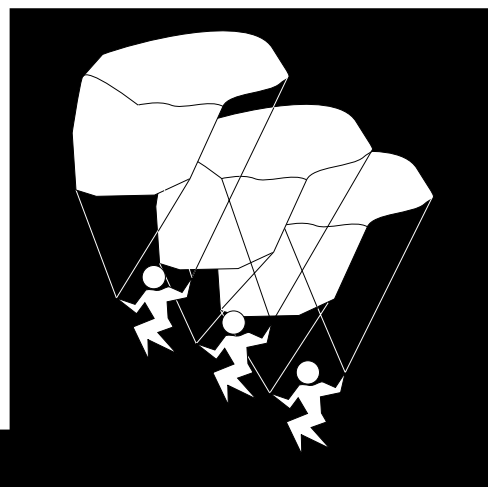
- B. It is USPA's responsibility to monitor, gather facts and report world records established by the United States through the NAA to the FAI/IPC.
- C. USPA is responsible for selecting a delegation to participate in all meetings conducted by the FAI/IPC and serves as the representative of the U.S. skydiving community to the international body.
- D. Responsibility:
  1. It is the responsibility of the Competition Committee of the USPA Board of Directors to maintain and edit this manual.
  2. The USPA Board of Directors must approve all changes, except those relegated to the Executive Director to ensure quality control and policy consistency (see USPA Governance Manual).

## CHANGES

- A. The SCM from time to time requires updating.
- B. Although USPA may provide periodic updates to those who have purchased the manual or downloaded it from the USPA web site, it is the responsibility of SCM holders to ensure their version is current.
- C. New copies and updates may be purchased from the USPA Store (703) 836-3495; fax: 836-2843; or through the internet ([www.uspa.org](http://www.uspa.org)).
- D. Those in possession of an SCM are encouraged to contact the Director of Competition or the Chair of the Competition Committee with comments or recommended changes to this Manual.



*U.S. National Championships  
General Competition Rules*



*Section 1*



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# 1-1: U.S. NATIONAL CHAMPIONSHIPS

## GENERAL COMPETITION RULES

### 1-1.1: PURPOSE AND OBJECTIVES

- A. To establish the U.S. National Skydiving Championships in the following disciplines: Canopy Formation (CF), Freefall Style & Accuracy Landing (S&A), Sport Accuracy (SA), Freestyle Skydiving (FR), Formation Skydiving (FS), Freeflying (FF), Skysurfing (SK), Para-Ski, and National Collegiate Parachuting.
- B. To recognize and honor U.S. National Skydiving Open Champions of Canopy Formation, Freefall Style & Accuracy Landing, Sport Accuracy, Freestyle Skydiving, Formation Skydiving, Freeflying, Skysurfing, Para-Ski, and National Collegiate Parachuting.
- C. To recognize and honor Intermediate and Advanced Class U.S. National Skydiving Champions in Freefall Style & Accuracy Landing, Freestyle Skydiving, Formation Skydiving, Freeflying, Skysurfing, Para-Ski, and National Collegiate Parachuting; and Ultra Class Champion in Sport Accuracy.
- D. To select from the Open Classes of the U.S. National Skydiving Championships final standings the best competitors in the United States to form representative U.S. Teams from the appropriate disciplines for participation in selected international competitions.

### 1-1.2: DATES, LOCATIONS, FEES

- A. The U.S. National Skydiving Championships will be held at a date and location determined by the USPA Board of Directors or by an authority delegated by them.
- B. Costs (as per the letter of agreement) will be advertised at least four months before the competition and will separately define meet registration fees, event registration fees, and cost per jump.
- C. For all USPA-sanctioned competitions, the cost of travel, food, lodging, and practice jumps will be borne by the competitors.
- D. Registration

- 1. Registration will commence and terminate at a date specified before the start of events for each competitive discipline.
- 2. Once registration is closed, no other competitors will be allowed to register for the event.
- E. Refund Policy: Meet hosts will list the price of practice and competition jumps separately from meet and event registration fees. Competitors will be refunded within 30 days of the meet the price of any scheduled competition jumps that are not made.

### 1-1.3: MANAGEMENT OF COMPETITION

- A. Meet Director
  - 1. The Meet Director for the U.S. National Skydiving Championships will be selected by the Competition Committee.
  - 2. The Meet Director may delegate administrative duties and authority to others but may not relieve himself or herself of the responsibility of conducting the meet according to all applicable competition rules.
  - 3. Duties of the Meet Director include—
    - a. directing all activities relating to the conduct of the competition
    - b. deferring to the jury all matters pertaining to rules interpretation
    - c. ensuring that all decisions reached by the jury are followed, knowing that the Meet Director cannot overrule the jury except in matters pertaining to safety
    - d. sending an after-action report to the Controller within 30 days of the completion of the competition
- B. Chief Judge
  - 1. The Chief Judge will be selected by the Meet Director from a current list of judges as provided by the USPA Competition Committee with confirmation by the Chair of the Competition Committee.
  - 2. The Chief Judge will select the judging staff.
    - a. The minimum number of judges required for a specific discipline is specified in the

applicable section of the Skydiver's Competition Manual.

- b. All judges must be USPA-rated National or International judges.

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

**C. Controller**

- 1. The Chair of the Competition Committee will appoint a Controller to represent USPA during the event to ensure the competition is conducted in accordance with the USPA National Championships Letter Agreement, USPA BSRs, and all applicable competition rules.
- 2. The Controller should be a member of the Competition Committee or the Headquarters staff.
  - a. If neither are available, another member of the Board or Headquarters should be appointed.
  - b. USPA will pay for travel to and from the event, and the event host will pay room and board during the event.
- 3. The duties of the Controller, commencing upon appointment, include—
  - a. acting as president of the jury
  - b. ensuring that the event host follows the terms of the meet agreement and all applicable competition rules
  - c. physically inspecting the competition site at a suitable time during the preparation thereof
  - d. reporting to the jury the state of organization before the jury gives its approval to start the competition
  - e. ensuring that a USPA Safety & Training Advisor is present during the competition or assuming those duties if no local S&TA is present
  - f. liaising with the event host and Meet Director during the competition to ensure adherence to the program of competition, including the conduct of the banquet awards ceremony
  - g. confirming that the registration fee and cost per jump is as presented in the event host's proposal
  - h. establishing the number of participants who pay the sanction fee

- i. verifying and facilitating the payment of travel and per diem expenses to those due payment

**D. Jury**

- 1. The Jury President will convene a Jury at the U.S. National Skydiving Championships.
- 2. The maximum number of jury members is five and the minimum is three.
- 3. At least three jury members (a quorum) will be physically present and officially convened to perform its duties which include:
  - a. approving the start of competition
  - b. ensuring fair, just, and equitable conduct of the competition and ensuring that all applicable competition rules are followed
  - c. evaluating petitions for rule interpretation
  - d. hearing protest appeals

- E. Local transportation for all staff members, including Meet Director, judges, and the controller, will be provided by the meet host.

**1-1.4: QUALIFICATION REQUIREMENTS**

- A. To compete at a U.S. National Skydiving Championships and be eligible for nationals medals and U.S. Team qualification, competitors must—
  - 1. Be a U.S. citizen or comply with paragraph B below
  - 2. Be a current USPA member
  - 3. Be at least 18 years of age
  - 4. Hold a currently valid USPA/FAI license for the appropriate discipline and event as follows:
    - a. Freefall Style & Accuracy Landing:
      - (1) Intermediate Class ..C License
      - (2) Open Class .....D License
    - b. Para-Ski:
      - (1) Intermediate Class ..C License
      - (2) Open Class .....D License
    - c. Canopy Formation: D License
    - d. Formation Skydiving
      - (1) Intermediate and Advanced Classes .....C License
      - (2) Open Class .....D License
    - e. Freeflying, Freestyle Skydiving, and Skysurfing: D License
    - f. Sport Accuracy
      - (1) Open Class .....D License
      - (2) Ultra Class.....D License and 1,000 jumps

- B. Competitors who are not U.S. citizens must have been U.S. residents for at least two consecutive years prior to entering the U.S. National Championships, and hold one of the following:
1. U.S. Immigration/Naturalization card (INS Form I-551)
  2. U.S. Immigration/Naturalization card (INS Form I-688B).
- C. Guest competitors may compete at U.S. National Skydiving Championships at the discretion of the Meet Director and at their own expense.
- D. Guest competitors and any competitor who has either competed in any other country's national championships (other than a U.S. citizen jumping at another country's nationals as a guest competitor) or represented any other country at an FAI-sanctioned World Cup or Championships in any competitive category in the three-year period immediately prior to entering the U.S. National Championships are not eligible to receive a U.S. Nationals medal or to serve as U.S. Team members.
- E. Meet management has the right to require documentation to substantiate the above.
- F. To compete, all competitors must register.
- G. Registration by a competitor is an implicit agreement to abide by these rules and the pronouncements made by meet management.
- H. Rules for Exigencies
1. Meet management has the authority to impose regulations which may become necessary due to unforeseeable exigencies.
  2. Competitors have the right to expect that such regulations will be commensurate with fair and impartial conduct of the meet and will not alter the spirit of these rules.
- I. Spirit of the Rules
1. For any controversy during the competition which is not precisely described in these rules, the spirit of the rules will be applied to settle the matter.
  2. "Spirit of the rules" is defined as a fair and equitable opportunity for individuals or teams to demonstrate their skill in competition.
  3. It is the responsibility of the individual or team to plan strategy and to execute the appropriate skills in a manner which does not violate the rules.

#### **1-1.5: DUTIES AND CONDUCT OF PARTICIPANTS**

- A. Competitors and officials must comply with these rules throughout the competition.
- B. Lack of knowledge regarding any subsection of these rules will not be grounds for protest or appeal of any judgment made by the judges or Meet Director.
- C. Competitors and officials must honor the basic rules of good behavior and sportsmanlike conduct, follow the official schedules, attend scheduled activities on time with proper equipment, obey the officials, and respect the established order of jumping.
- D. Safety Rules
1. USPA Basic Safety Requirements and any special safety rules must be followed at all times.
  2. The Meet Director may ground or expel (without refund of fees) an individual or entire team from one or all events for violating these safety rules.
- E. Failure to observe the code of behavior, during or out of competition or willful disobedience of signals or orders from meet officials may be grounds for disqualification of a competitor from a jump, an event, or the meet without refund of fees.
- J. USPA and/or the sponsors of USPA-sanctioned competitions are not responsible for accidents, or injuries, or casualties to competitors or loss of their equipment or possessions.
- K. Legal responsibility waivers will be signed by competitors during registration.
- L. If the jumps are made in conditions which are evidently within the limits of the competition rules, though some of the technical conditions stated in the rules are not strictly complied with, there are no grounds for a rejump.

#### **1-1.6: TECHNICAL CONDITIONS**

- A. All practice jumps made at a U.S. National Skydiving Championships site will be made only from aircraft under control of the meet director and at his or her discretion.

- B. Once an event begins, no competitor in that event will be permitted training or fun jumps.
1. A team or individual may jump when weather permits jumping but not judging (determined by the Meet Director).
  2. If a team or individual so decides, the jump will not be scored and they will not be eligible to receive a medal in that event.
  3. Violations of this rule will warrant disbarment from further competition.
- C. Non-team videographers are permitted to accompany competitors with prior permission of meet management.
1. In competition, a videographer may jump with and film any team, but is not allowed to engage in aerial contact with any team.
  2. Freefall videographer's jumps during the championships are not considered training or fun jumps.
- D. After the close of registration and before the start of competition, meet management will conduct a briefing.
- E. Jump Order
1. Before starting the first round of each event, the Meet Director will publicly draw jump order numbers for each team or individual competitor.
  2. Teams or individuals will compete in this order unless the event rules specifically state otherwise.
- F. Jump Notification
1. Teams or individuals will be alerted at least 15 minutes before boarding the aircraft.
    - a. This will be their first call.
    - b. Teams will also be given a second and final call five minutes before they must board the aircraft.
  2. If a team or individual does not arrive in time for boarding, they will be scored as having made the jump and assessed the maximum penalty.
  3. 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 rejets and the first jump of the day.
  4. For competitors in Freeflying, Freestyle Skydiving, and Skysurfing who have entered in two or more events, the minimum allowed time from arriving at the competition site to the first call for the next jump, except for rejets and the first jump of the day, is 30 minutes.
- G. Change or Interruption of Events
1. If a round in an event is interrupted for any reason, the round will be completed at the earliest opportunity.
  2. In order to ensure completion or if the weather requires it, the Meet Director may run two events simultaneously.
- H. Ground-to-Air Communication
1. There will be ground-to-air radio communication.
  2. Emergency and No-Jump Signals will be confirmed by radio.
- I. Jumping may continue if there is, in the Meet Director's opinion, sufficient light for a safe and fair competition.
- J. Competitor Refusal to Jump
1. Competitors may refuse, at their own expense, to jump for reasons which violate good safety practices (e.g., clouds, aircraft, lack of oxygen, excessive cold, jump run inequality, high winds, premature pack opening, high-G jump runs).
  2. They must ride the aircraft down unless ordered by the pilot to exit in emergencies.
  3. If a competitor exits the aircraft, the jump becomes official and will be scored.
  4. The judges may assess the maximum penalty for the round if the reasons for refusal to jump are not considered pertinent.
- K. The Meet Director is responsible for providing a wind speed measuring device capable of displaying wind velocity in meters per second.
- L. Official Notices
1. A meet announcement board (or "DZ TV") where an official clock is visible and official announcements including event holds, releases, scores, and protest results are posted must be present.
  2. Such announcements, and especially scores, become officially posted when placed on such an announcement board for permanent, continuous public display.
- M. Competitor Jump Limits

1. The maximum number of competition jumps in all events or disciplines allowed per day per competitor or team will be limited to six, unless the team or competitor agrees to make more.
2. This rule does not apply in the case of tie-breaking jumps.
3. For Freeflying, Freestyle Skydiving, and Skysurfing competitors who have entered in two or more events, the maximum number of jumps is eight.

3. An individual competitor or team captain may request a second pass if aircraft speed or altitude is suspect (not within specified limits at time of intended exit).

**C. Aircraft Pass Limits**

1. No more than two aircraft passes over the target per competitor or team will be permitted for any jump.
2. A team or competitor who does not exit on the second pass will be considered to have made the jump and scored the maximum penalty. except—
  - a. when the pilot or Chief Judge authorized another run because of unusual circumstances
  - b. when it is apparent that a competitor or team exhibited good safety practices or common sense in making additional passes.

**1-1.7: EQUIPMENT AND CLOTHING**

- A. Each competitor is responsible for outfitting himself or herself with safe and acceptable gear, normal allied equipment and clothing necessary for the performance required in each competitive discipline.
- B. Air items must meet all current FAA and USPA regulations and standards.
- C. All skydiving gear must be inspected and approved before competition by the equipment inspector.
- D. AADs
  1. Automatic activation devices (AADs) may be used as safety devices only and must be declared during equipment inspection.
  2. Accidental activation of AADs will not be grounds for a rejump.
- E. Controversy concerning competitor's equipment suitability will be settled by the Meet Director, whose decision will be final.

**1-1.9: WEATHER**

For all competitive disciplines, any weather limitations affecting the competition are explicitly defined in the section of the Skydiver's Competition Manual governing that discipline.

**1-1.10: PROTESTS**

- A. If a competitor or team believes a rejump is deserved but has not been awarded, the competitor or team captain may file a written protest with the Chief Judge.
- B. A protest regarding a completed or attempted jump must be filed within one hour from posting the original score and must be prior to submitting a written appeal to the jury.
- C. Appropriate fees must accompany protests as follows:
 

Individual Competitor	..	\$15
4-Way Team	.....	\$60/team
8-Way Team	.....	\$120/team
10-Way Team	.....	\$150/team
16-Way Team	.....	\$240/team
Freeflying	.....	\$45/team
Freestyle Skydiving	.....	\$30/team
Skysurfing	.....	\$30/team

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

**1-1.8: AIRCRAFT**

- A. The type of aircraft used for each event in each discipline will be as advertised before the competition.
- B. The airspeed at time of exit for each event in each discipline will be as specified in the rules governing that discipline.
  1. It is the pilot's responsibility to maintain airspeed and altitude within the limits of manifold pressure, rpm, etc., set by the Chief Pilot or Meet Director to assure equal conditions for all teams and individuals on exit from all aircraft.
  2. It is the responsibility of the individual competitor or team captain to confirm airspeed and altitude.

- 2. Kept fees will be donated to the U.S. Team Trust Fund in the name of the protesting individual or team when possible.
- D. The written protest must contain a description of the situation, reasons for protest, names of pertinent witnesses, and the availability of the witnesses to provide information if called by the judges.
- E. A protest must not be based on the judges' decision but on underlying principles and/or interpretation of the rules.
- F. The Chief Judge will not act on any protest simply because the competitor or team is dissatisfied with the judges' decision regarding a competitor's or team's performance.
- G. Procedures
  - 1. The Chief Judge will convene a hearing with all judges and parties present during and aware of the protested incident to discuss pertinent information.
  - 2. When the Chief Judge feels that the hearing has been handled judiciously, the judges will privately discuss the protest and a ballot will be taken.
  - 3. Each principal judge who had originally scored the incident will have one vote.
- H. The Chief Judge will inform the competitor or team of the protest decision by public written posting, noting the competitor or team number, event, round, and disposition of the protest.

**1-1.11: APPEALS**

- A. If a protester is not satisfied with the judges' decision, he or she may file a written appeal to the jury.
- B. An appeal must be submitted to the Jury President within two hours after posting of the denied protest.
- C. Appropriate fees must accompany appeals as follows:
  - Individual Competitor . . . \$15/individual
  - 4-Way Team . . . . . \$60/team
  - 8-Way Team . . . . . \$120/team
  - 10-Way Team . . . . . \$150/team
  - 16-Way Team . . . . . \$240/team
  - Freeflying . . . . . \$45/team
  - Freestyle Skydiving . . . . . \$30/team

Skysurfing . . . . . \$30/team

- 1. If a decision regarding the appeal is granted in favor of the competitor or team, all accumulated fees will be refunded.
- 2. Kept fees will be donated to the U.S. Team Trust Fund in the name of the protesting individual or team when possible.
- D. Allowable Appeals
  - 1. An appeal contesting the judges' decision on a protest must be based on underlying principles or interpretation of the rules.
  - 2. The Jury President may not act on any appeal simply because the competitor or team is dissatisfied with the judges' decision regarding a competitor's or team's performance.
- E. Any decisions or rulings rendered by the jury will be final and without appeal to any other parties

**1-1.12: REJUMPS**

- A. Any principal judge observing a circumstance which obviously merits a rejump for a competitor or team will so inform the chief judge.
  - 1. The competitor or team will be immediately informed of an awarded rejump after a favorable decision by the appropriate judges.
  - 2. Individual competitors or teams may refuse a rejump and take the original score.
  - 3. Officially awarded reumps, if not declined, must be made as soon as possible after the incident causing the rejump.
- B. The cost of all officially awarded reumps will be borne by the competitor or the team.
- C. Excessive wind speed during a jump is not grounds for a rejump, except in the Accuracy Landing event.
- D. Specific conditions or situations warranting reumps will be described in the section of the Skydiver's Competition Manual governing the competitive discipline.

**1-1.13: COMPLETION OF THE COMPETITION**

- A. Should circumstances require, the Meet Director may employ an elimination cut to ensure completion of a valid championships.
- B. Minimum requirements for a valid event or championships are enforced according to the section

of the Skydiver's Competition Manual governing each discipline.

- C. No U.S. National Skydiving Championships may be considered as a complete and valid meet until all score sheets have been sent in acceptable format to USPA Headquarters.
- D. Submission of score sheets and pertinent data must be completed not later than ten calendar days after completion of the meet.

#### **1-1.14: CLASSIFICATION OF FINAL RESULTS**

Classification of final results for each competitive discipline is described in the appropriate section of the governing Skydiver's Competition Manual.

#### **1-1.15: RECOGNITION OF WINNERS**

- A. For all USPA competitive disciplines, appropriate medals or other suitable recognition are presented annually for places first through third to each individual titlist in the individual events and each team member in the team events.
- B. All team members receiving medals must be at the competition site during all competitive rounds through which their team qualified for its title.
- C. Guest competitors invited by USPA may be awarded separate awards.

# 1-2: COMPETITION JURY

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

## 1-2.1: OPERATION OF THE JURY

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

## 1-2.2: DECISION PROCESS

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

## 1-2.3: PROCEDURES

- A. Petitions must follow the format of the USPA Form, "Petition to Judges or Jury," contained in the Skydiver's Competition Manual, stating the rule or rules to be considered.
- B. Jumping should not be discontinued pending a jury decision unless absolutely necessary.
- C. The Jury President reads the petitions or appeals and make sure that they are fully understood by all jury members.

- 1. He or she invites the person submitting the petition to add any explanation or information needed to clarify his or her petition to the jury.
- 2. The President will then query the appropriate individual, the person submitting the petition, and any others designated as witnesses.

D. When the person submitting the petition and all other parties have been heard, the President asks the jury if they require further information.

E. The President instructs all jury members not to express, orally or otherwise, a personal opinion and will not permit any discussions to take place in the presence of the parties concerned.

- 1. The jury, in closed session, discusses questions pertinent to the specific issues.
- 2. Parties concerned may be called or recalled to provide relevant information to the jury.

F. When the President decides that the jury has discussed the issues sufficiently, he or she calls for a ballot to determine the outcome of the petition.

G. Results of the ballot are revealed to the parties concerned as soon as practical.

- 1. Jury decisions must be in writing giving the reasons for the finding.
- 2. The original petition and jury decision are to be posted on the bulletin board.

## 1-2.4: CERTIFICATION OF CHAMPIONSHIPS RESULTS

At the conclusion of the championships, the jury meets to review the judge's performance, the manner in which the meet has been organized, and to officially certify the results.

## 1-2.5: AMENDMENTS TO THIS SECTION

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

# 1-3: PETITION TO JUDGE OR JURY FOR NATIONAL CHAMPIONSHIPS

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REJUMPS, MAKE-UP JUMPS, REQUESTS AND APPEALS

Name of Competitor or Team: \_\_\_\_\_

Competition Number: \_\_\_\_\_ Event: \_\_\_\_\_ Round: \_\_\_\_\_

Date: \_\_\_\_\_ Time of Incident: \_\_\_\_\_

- Make-up Jump
- Request to Judges
- Rejump
- Petition for Rule Interpretation
- Appeal (to Jury)

The Judges may reconsider their decision and interpret the rules. The Jury may only interpret the rules.  
The Jury will accept appeals concerning only Sections 1 through 9 of the Skydiver's Competition Manual.

Rule in question: \_\_\_\_\_

Facts of the case:

Arguments (use reverse side if necessary):

Signature of competitor, team captain or meet official: \_\_\_\_\_



*U.S. National Freefall Style & Accuracy  
Landing Championships Competition Rules*



*Section 2*



UNITED STATES PARACHUTE ASSOCIATION<sup>®</sup>

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## 2-1: U.S. NATIONAL FREEFALL STYLE & ACCURACY LANDING CHAMPIONSHIPS COMPETITION RULES

### 2-1.1: PURPOSE AND OBJECTIVES

- A. Objective of the Discipline
1. Accuracy Landing consists of competitors under parachute aiming to land on or as closely as possible to the center of a target.
  2. Freefall Style consists of competitors performing a prescribed sequence of maneuvers in freefall as correctly and as fast as possible.
- B. The discipline will include the following events:
1. Team Accuracy Landing
  2. Individual Accuracy Landing
    - a. Men's Open
    - b. Women's Open
    - c. Intermediate
  3. Freefall Style
    - a. Men's Open
    - b. Women's Open
    - c. Intermediate
- C. A minimum number of rounds (specified in this Section) must be completed to determine individual's placing and declare winners in any one event.
- b. No substitutes to the composition of a team are permitted for any reason after competition begins.
- B. Order of Jumping
1. Individual Accuracy Landing:
    - a. Meet management may manifest competitors jumping without a team prior to or after team accuracy jumps.
    - b. Rounds nine and ten of Individual Accuracy are made individually in reverse order of standing.
  2. Team Accuracy:
    - a. Jumps will be made for eight rounds, weather permitting.
    - b. Commencing the second day of Team Accuracy, the next complete rounds will be jumped in reverse order of standing.
    - c. If the ceiling drops below 2,800 feet, the round is interrupted and accuracy may resume with the start of the next round making individual jumps.
    - d. Any round started with Individual Accuracy Landing jumps must be completed by the same method or rejumped in entirety.
  3. Meet management may manifest men and women separately.
  4. The Meet Director may alter the above format only if bad or forecasted bad weather dictates or any unforeseen circumstances arise.
  5. The Meet Director may not violate the spirit of the rules simply to accelerate the completion of the rounds or the competition.

### 2-1.2: RULES SPECIFIC TO ACCURACY

- A. Event Descriptions
1. Individual Accuracy Landing (open and intermediate):
    - a. Each round consists of individual competitors guiding their canopies to a precision landing on an Automatic Measuring Device (AMD) with a three-centimeter-diameter dead-center target.
    - b. Individual competitors are not required to compete in Team Accuracy.
  2. Team Accuracy: Each round consists of a team of four competitors making sequential precision approaches as described in Individual Accuracy Landing.
    - a. Normally, the Accuracy Landing competition is conducted in a team format for the first eight rounds and then individually in reverse order of standing for rounds nine and ten.
- C. Wind Drift Indicators (WDI):
1. Before starting the accuracy event or if jumping has been interrupted for 30 minutes or more, a WDI is dropped from 2,500 feet over the drop zone by a judge or non-competing, experienced skydiver.
  2. The WDI landing point is marked by a signal panel or on an aerial photo of the area or indicated in the best available method to all competitors.

3. Additional WDIs are dropped if the Chief Judge, consulting with other principal judges, decides that altered wind conditions render the proper opening point uncertain.
  4. Observation of a WDI or canopies successfully landing in the target area or uninterrupted continuity of the accuracy event are sufficient data to evaluate the proper opening point, and no protests will be allowed for lack of this knowledge.
- D. Exit Altitude
1. Individual Accuracy Landing: Each jump is made from 2,500 feet, which the Meet Director may lower by as much as 300 feet to negotiate weather.
  2. Team Accuracy:
    - a. Each jump is made from 3,500 feet, which the Meet Director may lower to 2,800 feet for the whole round to negotiate weather.
    - b. The team must jump from the same aircraft during the same passage of the aircraft over the target.
- E. Exit Procedures: Each competitor or team is personally responsible for selecting a proper exit point.
- F. Number of Rounds
1. Individual Accuracy Landing: The minimum number of rounds to constitute a meet is six, and the maximum (scheduled) number is ten.
  2. Team accuracy: The minimum number of rounds to constitute a meet is six, and the maximum (scheduled) number of rounds is eight.
- G. Wind Speed and Direction
1. Observation of wind speed and direction will be made at the discretion of the event judge until such time as winds exceed three meters per second (m/s).
  2. When the wind speed on the ground is greater than three m/s, the wind speed will be monitored constantly and documented at an interval of no greater than every two minutes.
  3. The maximum allowable wind speed at ground level in the accuracy events is set by the Chief Judge, Event Judge, and Meet Director within the range of between six m/s and eight m/s.
- a. This limit will be given to the competitors at the initial briefing and will remain for the duration of the competition.
  - b. Scoring must stop while the wind exceeds this limit and for a period of 30 seconds.
  - c. After the wind has returned below that limit, scoring may resume.
    - (1) A competitor who lands while the wind speed exceeds the limit or within the 30-second period may accept his or her score or make a re-jump.
    - (2) Any competitor accepting his or her score must inform the Event or Chief Judge of that decision within 15 seconds of landing and before the next competitor lands, whichever comes first.
    - (3) If within 15 seconds or before the next competitor lands any competitor fails to inform the Event or Chief Judge of the decision to accept the score, that competitor must make another jump to be scored in that round.
  - d. The event will be automatically interrupted for a minimum of five minutes, if the ground wind speed exceeds nine m/s.
4. An audible device, capable of being heard by the judges scoring in the pit, must be used to alert the judges of a wind hold.
- a. This device may be a whistle or horn manually sounded by the person monitoring the wind speed.
  - b. It may also be an audible device integrated into the monitoring device itself.
5. The maximum allowable wind direction limit is exceeded when there is a change in ground wind direction of 90 degrees or more, when the wind speed exceeds three m/s during final approach.
- H. Scoring
1. Individual Accuracy Landing:
    - a. The landing point is the first point of body contact with the surface or the AMD.
    - b. A landing off the AMD (or at the edge) or a disqualified jump is scored as 16 cm.
    - c. Intermediate accuracy landing is measured to the edge of the tuffet.

2. Team Accuracy:
    - a. Landings are judged as described for Individual Accuracy Landing.
    - b. All four scores count.
    - c. 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.
    - d. Competitors landing off the AMD for any reason, including insufficient separation with their team members, will be given a score of 16 cm.
    - e. The sum of individual scores is the score of the team for that round.
    - f. Teams landing with fewer than four members receive a score of 16 cm. for each missing member.
- I. Judging and Recording Accuracy Landing
1. Landings are judged by at least three principal judges positioned around the target; in addition, there will be one observer person and one wind person.
  2. During the final approach of a competitor, only members of the panel of judges are allowed within five meters; exceptions to this rule are the responsibility of the Chief Judge.
  3. 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.
  4. After a landing, competitors must leave the target area immediately.
  5. An official appointed by the Meet Director and approved by the Chief Judge will observe the wind speed and direction at the anemometer.
  6. One or more observers should watch each jump made and observe the competitors on opening and during their descent.
    - a. The observer should check the time between opening and landing and any conditions which might constitute grounds for a rejump.
    - b. A written record should be made of the observations.
  7. If any judge observes a change in winds aloft which prevent one or more competitors from making a reasonable accuracy approach on the target despite having exited at the correct point, that judge must immediately inform the Event Judge or the Chief Judge of the observation.
  8. If the event is interrupted for more than 30 minutes, a new wind WDI must be dropped before the event may continue.
  9. If there is a serious or sudden change in the meteorological conditions or in the winds aloft, the Chief Judge or the Event Judge, with the concurrence of the Meet Director, may decide to interrupt an event.
    - a. This decision is not grounds for a protest.
    - b. The interruption must be made in a way which clearly shows it to the jumpers concerned, who must be granted rejets, and also to the judges at the target.
    - c. A new WDI must be dropped before the event may continue.
- J. Technical Equipment
1. Windsack:
    - a. The windsack must be capable of responding to winds of at least two m/s and should have a minimum length of four meters and a minimum diameter at the inlet of 60 cm.
      - (1) The judges determine its location, which is at a fixed place approximately 50 meters from the target center.
      - (2) Placement of the windsack is not subject to any protest.
    - b. A wind direction indicator (streamer) mounted on a pole, which is capable of responding to winds of less than two m/s, is placed by the event judge within 25 meters of the target.
  2. Wind Speed Measuring Device: Should be at least ten meters above ground level, meet management is responsible for providing a single, accurate wind speed measuring device capable of displaying wind velocity in meters per second.
  3. Target: The target AMD must be centered within marked circles of five, ten, and 20-meter radius.
    - a. As a primary means of measuring, the center of the target must be an AMD.
      - (1) The AMD will have a dead center disc of three cm. in diameter in a contrasting color.
      - (2) The AMD must be capable of measuring to a minimum distance of 15 cm.
    - b. As a secondary means of measuring if the AMD and its back-up pads become inoperable, a three-cm. disc on a dummy

pad, the same color and size as the inoperable AMD, may replace it.

- (1) Accuracy may resume with the start of the next round.
  - (2) If a functional AMD becomes available, the round will be continued with the dummy pad until that round is complete.
  - (3) Once the round has been completed, the round which was interrupted at the time the AMD quit functioning is completed on the AMD.
  - (4) Subsequent rounds will proceed using the AMD.
  - (5) The round(s) scored with a dummy device remain completed as scored.
  - (6) Any round started with one scoring method must be completed by the same method or rejumped.
- c. If an artificial pit is used, the AMD must be placed centrally on it. The pit should be:
- (1) approximately five meters in diameter
  - (2) approximately 30 cm. thick
  - (3) constructed with a shock-absorbing material firm enough to provide accurate AMD readings
  - (4) gray in color

#### K. Equipment and Clothing

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

#### L. Aircraft

1. A variety or combination of aircraft may be used.
2. Aircraft speed at time of exit must not exceed 87 knots (100 mph) indicated.
3. Any slower speed desired will be through mutual agreement of pilot and competitor.

#### M. Rejumps

1. In Accuracy Landing, a rejump may be awarded if a competitor:
    - a. is given an erroneous score by the AMD (verified unanimously by observing judges).
    - b. experiences a malfunction:
      - (1) An accuracy competitor with a main canopy malfunction creating a control problem must indicate on opening that a problem exists by signaling with arms and legs apart and making no attempt to land in the target area.
      - (2) A judge must verify, by equipment inspection or observation, that the competitor had a malfunction.
      - (3) A control problem is a condition in the canopy deployment making it virtually impossible to safely attempt a precision target approach or a canopy configuration which prevents a competitor from demonstrating his or her skill.
      - (4) If a judge's inspection reveals that the canopy's condition resulted from faulty equipment, unacceptable rigging or deployment technique, or from any situation illustrating improper judgment or lack of control by a competitor, no rejump will be awarded.
  - c. is hampered by winds aloft during an approach to the target (verified by the Chief Judge or a designated judge).
  - d. is subjected to conditions exceeding the wind direction limits (verified by the Chief Judge or a designated judge).
  - e. is in the air during an official period of halted jumping due to exceeded wind speed or direction limits.
  - f. is subjected to condition set forth for a rejump in Accuracy Landing Event—Video Judging Procedures, in this Section.
  - g. accidentally strikes a judge before reaching the ground
2. Rejump resulting from a conflict:
    - a. A rejump may be awarded to any competitor for which the Event Judge determines that a canopy conflict with another jumper hampered his or her approach.

- b. If the conflict is with the competitor's own teammate:
    - (1) The rejump is awarded to the individual for his or her individual score.
    - (2) The team is not awarded a rejump, and the competitor's score for the landing after the canopy conflict counts toward the team score for that round.
  - 3. If an AMD is found to be defective or unintentionally not reset and the first point of contact has been on it, the affected competitor(s) must be offered a rejump.
- N. Injury: With the agreement of a doctor and the Chief Judge, a competitor may make up any jumps missed due to injury until the event in which jumps were missed has completed.
- 2-1.3: RULES SPECIFIC TO STYLE**
- A. Event Description: Each round consists of competitors making a sequence of six maneuvers in freefall, four horizontal 360-degree turns and two backloops, in the following order:
    - 1. 360-degree turn
    - 2. 360-degree turn
    - 3. Backloop
    - 4. 360-degree turn
    - 5. 360-degree turn
    - 6. Backloop
  - B. Order of Jumping
    - 1. After completing each style round, the first 25% of competitors for that round will be placed at the end of the jump order for the next round; however, meet management may alter or cancel rotation if necessary.
    - 2. Weather and time permitting, when the minimum required number of rounds has been completed, the event will stand down until these rounds are graded as described in this Section and official standings have been posted.
    - 3. The jump order for the fourth and fifth rounds will be in reverse order of standing.
    - 4. Meet management may manifest men and women separately.
    - 5. The Meet Director may alter the above format only if bad or forecasted bad weather dictates or any unforeseen circumstances arise.
  - 6. The Meet Director may not violate the spirit of the rules simply to accelerate the completion of the rounds or the competition.
  - C. Exit Altitude: Each jump is made from 7,300 feet, which the Meet Director may lower by as much as 1,000 feet to negotiate weather.
  - D. Exit Procedures
    - 1. The exit point is specified and controlled by the video operator and Freefall Style Event Judge.
      - a. To ensure that all competitors are judged at approximately the same angle, the competitors must leave the aircraft when the exit command is received.
      - b. Competitors who disregard this command cannot protest their score and will not be granted a rejump.
      - c. Each competitor may execute the prescribed series any time after five seconds have elapsed from exit.
    - 2. The target heading must be directly downwind or directly upwind.
      - a. The choice of direction, downwind or upwind, is made by the Freefall Style Event Judge.
      - b. Competitors are to be made aware of any change at the earliest opportunity.
      - c. 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, the shape and color agreed to by the Freefall Style Event Judge.
  - E. Number of Rounds: The minimum number of rounds to constitute a meet is three and the maximum number is five.
  - F. Weather
    - 1. Wind speed and direction recordings will be made by meet management at no greater than 30-minute intervals.
    - 2. Wind limits:
      - a. Maximum surface wind velocity for the event is nine m/s.
      - b. If the winds exceed nine m/s, the event will be interrupted for a minimum of five minutes.
  - G. Scoring: The score is the time in seconds and hundredths of a second taken to complete the series,

plus penalty times assessed for incorrect performance of maneuvers.

1. An incorrect series receives a score of 16.0 seconds.
2. The time taken to complete the series is measured to only 16.0 seconds.
3. Any time, including penalties, in excess of 16.0 seconds is recorded as 16.0 seconds.

#### H. Definitions

1. A Series is the performance of four 360-degree turns and two backloops in the proper sequence and prescribed directions, drawn from the following pool:
  - a. Series 1: Left (LT, RT, BL, LT, RT, BL)
  - b. Series 2: Right (RT, LT, BL, RT, LT, BL)
  - c. Series 3: Cross (LT, RT, BL, RT, LT, BL)
  - d. Series 4: Reverse Cross (RT, LT, BL, LT, RT, BL)
  - e. Series 5: Competitors' round, selected by the individual competitor from the pool.
2. Freefall Style penalty definitions
  - a. undershoots (-): failure to complete a full 360-degree horizontal turn
  - b. overshoot (+): failure to stop a turn on heading (or after 360 degrees) and continuing to turn an excessive number of degrees
  - c. deviation (D): execution of turn or backloop with body tilted or banked (pitch or roll)
  - d. arrow (<—): beginning a series off heading in the direction of the first turn, completing the first backloop in the direction of the fourth maneuver (third horizontal turn), or starting the maneuver (third horizontal turn) before completing the first backloop
  - e. off heading (S): completing the last maneuver (backloop) facing a direction other than the reference line between competitor and judges
  - f. additional last maneuver penalties:
    - (1) Completion of the last maneuver (backloop) before reaching horizontal (-)
    - (2) Completion of the last maneuver after passing horizontal (+)
  - g. other errors, all of which carry a penalty of 16.0 seconds (designation is 16.0 sec.):

- (1) failure to perform any maneuvers or required maneuvers in proper sequence
- (2) adding or omitting maneuvers
- (3) performing undefinable maneuvers
- (4) exit point-preventing observation by a majority of the judges

#### h. backloops

- (1) A competitor is not considered to have entered the first backloop until he or she exceeds 30 degrees from the horizontal.
- (2) The first backloop is complete when the competitor re-enters 30 degrees from the horizontal.
- (3) Entry to the second backloop is identical to the first.
- (4) The second backloop is complete when the competitor reaches horizontal.

#### 3. Freefall Style penalties

- a. undershoots (-) and arrow penalties (<—) at the beginning of the first and third turns:

1-5 degrees	0.10 sec
-10 degrees	0.20 sec
-15 degrees	0.30 sec
-20 degrees	0.40 sec
-25 degrees	0.50 sec
-30 degrees	0.60 sec
-35 degrees	0.70 sec
-40 degrees	0.80 sec
-45 degrees	0.90 sec
-50 degrees	1.00 sec
-55 degrees	1.10 sec
-60 degrees	1.20 sec
-65 degrees	1.30 sec
-70 degrees	1.40 sec
-75 degrees	1.50 sec
-80 degrees	1.60 sec
-85 degrees	1.70 sec
-90 degrees	1.80 sec
>90 degrees	16.0 sec

- b. overshoots (+):
    - 1-180 degrees no penalty
    - >180 degrees 16.0 sec
  - c. other:
    - (1) deviations (D)
    - (2) last back-loop off heading (S)
    - (3) completion of first loop before reaching the horizontal level (-) or continuation of first loop after passing the horizontal level (+)
    - (4) completion of last loop before reaching the horizontal level (-) or continuation of last loop after passing the horizontal level (+)
      - 01 - 30 deg no penalty
      - 31 - 40 deg 0.4 sec
      - 41 - 50 deg 0.5 sec
      - 51 - 60 deg 0.6 sec
      - 61 - 90 deg 2.0 sec
      - >90 deg 16.0 sec
- a. The judges start timing at the instant the competitor starts the first maneuver, whether or not it is the correct maneuver.
  - b. The maneuver does not start until there is a change in heading of the torso.
  - c. The judges stop timing at the instant the competitor stops the second backloop or passes through the horizontal level, regardless of heading.
  - d. The time for the series is taken from the video showing at normal speed.
8. As a backup, each judge must have a digital stopwatch reading to one one-hundredth (.01) of a second.

#### I. Judging and Recording

1. All judges must be rated.
2. It is recommended that the ground-to-air video operator for Freefall Style be assisted by a qualified judge.
3. A minimum of five judges per panel must be stationed at separate video monitors to observe a competitor's performance.
4. The judges' stations are arrayed facing the audience.
5. Video monitors or a single large-screen television are placed so that the audience may view the same playback signal the judges observe.
6. The jumps are judged with a video system, the optics of which should be placed on the axis of the flight direction.
  - a. The angle between the ground and all optics should be between 60 and 80 degrees at the start of the first turn.
  - b. If the video system is changed, the panel of judges may determine that this change may be made for only complete rounds so that all jumps in one round are judged using the same video system.
  - c. If the panel of judges determines that this is not necessary, no special action need be taken.
7. An electronic scoring system will be used as the primary system.

- J. Number of judges: A minimum of one Event Judge and five judges per panel are required, plus a minimum of three volunteers for scoring supplied by host.

#### K. Scoring

1. The judges watch the jump twice, once at normal speed and once in slow motion, the speed of which is acceptable to the Event Judge.
2. In the event a judge has not been able to take a time, further replays at normal speed may be made at the discretion of the Event Judge.
3. Thereafter, the scores are collated.
4. Each judge will record the round and competitor number.
5. As the judges observe the performance, each marks his or her observations on the scoresheet (or input the keyboard of an electronic scoring system).
6. After the performance, each judge notes the base time of the series to the nearest hundredth of a second on the scoresheet.
  - a. Each judge assesses penalty time for each penalty he or she calls.
  - b. Each judge then adds the accumulated penalty time to the base elapsed time of the series and computes a corrected time.
  - c. Each judge records the base time, each penalty, the sum of the penalties, and corrected time on the scoresheet.
  - d. Each judge then marks a scoreboard (dry wipe, chalk, etc.) with the base time, penalty time, and final time.
7. The judges simultaneously display their scoreboards to the audience and the scoring and recording section, made up of at least three individuals provided by meet management.

8. The scorer announces the competitor's number and name and then reads aloud the corrected time awarded by each judge.
  9. The high and low times are thrown out and the remainder of the time averaged to compute a competitor's average corrected time for the series.
  10. If time permits, the scorer may, after throwing out the high and low times and averaging the remaining time, announce the unofficial score (as an average time) for the jump.
  11. If an electronic scoring and display system is used, such a device will not be used to average base times or correlate penalties between judges; each judge's evaluation stands alone.
    - a. The device should record base time, assess penalty times, and compute corrected time for each judge's evaluation, then throw out the high and low corrected times and finally average the remaining times to produce an unofficial score.
    - b. The device must record each judge's evaluation (base time, penalties, corrected time), plus show the calculation of the final score.
    - c. An electronic calculation and public display system must show at minimum the base and final time (corrected for penalties) awarded by each judge for the jump.
    - d. The system may also, after discarding high and low scores and averaging the remaining times, display an unofficial score (average time) for the series.
  12. The scoresheets, or computer printout if electronic tabulation is used, will be collected for evaluation by the scoring subsection.
  13. After each scoresheet has been checked or corrected for a jump, a score is computed by discarding the highest and lowest time and averaging the remainder to one one-hundredth (.01) of a second to produce the official time for the series.
  14. The scoresheets will be checked for accuracy.
  15. Erratic time:
    - a. An erratic time is one in which the base time varies more than 0.5 seconds from the nearest time
    - b. An erratic time will be discarded if the jump is observed by at least three judges.
    - c. If an erratic time is discarded, the remainder will be averaged.
  16. If a jump is observed by three judges and a difference of more than 0.5 seconds exists among all times, the times will be averaged.
  17. A competitor's score is the original time plus all accumulated penalties.
- M. Equipment and Clothing
1. Competitor Numbers
    - a. Competitors will be assigned numbers before the competition which must be visible on the individual during the event.
    - b. A competitor who willfully fails to properly display the assigned number is disqualified for that jump.
  2. The stylist must wear a garment covering the body except head, hands, and feet.
  3. Any modified outer garment which may affect freefall characteristics and create an unfair advantage is prohibited.
- N. Aircraft
1. A variety or combination of aircraft may be used.
  2. Aircraft speed at time of exit must not exceed 87 knots (100 mph) indicated.
  3. Any slower speed desired will be through mutual agreement of pilot and competitor.
- O. Rejumps
1. After starting the series, any competitor whose drift requires the video camera to rotate on its vertical axis through an angle of 10 degrees or more must be offered a rejump.
  2. Malfunctions or equipment problems occurring during Freefall Style jumps are not grounds for protest or rejumps.
  3. Excessive wind speed is not grounds for a rejump.
  4. If a competitor makes a jump during which part of the performance is recorded outside the video field of vision and in the opinion of the judges has not interfered with the judgment, a rejump must not be granted.
- P. Injury: If a competitor is injured during competition, the individual, with the agreement of a doctor and the Chief Judge, may until the event in which jumps were missed has been completed make up any jumps missed due to the injury.

**2-1.4: CLASSIFICATION OF FINAL RESULTS**

- A. Recognition of Winners: Appropriate medals or other suitable recognition are presented to each Freefall Style and Individual Accuracy Landing titlist and each of four members of the Team Accuracy teams described under the National Championships title classifications.
- B. Freefall Style
1. Each competitor's score for each jump in each round is added.
  2. The competitor with the lowest time, including penalties, for the completed rounds is declared the winner.
- C. Accuracy Landing
1. Each competitor's score for each jump in each round will be added.
  2. The winner is the competitor with the lowest score.
- D. Combination:
1. Each competitor's place in Freefall Style and Accuracy Landing is added.
    - a. The lowest sum determines the winner.
    - b. A place is defined as the number immediately following the number of competitors placing higher in each event.
  2. If a tie occurs, the competitor with the least difference between the two places is the winner.
    - a. If a tie still cannot be resolved, the competitor with the lowest total accuracy score will be the winner.
- b. If a tie (for a medal) cannot be resolved by this method, co-awards will be presented.
3. Competitors entered in only Freefall Style or only Accuracy Landing will be deleted from the standings and those remaining placed accordingly to compute individual combination winners.
  4. Guest competitors will receive unofficial standings only.
- E. National Championships Title Classifications:
1. Men's Open Class:
    - a. National Accuracy Champions—1st, 2nd, 3rd
    - b. National Style Champions—1st, 2nd, 3rd
    - c. National Combinations Champions—1st, 2nd, 3rd
  2. Women's Open Class:
    - a. National Accuracy Champions—1st, 2nd, 3rd
    - b. National Style Champions—1st, 2nd, 3rd
    - c. National Combinations Champions—1st, 2nd, 3rd
  3. Intermediate:
    - a. National Intermediate Accuracy Champions—1st, 2nd, 3rd
    - b. National Intermediate Style Champions—1st, 2nd, 3rd
    - c. National Combination Champions—1st, 2nd, 3rd
- F. National Team Accuracy—1st (Winner of the "Thacker Cup"), 2nd, 3rd

## 2-2: FREEFALL STYLE & ACCURACY LANDING ADMINISTRATION AND JUDGING NOTES

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

### 2-2.1: ACCURACY LANDING EVENT

#### A. Video Judging Procedures

1. Statement of intent and purpose:
  - a. This video judging procedure is applicable when an AMD which identifies "back foot" or "butt strike" is not available.
  - b. The video camera(s) has been set up for use by the competitors to provide them with a means to determine the accuracy of the judges' first point of contact call.
  - c. For example, in the case of a "back foot" call or "butt strike" called by the judges, instead of the score indicating on the AMD, the competitor has the option to review the video tape in accordance with the guidelines stated herein.
  - d. The video is not to be used by the judges to initially determine the first point of contact, as the accuracy event is judged in accordance with procedures in Section 2 of the Skydiver's Competition Manual.
  - e. There is no fee involved with the competitor's request to see the video for the above purpose.
2. At the National Championships, judges should use at least one video system for the Accuracy Landing event.
3. Barring any unusual circumstances, all jumps should be tracked and recorded by a suitable video system.
4. An Accuracy Landing jump not recorded on video will not be grounds for a rejump.
5. Any situation or question which cannot be resolved by video or conclusive proof from the video reproduction should be resolved by the procedures currently in place for all protests.
6. The following should be recorded for each competitor:
  - a. jump number
  - b. round number
  - c. date and time

- d. competitor's score from scoring pad
- e. competitor's score from judges
7. All reviews for which the video may provide a resolution should be reviewed by the judges who scored that competitor.
8. A competitor may request to review only his or her jump.
9. All recording of Accuracy Landing jumps should be maintained for at least two hours after the score is posted, after which the tape may be reused.
10. The Chief Judge or Event Judge determines and advises the video operator when it is permissible to record over existing jumps.
11. Requests which could be resolved by a review of the tape should be submitted in writing as soon as possible after the jumper lands.
  - a. The maximum time allowed for the written request is one hour after the jumpers lands.
  - b. The Chief Judge or Event Judge will note in writing the time the request was received.
12. Decisions resulting from video review
  - a. If a review of the tape provides conclusive proof to a majority of the judges who had originally scored the jumper that the original score was incorrect, then the jumper's score for that jump may be changed to the score indicated on the video.
  - b. If a majority of the judges believes the original score is incorrect and the AMD score is not captured by the video, then that jumper re-jumps that round.
  - c. If after reviewing the video, a majority of the judges agree that it does not prove the original score incorrect, the original score stands.

#### B. Backfoot Scoring Using AMD

1. The center of the target must be an automatic measuring device with a dead center disc of three-cm. diameter in a contrasting color, hereafter referred to as the Precision AMD.

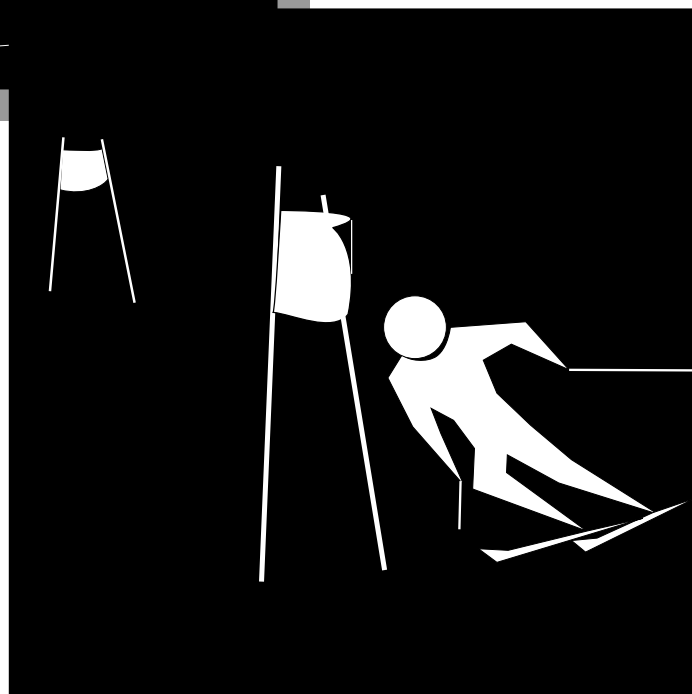
2. The Precision AMD must be kept as flat as possible and must be capable of measuring to a minimum distance of 16 cm.
  3. The Precision AMD is mounted centrally on an underlying pad of at least one meter diameter, which when struck at any point, scores 16 cm, hereafter referred to as the Backfoot AMD.
  4. Any landing point off the Precision AMD must be given a score of 16 cm.
  5. If the Precision AMD becomes inoperable, it should be replaced with one that is functioning.
  6. If a functioning Precision AMD is not available, then the current round must be rejumped using another score evaluation method.
  7. If the inoperable Precision AMD is repaired, the round may be continued.
  8. If the Backfoot AMD becomes inoperable, it should be replaced with a one that is functioning.
  9. If a functioning Backfoot AMD is not available, the current round may be continued without the Backfoot AMD.
  10. If the inoperable Backfoot AMD is repaired, it should be installed as soon as possible.
  11. If accuracy jumps are scored without a Backfoot AMD (manual scoring), then Video Judging Procedures, in this Section, may be used.
2. Any judge may change his or her scoresheet after viewing replays.
  - D. A freefall style performance not recorded on video will be grounds for a rejump.
  - E. During ground-to-air recording, a designate or observing judge should be responsible for recording the following for each competitor.
    1. Jump number.
    2. Canopy type and color.
    3. Round number.
    4. Excess drift (yes/no).
    5. Late exit (yes/no).
  - F. If the designate or observing judge notes excess drift or late exit, he or she should inform the Chief Judge or Event Judge for a decision on a rejump.
  - G. The exit command is given at approximately 55 degrees horizontal enabling the competitor to receive it at approximately 60 degrees from horizontal.
  - H. If the winds aloft are so strong that the exit command is needed sooner than 50 degrees horizontal, the event may be stopped.

### 2-2.2: FREEFALL STYLE EVENT

- A. At the National Championships, judges should use a minimum of one ground-to-air video system for the style event.
- B. Barring any unusual circumstances, all jumps will be recorded by a suitable ground-to-air video system.
- C. All judges should watch the original play of all jumps.
  1. Any judge may request a replay as soon as possible after the jump is recorded.
- I. Jumpers with excessive drift will be awarded a rejump.
  - a. Drift is determined by the ground-to-air video if equipped with a drift system (max. 10 degrees from the start of style series to the end).
  - b. If the video system is not equipped with a drift system, the operator will note the drift.
- J. During video judging, judges should use 13-inch video monitors.



*U.S. National  
Para-Ski Championships*



*Section 3*



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# 3-1: U.S. NATIONAL PARA-SKI CHAMPIONSHIPS COMPETITION RULES

## 3-1.1: GENERAL

- A. Individual Accuracy competitors aim to land on, or as closely as possible to, the center of the target. Individual Skiing competitors, skiing an alpine giant slalom race course, ski as fast as possible.
- B. For any controversy during the competition, it is reminded that the spirit of the rules will be applied to settle the matter. It is recognized that the Meet Director for the National Championships will be the Championships Director and will conduct the meet, in as much as is feasible, in accordance with these rules. However, these rules are for procedural guidance and will not be grounds for protest.

## 3-1.2: EVENT DESCRIPTION

- A. Individual Accuracy: Each round consists of individuals guiding their canopies by precision target approach for an accuracy strike on a five-centimeter disc.
- B. Giant Slalom Skiing: Each run consists of individuals skiing against the clock on a downhill giant slalom course in accordance with FIS rules where applicable and possible. The objective is to finish the course in the lowest time per ski run.

## 3-1.3: ORDER OF JUMPING

Accuracy jumps are made in jump order. The last round may be rotated with the highest cumulative scores jumping first and lowest cumulative scores jumping last.

- A. Meet management may manifest men and women separately.
- B. Meet management may require that competitors exit two per pass. In this case, it is the competitor's responsibility to avoid canopy interference and to clear the target area as soon as possible after landing.

## 3-1.4: ORDER OF SKIING

The starting order for competitors within the groups will be determined by a random draw for the first run. FIS rules will apply for the starting order for the second run.

## 3-1.5: EXIT ALTITUDE

Each jump is made from a minimum altitude of 2,300 feet above the target or exit point, which may be raised or lowered as much as 300 feet by the judges to negotiate weather.

## 3-1.6: EXIT POINT

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

## 3-1.7: NUMBER OF ROUNDS

- A. Open Class: The minimum number of rounds to constitute a meet is four, and the maximum (scheduled) number is six.
- B. Intermediate Class: The minimum number of rounds to constitute a meet is two and the maximum (scheduled) number is three.

## 3-1.8: NUMBER OF SKI RUNS

The maximum (scheduled) number of ski runs in both the Open and Intermediate events is two, and both must be completed to constitute a meet.

## 3-1.9: SCORING

- A. Accuracy Event: Minimum judging staff on the target is three principal judges.
  1. The first ground contact point of a competitor's body is marked by an automatic measuring device (AMD) or fichtet.
  2. A measurement to one centimeter from the edge of the disc on the pad to a fichtet marking the contact point is made and becomes the competitor's score for that jump.
  3. If the AMD fails to indicate a score, the judges must score the jump.
  4. A landing beyond five meters or a disqualified jump is scored as five meters.
- B. Skiing Event
  1. Electronic timing systems should be used to mark the start and finish of each ski run.

2. The times (recorded to one one-hundredth (.01) of a second) will be totaled for each competitor. Competitors will be numerically ranked according to their accumulated times in order of the lowest total to the highest.
3. If a competitor is disqualified (DQ) or did not finish the ski run (DNF) or did not start the run (DNS) when given the appropriate manifest call, a penalty of 1.5 times the worst completed run time for that run is assigned.

rejump (as long as no attempt is made to land in the target area).

3. If a judge's inspection reveals that the canopy's condition resulted from faulty equipment, unacceptable rigging or deployment techniques, or from any situation illustrating improper judgement or lack of control by a competitor, no rejump is awarded.
4. Malfunctions or equipment problems occurring during ski runs are not grounds for reruns.

**3-1.10: TECHNICAL CONDITIONS**

**A. Wind Drift Indicators (WDI):**

1. Before starting the accuracy event or if jumping has been interrupted for 45 minutes or more, a WDI should be dropped from 2,500 feet over the target area by a judge or non-competing, experienced skydiver. Additional WDIs should be dropped if the Chief Judge, consulting with the principal judges, decides that altered wind conditions render the proper opening point uncertain.
2. Observation of a WDI or canopies successfully landing in the target area or uninterrupted continuity of the accuracy event is sufficient data to evaluate the proper opening point.

**B. Windsock:** Ground wind direction should be indicated by a windsock and/or streamer positioned at least ten to 13 feet above the level of the disc.

**C. Competitor Numbers:** Competitors will be assigned numbers before the competition which must be visible on the individual during the events. A competitor who willfully fails to properly display the assigned number may be disqualified for that ski run.

- D. Malfunctions:** An accuracy competitor with a main canopy malfunction creating a control problem should indicate on opening that a problem exists by signaling with arms and legs apart and making no attempt to land in the target area.
1. A judge must verify by equipment inspection and/or observation that the competitor did have a malfunction.
  2. A control problem is a condition in the canopy deployment making it virtually impossible to safely attempt a precision target approach or a canopy configuration which prevents a competitor from demonstrating his skill, in which event the competitor should be granted a

**D. Target:** The target should be a marked circle at least five meters in radius and placed on at least a 20-degree incline and away from obstacles and hazards. The dead center should be a five-cm diameter disc of a color contrasting with the ground or snow. An AMD must used if available and fully operational.

- E. Qualification Ski Run:** A qualification ski run is mandatory to establish the composition of competitive groups (Group 1: 1-15, Group 2: 16-30, Group 3: 31-45, etc.)
1. The starting order for this run is drawn at random from a list of competitors present at the close of registration.
  2. The qualification run may be set on another course other than that chosen for the National Championships, but it must be at least a 40-second course.

**F. Technical Guidelines for Ski Runs:**

Distance . . . . . Approximately 1000 meters  
 Vertical Distance . . . . . Approximately 250 meters  
 Number of Gates . . . . . Approximately 30-35 gates  
 Average Run Time . . . . . Approximately 60 seconds

**G. Condition of the Race Course:** The GS course may be relocated for the second run if the condition of the race course prevents proper execution of skiing abilities. This decision will be made by the Meet Director.

**3-1.11: EQUIPMENT AND CLOTHING**

In accuracy, if footwear is worn, it must be of a type that will not damage the AMD. Meet management has the right to refuse the use of specific footwear.

**3-1.12: AIRCRAFT**

- A. A variety or combination of aircraft may be used. Helicopters are recommended to allow the accuracy event to be based at the ski area.
- B. Aircraft speed at time of exit must not exceed 87 knots (100 mph) indicated. Any slower speed desired will be through mutual agreement of pilot and competitor.

**3-1.13: WEATHER**

- A. Wind speed and direction recordings may be made by meet management at no greater than five-minute intervals.
- B. Maximum allowable wind speed limits are at the discretion of the judges and meet management and should not exceed nine meters per second. Following any recorded wind speed exceeding the accuracy limit, jumping ceases and the disc must be removed immediately (and not replaced) until a hold of at least 30 seconds has elapsed after the wind speed has returned to within the maximum allowable limits.

**3-1.14: REJUMPS**

- A. A rejump may be awarded if a competitor has a main canopy malfunction creating a control problem.
- B. If a competitor is injured during competition, the individual, with the agreement of a doctor and the Chief Judge, may make up any jumps or ski runs missed due to the injury until the event in which jumps or runs were missed has been completed.

**3-1.15: CLASSIFICATION OF FINAL RESULTS**

- A. Accuracy: Each competitor's score for each jump in each round will be added. The winner will be the competitor with the lowest score.
- B. Skiing: Each competitor's time for each run are added. The winner is the competitor with the lowest total time.
- C. Combination: Each competitor's place in skiing and accuracy will be added. The lowest sum is the winner. A place is defined as the number immediately following the number of competitor's placing higher in each event.

- 1. If a tie occurs, the competitor with the least difference between the two places is the winner.
- 2. If a tie still cannot be resolved, the competitor with the lowest total accuracy score is the winner.
- 3. If a tie for a medal cannot be resolved by this method, co-awards will be presented.
- 4. Competitors entered in skiing or accuracy only are deleted from the standings and those remaining placed accordingly to compute individual combination winners.

**D. National Championships Title Classifications:**

- 1. Men's Open Class:
  - a. National Para-Ski Accuracy Champions—1st, 2nd, 3rd
  - b. National Para-Ski Skiing Champions—1st, 2nd, 3rd
  - c. National Para-Ski Combination Champions—1st, 2nd, 3rd
- 2. Women's Open Class:
  - a. National Para-Ski Accuracy Champions—1st, 2nd, 3rd
  - b. National Para-Ski Skiing Champions—1st, 2nd, 3rd
  - c. National Para-Ski Combination Champions—1st, 2nd, 3rd
- 4. Intermediate Class:
  - a. National Para-Ski Accuracy Champions—1st, 2nd, 3rd
  - b. National Para-Ski Skiing Champions—1st, 2nd, 3rd
  - c. National Para-Ski Combination Champions—1st, 2nd, 3rd

**3-1.16: RECOGNITION OF WINNERS**

- A. Appropriate medals or other suitable recognition are presented annually to each individual para-ski titlist described under National Championships title classifications.
- B. Guest competitors invited by USPA may be awarded separate awards.



*U.S. National Canopy Formation  
Championships Competition Rules*

*Section 4*



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# 4-1: U.S. NATIONAL CANOPY FORMATION CHAMPIONSHIPS COMPETITION RULES

## 4-1.1: GENERAL

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

## 4-1.2: EVENT DESCRIPTION

- A. 4-way Team Rotation: Each round consists of successive 4-way stack-plane formations being made by rotation.
  1. Rotations must be made by the top competitor in the complete formation dropping grips, flying to the bottom of the formation, and again completing a four-canopy formation.
  2. The intermediate formation is the remaining, correctly completed 3-way stack-plane formation.
- B. 4-Way Team Sequential: Each round consists of a sequence of four or five scoring formations (whichever is first) drawn from the current dive pool.
- C. 8-Way Team Speed: Each round consists of building a single 8-way formation drawn from the current dive pool. The formation must be held for five seconds.

## 4-1.3: TEAM COMPOSITION

- A. A 4-way team may consist of up to six members, including the team videographer, but is eliminated from competition if, for any reason, it is cut to three or fewer members and a videographer.
- B. An 8-way team may consist of up to 10 members, including the team videographer, but is eliminated from competition if, for any reason, it is cut to seven or fewer members and a videographer.
- C. A competitor or videographer is allowed to compete on only one team in each of the events.

## 4-1.4: COMPETITION DRAW

- A. General
  1. The Chief Judge will supervise the draw of the formations.

2. Teams will be given not less than two hours between the draw and the start of the competition.
3. Should the pool have insufficient lots to complete the draw, the drawn lots must be returned to the pool to enable the draw for the remaining rounds.

- B. 4-Way Sequential:
  1. Representations of the numbered block sequences and lettered random formations from the current dive pool are singularly placed in one container for each event.
  2. Individual withdrawal from the container, without replacement, determines the sequences to be jumped in each round.
  3. If two formations are drawn consecutively, where the last formation of the first block is the same as the first formation of the next block, the common formation will be performed twice as the next formation in the sequence.
- C. 8-Way Speed:
  1. For the first four rounds, one formation is drawn from representations of the current dive pool for each round.
  2. The drawn formations are then replaced and a draw from the complete pool repeated for the balance of the rounds (including jump-off rounds).

## 4-1.5: ORDER OF JUMPING

- A. Teams jump in the order drawn; however, meet management may impose a manifest rotation to allow teams equal and fair use of the less turbulent air of the early morning and evening.
- B. A method of manifest rotation to be considered is as follows: In the event there is a break in jumping of more than 30 minutes at the end of a round (rejumps ignored) and scores are available, the jump order for the next rounds can be in the reverse order of standings.
- C. The order in which tied teams jump is determined by their original draw.

**4-1.6: EXIT ALTITUDE**

- A. 4-Way Rotation: Each jump is made from 7,000 feet.
- B. 4-Way Sequential: Each jump is made from 8,000 feet.
- C. 8-Way Speed: Each jump is made from 6,000 feet.
- D. Any team whose descent rate puts them below 3,000 feet before working time expires must report this to the Meet Director before the start of that event. Appropriate changes in exit altitude will be made at the Meet Director's discretion. Any additional cost will be borne by the team.

**4-1.7: EXIT PROCEDURES**

- A. There is no limitation on the exit other than those imposed by the chief pilot for safety reasons.
- B. The pilot chute must not be withdrawn from the equipment until the competitor is clear of the aircraft.
- C. The pilot must maintain the altitude and direction until well clear of the jumpers.
- D. The exit of the first team member must be clearly shown on the team's video recording.
- E. Teams will be responsible for their own exit once the aircraft is on jump run.

**4-1.8: WORKING TIME**

- A. 4-Way Sequential: The working time starts when the first team member, except videographer, leaves the aircraft, and each sequence should be repeated until the working time of 150 seconds has expired.
- B. 4-Way Rotation: The working time starts after the first 4-way formation, whether correct or not, or 30 seconds following the exit of the first team member, except videographer, and ends 90 seconds later.
- C. 8-Way Speed: The working time starts when the first team member, except videographer, leaves the aircraft and ends 120 seconds later.

**4-1.9: BREAK-OFF PROCEDURES**

All forms of Canopy Formation activity must cease within 30 seconds after the elapsed working time. The Meet Director or Chief Judge has the authority to disqualify for

that round any team in breach of this rule.

**4-1.10: NUMBER OF ROUNDS**

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

**4-1.11: DEFINITIONS**

- A. Formations consist of jumpers and canopies linked by grips.
- B. Legal grips consist of a hold on the front edge of the canopy, "A" lines, or front risers so that a formation is built in accordance with the diagrams.
- C. The requirements for the configurations below apply to only complete formations:
  1. Stack configuration:
    - a. The shoulders of the upper jumper must be above the upper surface of the cell on which the grip is taken.
    - b. The grip must be on the center cell or on a line attached to the center cell.
  2. Plane configuration: The head of the upper jumper must be below the lower surface of the lower canopy, and the grip must be on the front risers or a line attached to the center cell.
  3. Stairstep configuration:
    - a. The shoulders of the upper jumper must be above the upper surface of the cell on which the grip is taken.
    - b. The grip must be on the front of the end cell or on the outside "A" line of the end cell which is adjacent to (next to) the jumper.
    - c. The grip is to be taken with inside leg or foot.
- D. Sequence: The series of formations and intermediate requirements which make up a jump in the Sequential Event. (See 4-Way Sequential rules for details.)
- E. Intermediate: Stage between two formations.
  1. In the sequential events, it can be complete separation of all team members or two or more jumpers flying together as one or more pre-determined groups.
  2. Requirement: An intermediate formation must be flown and remain intact with the correct grips.

**4-1.12: SCORING****A. General**

1. Practice during competition:
  - a. During competition, practice of formations or maneuvers other than those specified for that jump is not allowed.
  - b. This includes building any formation after completing the initial 8-way in the 8-Way Speed event.
2. Canopy Formation cannot be practiced or scored using any reserve (auxiliary) parachute; to do so will result in the maximum penalty for that round.
3. Showing performance:
  - a. To be scored, all formations, sub-groups, intermediate requirements, etc., must be completed and recorded in such a manner that the judges may determine that the required performance has been achieved.
  - b. Provisions of the video evidence for judging purposes is the responsibility of the team.
4. Disqualification:
  - a. If a competitor or team is disqualified for a jump, they will receive zero points or maximum time for that jump.
  - b. In this event, the disqualification score will not be used as a worst performance discard.

**B. 4-Way Rotation:**

1. Scoring begins with the first 4-way formation whether correct or not. This particular formation (correct or not) is considered in the working time.
2. One point is scored for every correctly completed 4-way stack-plane formation within the working time, according to the event description.
3. If the top competitor drops grips before the formation is complete, the formation will be considered to have been incorrectly completed.
4. If the formation breaks up during rotations, the team may rebuild in any order and no points are scored until rotation commences.
5. The maximum penalty that can be assigned for any round is zero points.

**C. 4-Way Sequential:**

1. Teams are awarded one point for the first correctly completed formation in the drawn

sequence and for each subsequent formation or formations preceded by an intermediate correctly completed within the working time.

2. Teams are not awarded points for incorrect formations, nor will there be any penalty.
3. Omission
  - a. Omission of a formation stops the scoring at that formation.
  - b. The next formation to score is the second correctly completed formation following the last omission.
  - c. Scoring may also continue if the team goes back to correctly complete the omitted formation, incorrect formation, or formation prior to the incorrect intermediate requirement.
  - d. An attempt to complete a formation, although incorrect or incomplete, demonstrated by at least three canopies connected with grips and in the formation required by the drawn sequence, is judged as an incorrect formation, not as an omission.
4. If the formation breaks up during the building sequence, the team may rebuild in any order.
5. Each formation, sub-group, and intermediate requirement must be performed in accordance with the illustrations in the drawn sequence.
  - a. Where there is no intermediate requirement between formations, there must be complete separation of all canopies (release of grip).
  - b. Mirror images may be performed provided the whole block or random is performed in mirror image.
  - c. Formations need not be symmetrical.
6. The maximum penalty that can be assigned for any round is zero points.

**D. 8-Way Speed:**

1. The score for the jump is the time in seconds and hundredths of a second to complete an 8-way formation, provided the formation is held for five seconds.
2. The holding time may run over the working time.
3. If the formation separates or breaks up during the building sequence or before working time has elapsed, the timing continues and the team may rebuild the formation within working time.

4. The maximum penalty that can be assigned for any round in 8-way speed is 120 seconds.

- (4) Insufficient video evidence.....NV
- (5) End of working.....//

**4-1.13: JUDGING AND RECORDING**

- A. Judges will use air-to-air video evidence as described in this Section.
- B. Judging Staff: Minimum requirements are one Chief Judge, one Event Judge, and three principle judges.
  1. It is recommended that the VCR operator be a judge.
  2. Meet management is to provide a minimum of three individuals to make up the scoring and recording section of the judging staff.
- C. Judges are stationed at 13" video monitors to observe a team's performance.
  1. Each performance must be evaluated by a panel of three judges.
  2. The judges will watch each performance once at normal speed.
  3. At the request of any working judge, a second viewing at normal speed may be made.
  4. At least half of the observing judges must agree that a team's performance for each dock, formation, and required transition was properly completed within working time to be scored.
- D. Recording
  1. The judges may use an electronic scoring system, if one is available, to record their evaluation of the performance.
    - a. If used, the judges may correct their evaluation record after the jump has been judged.
    - b. At the end of working time, freeze frame of the image must be applied.
  2. Each judge must have a digital stopwatch accurate to one one-hundredth (.01) of a second.
  3. The judges will start their stopwatches when the first team member, not including videographer, leaves the aircraft.
  4. If the judges use a scoresheet to record their evaluation, they will operate their own stopwatch and use the signs below.
    - a. Situation:
      - (1) Correct scoring formation...../
      - (2) Infringement.....O
      - (3) Formations, Inters or total separation not judgeable .....NJ

- b. In this case, the scoresheets of all judges must be collected immediately after the judges have scored the jump for evaluation by the scoring section.
- c. The results of the evaluation will be checked by at least one judge.
- d. For the 8-Way event, each judge will record the time of the final dock on the completed formation and the holding time on the scoresheet.
- e. The following should be recorded for each team scoresheet:
  - (1) team number
  - (2) round number
  - (3) score

**4-1.14: EQUIPMENT AND CLOTHING**

- A. Hook knives must be worn by all competitors.
- B. At least one team member must wear a serviceable altimeter during competition.

**4-1.15: AIRCRAFT**

- A. A variety or combination of aircraft may be used (determined by meet management) and must be announced in advance of the National Championships.
- B. If formation flights are used for the 8-Way event, it is the pilot's responsibility to maintain the preferred spacing set by the Chief Pilot at the team captains' briefing before the start of competition.
- C. It is the team captain's responsibility to confirm aircraft spacing, and a team captain may request a second pass if the aircraft spacing is suspected to be not within specified limits at time of intended exit.

**4-1.16: WEATHER**

- A. Maximum allowable wind speed is nine meters per second.
- B. When air turbulence is apparent, the Meet Director may decide to raise the exit altitude to no higher than 10,000 feet; this decision is not open to protest.
- C. Teams may refuse to jump in rain or turbulent conditions, but the Meet Director and Chief Judge by

unanimous decision may decide to continue the event.

- D. Rain during a jump is not grounds for protest.
- E. If a team aborts a jump a second time, that team will not jump that round and is awarded the maximum or minimum score, whichever is worse.

#### 4-1.17: REJUMPS

- A. Problems with a competitor's equipment are not grounds for a rejump.
- B. Where formations, inters, or total separations are not visually judgeable due to meteorological conditions or factors relating to the video equipment, the video evidence may be considered insufficient for judging purposes.
  1. In this case, the Video Review Panel will assess the conditions and circumstances surrounding that occurrence and may award a rejump.
  2. Should the Video Review Panel determine that there has been an intentional abuse of the rules by the team or by the videographer on behalf of the team, no rejump will be granted and the team's score for that jump will be zero.
- C. Contact or other means of interference between a team and its videographer are not grounds for the team to request a rejump.

#### 4-1.18 VIDEO PROCEDURES

- A. Each team will provide an air-to-air videographer, who will record the video evidence required to judge each round.
- B. Only one of the team's videographers may jump on each jump.
- C. For the purpose of these rules, "video equipment" will consist of the complete video system or systems (preferably digital) used to record the video evidence of the team's performance, including the camera(s), video tape(s), tape recorder(s), and battery(ies).
- D. A Video Controller will be appointed by the Chief Judge prior to the start of the competition.
  1. The Video Controller may inspect a team's video equipment to verify that it meets the competition requirements.
  2. As determined by the Event Judge, inspections that do not interfere with a team's performance

may be made at any time during the competition.

3. If any 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.
- E. After recording each jump, the videographer must turn off the video equipment and not operate it or remove the video tape(s).
  - F. As soon as possible after each jump is completed, the videographer must deliver the video equipment (including the tape(s) used to record that jump) to the Chief Judge or designee.
  - G. A Video Review Panel consisting of the Chief Judge, the President of the Jury, and the Video Controller, will be established prior to the start of the official training jumps.
    1. Decisions rendered by the Video Review Panel will be final and shall not be subject to protest or review by the Jury.
    2. If the Video Review Panel determines that the video equipment has been deliberately tampered with, the team will receive the worst score for all competition rounds involved with this tampering.

#### 4-1.19 CLASSIFICATION OF FINAL RESULTS

- A. 4-Way Events
  1. The result for each team is the total points obtained by the team during all completed competition rounds, after discarding the team's worst performance.
  2. The winner is the team with the highest total score.
- B. 8-Way Speed: The winning team is the team with the lowest total time of 8-way formations in all completed rounds, after each team has discarded its worst performance.
- C. Tie-Breaking Method:
  1. 4-Way: If a tie occurs for a medal, a jump-off between the tied teams will be conducted until the tie is broken or until the end of scheduled competition.
    - a. Jump-off rounds follow the same format as the regular competition.
    - b. If a jump-off is not possible, then the tied team scoring the highest number of points

- for a single jump during the completed rounds wins the tied place.
    - c. If a tie still occurs, the team with the next highest score for a single jump during the completed rounds wins the tied place.
  - 2. 8-Way: If a tie occurs for a medal, a jump-off between the tied teams will be conducted until the tie is broken or until the end of scheduled competition.
    - a. Jump-off rounds follow the same format as the regular competition.
    - b. If a jump-off is not possible or a tie still occurs, the placing will be decided by the fastest time for a single round.
- D. Combined Canopy Formation: For each individual competing in all three team events—
  - 1. Points are awarded according to the individual's team placement in each event.
  - 2. The individuals with the lowest score are the winners.
- E. National Championships Title Classifications:
  - 1. National 4-Way Rotation Champions—1st, 2nd, 3rd

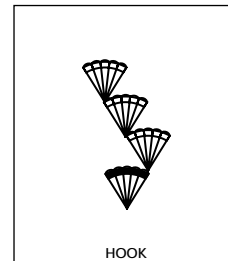
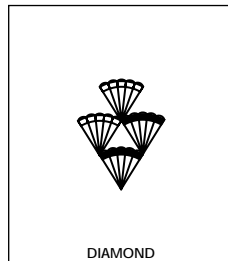
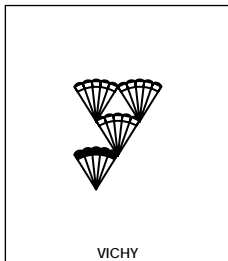
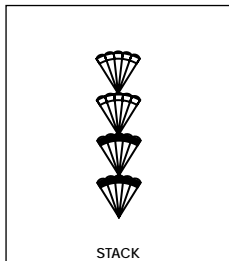
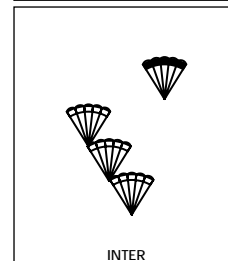
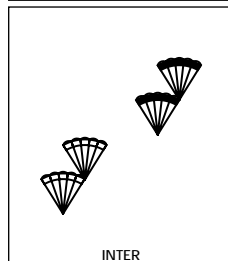
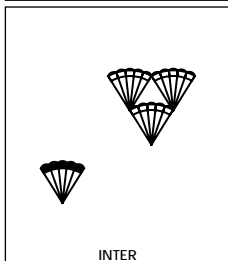
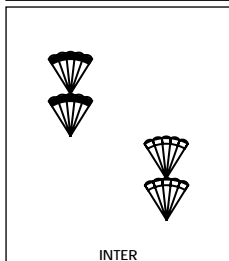
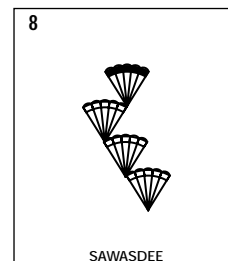
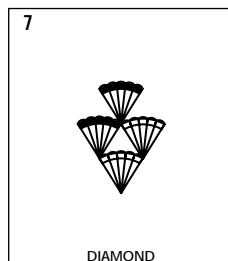
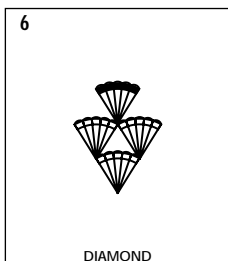
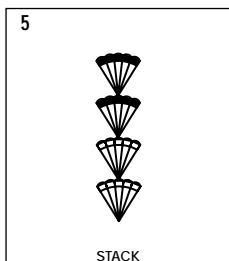
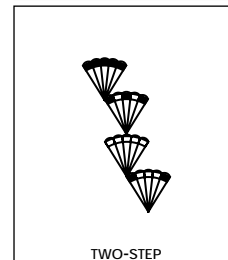
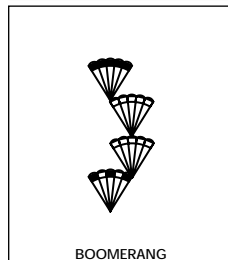
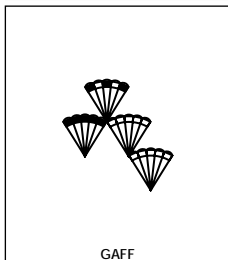
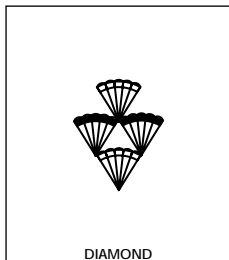
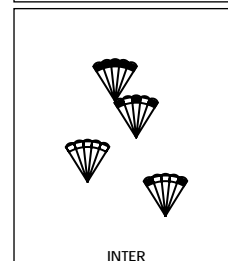
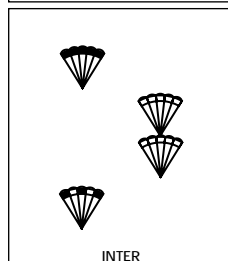
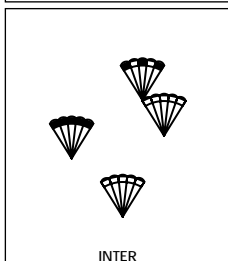
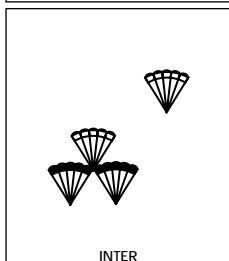
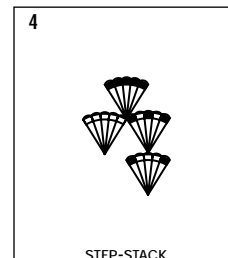
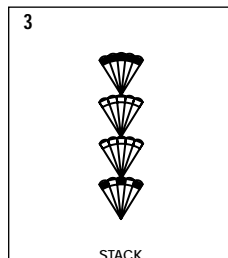
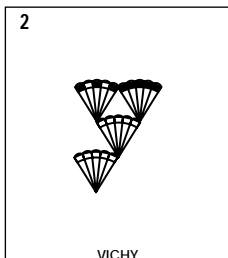
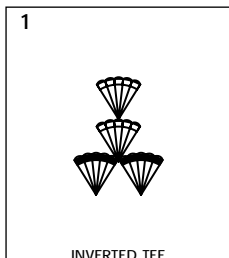
- 2. National 4-Way Sequential Champions—1st, 2nd, 3rd
- 3. National 8-Way Speed Champions—1st, 2nd, 3rd
- 4. National Champions of Combined Canopy Formation

**4-1.20: RECOGNITION OF WINNERS**

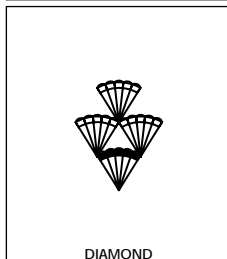
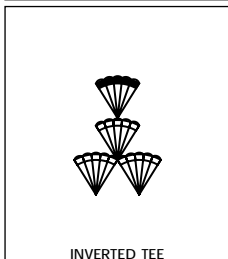
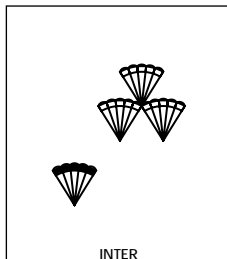
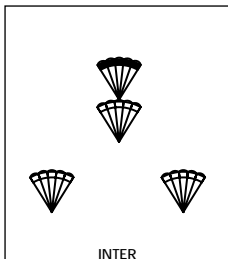
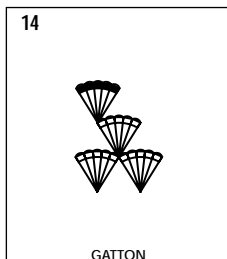
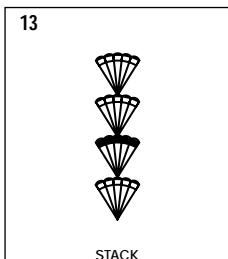
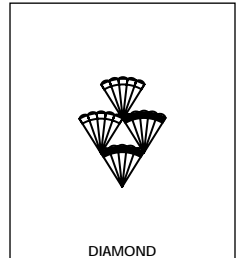
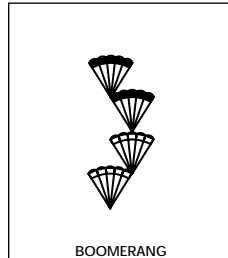
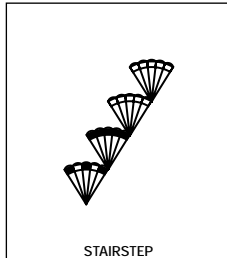
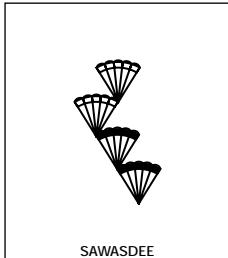
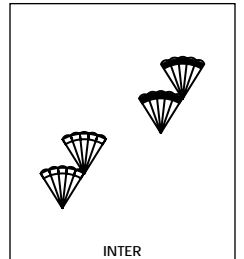
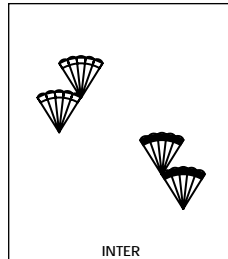
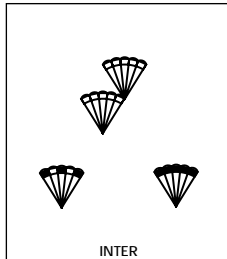
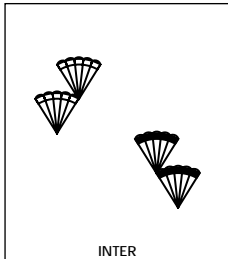
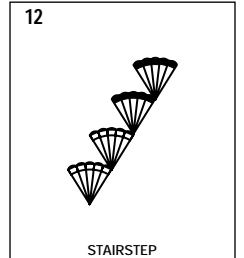
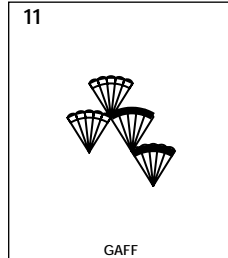
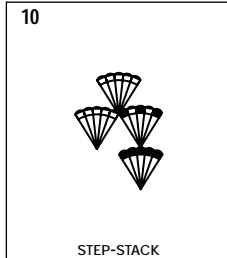
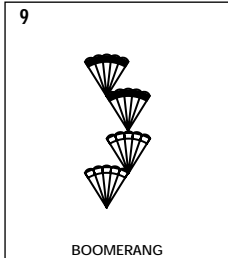
- A. Appropriate medals or other suitable recognition are presented annually for places first through third to each individual canopy formation titlist described under the National Championships Title Classifications.
- B. Guest competitors invited by USPA may be awarded separate awards.

# 4-2: CANOPY FORMATION DIVE POOL

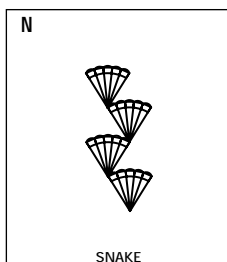
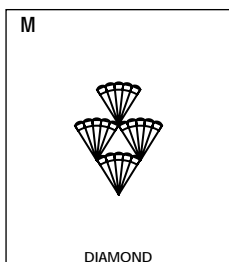
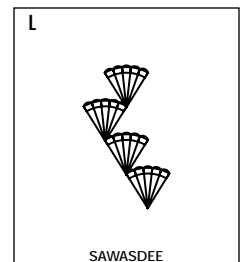
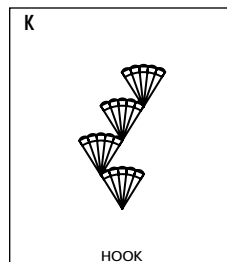
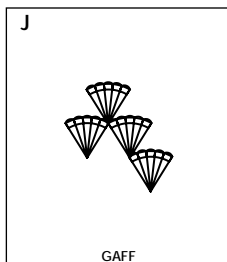
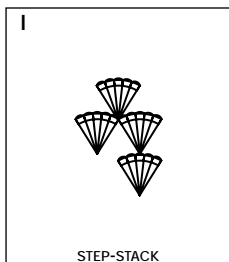
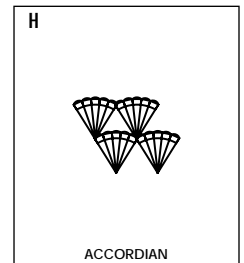
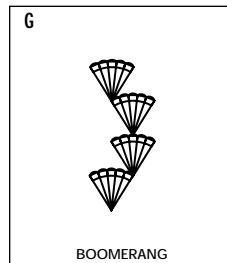
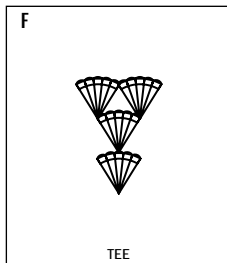
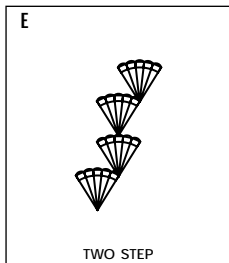
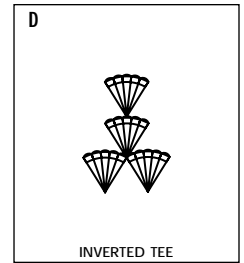
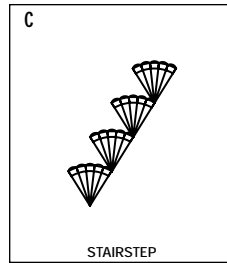
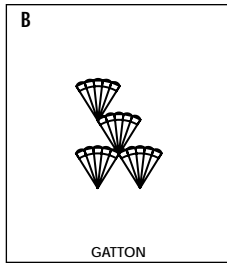
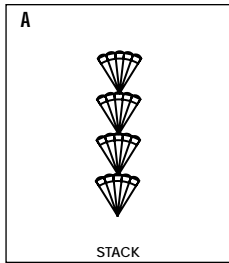
## 4-Way Block Sequences



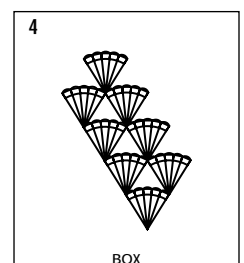
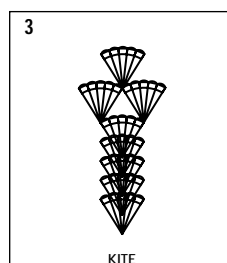
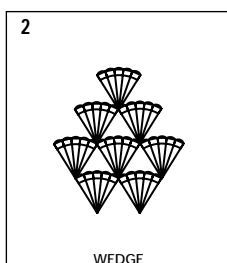
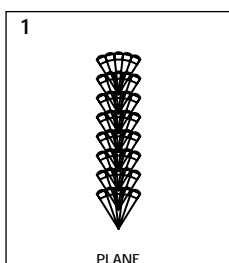
# 4-Way Block Sequences (continued)



## 4-Way Canopy Formation Randoms

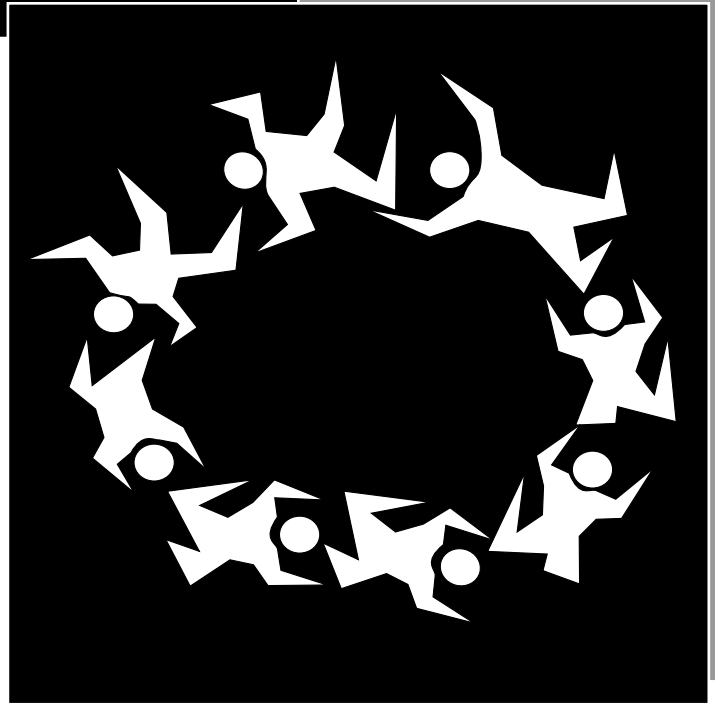
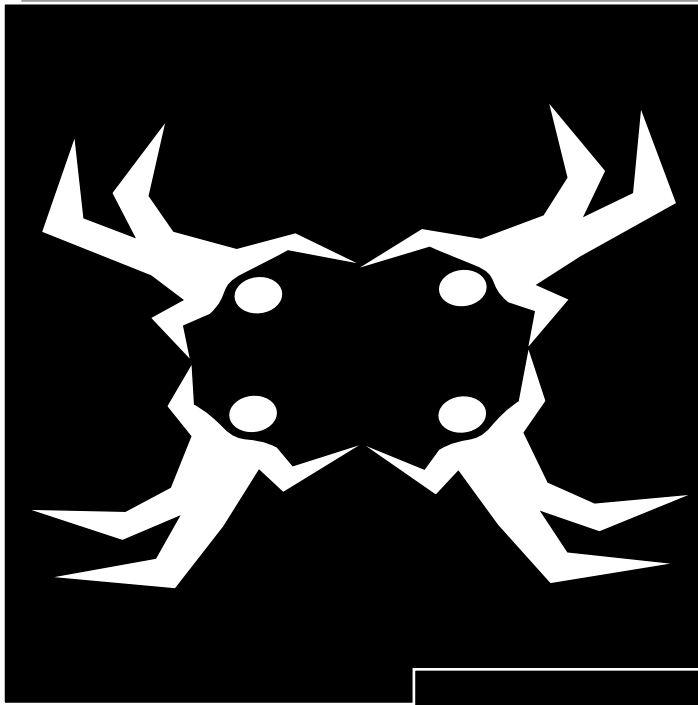


## 8-Way Speed Canopy Formations





*U.S. National Formation Skydiving  
Championships Competition Rules*



*Section 5*



UNITED STATES PARACHUTE ASSOCIATION<sup>®</sup>

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# 5-1: U.S. NATIONAL FORMATION SKYDIVING CHAMPIONSHIPS COMPETITION RULES

## 5-1.1: GENERAL

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

## 5-1.2: EVENT DESCRIPTION

- A. 4-Way Advanced and Open: Each round consists of five or six (whichever is drawn first) scoring formations from the dive pool.
- B. 4-Way Intermediate: Each round consists of three or four (whichever is drawn first) scoring formations from the dive pool.
- C. 8-Way Open: Each round consists of five, six, or seven (whichever is drawn first) scoring formations from the dive pool.
- D. 8-Way Intermediate: Each round consists of three, four, or five (whichever is drawn first) scoring formations from the dive pool.
- E. 16-Way: Each round consists of three or four (whichever is drawn first) scoring formations. (Note: there is only one division in the 16-Way competition.)
- F. 10-Way: Each round consists of building one formation drawn from the dive pool. (Note: there is only one division in the 10-Way competition.)

## 5-1.3: TEAM COMPOSITION

- A. 4-Way: Each team may consist of up to six members, including a videographer, but is eliminated from competition if, for any reason, it is cut to three or fewer members and a videographer.
- B. 8-Way: Each team may consist of up to ten members, including a videographer, but is eliminated from competition if, for any reason, it is cut to seven or fewer members and a videographer.
- C. 16-Way: Each team may consist of up to 19 members, including a videographer, but is

eliminated from competition if, for any reason, it is cut to 15 or fewer members and a videographer.

- D. 10-Way: Each team may consist of up to 12 members, including a videographer, but is eliminated from competition if, for any reason, it is cut to nine or fewer members and a videographer.
- E. No team in the advanced or intermediate classes may be composed of more than one quarter of members who have previously won a gold medal in that class or a higher class in the same event.
- F. A competitor, alternate, or videographer is allowed to compete on only one team in each of the events.

## 5-1.4: COMPETITION DRAW

- A. The draw of the sequences will be supervised by the Chief Judge.
- B. Teams will be given not less than two hours between the draw and the start of competition.
- C. A separate draw will be made for the following classes and events:
  - 1. 4-Way Advanced and Open, 8-Way Open, and 16-Way:
    - a. Representations of the numbered block sequences and lettered random formations from the current dive pool are singularly placed in one container for each event.
    - b. Individual withdrawal from the container, without replacement, determines the sequences to be jumped in each round.
    - c. If two formations are drawn consecutively, where the last formation of the first block is the same as the first formation of the next block, the common formation will not be performed twice, and the sequence is treated as a three-point block.
  - 2. 4-Way Intermediate:
    - a. Representations of the numbered block sequences (limited to 1, 2, 6, 7, 9, 15, 20, and 21) and lettered random formations from the current dive pool are singularly placed in one container.

- b. Individual withdrawal from the container, without replacement, determines the sequences to be jumped in each round.
  - c. If two formations are drawn consecutively, where the last formation of the first block is the same as the first formation of the next block, the common formation will not be performed twice, and the sequence is treated as a three-point block.
3. 8-Way Intermediate:
    - a. Representations of the numbered block sequences (limited to 3, 4, 6, 10, 13, 18, 21, and 24) and lettered random formations from the current dive pool are singularly placed in one container.
    - b. Individual withdrawal from the container, without replacement, determines the sequences to be jumped in each round.
    - c. If two formations are drawn consecutively, where the last formation of the first block is the same as the first formation of the next block, the common formation will not be performed twice, and the sequence is treated as a three-point block.
  4. 10-Way:
    - a. Representations of the lettered random formations from the current dive pool are singularly placed in one container.
    - b. Individual withdrawal from the container, without replacement, determines the formation to be built on each round.
  5. When available, an electronically-generated draw may be used.
3. Each sequence should be repeated until the working time of 50 seconds has expired.
- C. 16-Way:
    1. Each jump is made from 13,000 feet.
    2. Working time starts the moment any team member (excluding the videographer) separates from the aircraft, as determined by the judges.
    3. Each sequence should be repeated until the working time of 50 seconds has expired.
  - D. 10-Way:
    1. Each jump is made from 11,000 feet.
    2. Working time starts when the first competitor crosses the starting line and stops when the formation is complete.
    3. Each formation must be completed within 40 seconds and held for a minimum of five seconds.
    4. Total working time is 45 seconds.
  - E. For meteorological reasons only and with the consent of the USPA Controller or the Chief Judge, the Meet Director may lower the exit altitude.
    1. The round in progress will stop.
    3. The next round will be conducted from the lower altitude.
    3. The remaining incomplete round will be completed as soon as the weather permits.
    4. If the incomplete round cannot be completed from the full altitude, the teams that have not jumped will finish the round from the lower altitude.
    5. The teams that jumped from full altitude in the incomplete round will be rescored using the reduced working time. In this case:
      - a. Exit altitude for the 4-Way event is 7,000 feet, and the working time is 20 seconds.
      - b. Exit altitude for the 8-Way event is 9,000 feet, and the working time is 30 seconds.
      - c. Exit altitude for the 16-Way event is 10,000 feet, and the working time is 30 seconds.
      - d. Exit altitude for the 10-Way event is 8,000 feet, and the working time is 20 seconds.

#### **5-1.5: EXIT ALTITUDE AND WORKING TIME**

- A. 4-Way:
  1. Each jump is made from 10,500 feet, which may be lowered for a complete round to 9,500 feet by the Meet Director to negotiate weather.
  2. Working time starts the moment any team member (excluding the videographer) separates from the aircraft, as determined by the judges.
  3. Each sequence should be repeated until the working time of 35 seconds has expired.
- B. 8-Way:
  1. Each jump is made from 12,500 feet.
  2. Working time starts the moment any team member (excluding the videographer) separates from the aircraft, as determined by the judges.

**5-1.6: EXIT PROCEDURES**

- A. 4-, 8-, and 16-Way: There are no exit limitations other than those imposed by the Chief Pilot for safety reasons.
- B. 10-Way:
  - 1. A line is marked on the floor of a side-door aircraft from the front edge of the door to the right wall fuselage at the aft bulkhead.
    - a. The videographer must record an image of the line on the floor prior to the team exiting the aircraft.
    - b. The team must line up in single file behind this line, and no members of the team may come in contact with any portion of the aircraft on the door side of the line prior to commencing exit.
  - 2. Exits must be single file.
    - a. The team must emerge from the aircraft in a single file, trail formation, one jumper serially following the proceeding jumper.
    - b. Two unlinked jumpers must initiate all formations after completely passing through the door with the remaining jumpers converging on those two jumpers.
    - c. No continuous exit contact is allowed prior to docking on the scoring formation.
    - d. Any other team(s) in the aircraft must give the exiting team the right side of the aircraft for their exit.
    - e. There will be a suitably positioned video camera located inside the aircraft to record the team's exit to ensure the lack of interference with the exit and compliance with this Section.

**5-1.7: BREAK-OFF PROCEDURES**

- A. The intent of these breakoff procedures is to ensure that safety requirements and responsible, cooperative conduct are followed by teams and videographers.
- B. Breakoff altitude:
  - 1. 4-Way—3,500 feet
  - 2. 8-Way, 10-Way, and 16-Way—4,000 feet
- C. Team members must turn 180 degrees from the center of the formation and track for three to five seconds; the videographer moves to the center.

**5-1.8: NUMBER OF ROUNDS**

- A. 4-Way Open and Advanced, and 8-Way Open:
  - 1. The minimum number of rounds to constitute a meet is six, and the maximum (scheduled) number is 10.
  - 2. At the discretion of the meet director, the final (tenth) round may be jumped in reverse order of standing.
- B. 4- and 8-Way Intermediate, 16-Way, and 10-Way: The minimum number of rounds to constitute a meet is four and the maximum (scheduled) is six.

**5-1.9: SCORING**

- A. 4-, 8-, and 16-Way:
  - 1. A team will score one point for each judgeable scoring formation performed in the sequence within the allotted working time of each round. Teams may continue scoring by continually repeating the sequence.
  - 2. Credit will be given for formations, inters or total separations if the video image is judgeable.
  - 3. (Advanced & Open) For each infringement occurring within working time, one point will be deducted from the total points awarded for that round, with the following exceptions:
    - a. In the case of an omitted formation, two points will be deducted for each omission.
    - b. If an infringement in the scoring formation of a block sequence is carried into the inter, this will be considered as one infringement only; and only one point will be deducted, provided that the intent of the inter requirements for the next formation is demonstrated and no other infringement occurs in the inter.
    - c. The minimum score for any round is zero points.
  - 4. (Intermediate) For an infringement occurring within working time, no infringement penalty will be assessed from the total points awarded for that round, with the following exceptions:
    - a. In the case of an omitted formation one point will be deducted for each omission.
    - b. If an infringement in the scoring formation of a block sequence is carried into the inter, this will be considered as one infringement only; and no additional points will be deducted, provided that the intent of the inter requirements for the

- next formation is demonstrated and no other infringement occurs in the inter.
- c. The minimum score for any round is zero points.
5. It is the responsibility of the team to clearly present the correct scoring formations, inters, and total separations to the videographer and the judges.
  6. 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.
- B. 10-Way:
1. Each team receives a score (in seconds) for the completed 10-Way formation that is held for a minimum of five seconds.
    - a. This five seconds must fall within working time (i.e., the last grip must be completed within 40 seconds).
    - b. If a team does not complete a 10-Way formation, it will receive the maximum score of 45 seconds.
  2. The score for each jump is computed by discarding the lowest and highest times and averaging the remainder to one one-hundredth (.01) of a second.
  3. If a performance is observed by only three judges, all three scores will be averaged.
  4. Penalties: A jump which a team did not perform (not answering a manifest call or disqualification) is scored as 40 seconds (maximum time) for that round.
  5. It is the responsibility of the team to clearly present the correct scoring formation.
- C. Practice of formations or maneuvers other than those specified for each round is not allowed.

#### **5-1.10: DEFINITIONS**

- A. A scoring formation is a formation which is correctly completed 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 total separation or inter, as appropriate.
- B. Grips:
    1. A grip consists of a handhold on an arm or leg.
    2. As a minimum, a grip requires stationary contact of the hand on an arm or leg, as shown in the Definition of Symbols in this Section.
  - C. An inter is an intermediate requirement which must be performed as depicted in the block portions of the dive pools.
    1. A Subgroup consists of more than one jumper linked by a grip or grips.
    2. When shown, each subgroup must remain intact as a subgroup from the break of the previous scoring formation in the sequence until the correct completion of the next scoring formation in the sequence.
    3. Where degrees are shown, (180°, 270°, 360°, 540°), this indicates the approximate degrees and direction of turn required to complete the inter as indicated.
    4. The degrees shown are approximately that amount of the subgroup's centerpoint to be presented to the centerpoint(s) of the other subgroup(s).
    5. Contact or grips are allowed between subgroups during the inter.
      - a. Assisting handholds on other jumpers or their equipment within a subgroup or a scoring formation are not permitted.
      - b. Where subgroups are shown, they remain intact as a subgroup with only the depicted grips.
  - D. An infringement is one of the following:
    1. An incorrect or incomplete formation which is followed within working time by either
      - a. A total separation or
      - b. An inter, whether correct or not;
    2. A correctly completed formation preceded by an incorrect inter or incorrect total separation;
    3. An omitted formation.
  - E. Separation:
    1. Total separation is when all team members show they have released all their grips and have no contact with each other at one point in time.
    2. In 4- and 8-way sequences, total separation is required between whole blocks, between random formations, and between whole blocks and random formations.

- F. In 16-way sequences, teams are allowed free transitions between random formations, between block sequences, and between block sequences and random formations.

**5-1.11: JUDGING AND RECORDING**

- A. The minimum judging staff requirement is one chief judge, two event judges, and eight principal judges.
  - 1. The open and advanced class events and 16-way will be evaluated by five judges.
  - 2. The intermediate class events and 10-way will be evaluated by three judges.
  - 3. It is recommended that the VCR operator also be a judge.
- B. Judges are stationed at video monitors or other suitable optical devices to observe each team's performance.
- C. Meet management is to supply a minimum of three individuals to make up the scoring and recording section.
- D. The judges will use an electronic scoring system to record their evaluation of the performance.
  - 1. The judges may correct their evaluation record after the jump has been judged.
  - 2. At the end of working time, freeze frame of the image will be applied on each viewing.
  - 3. Each judge must have a digital stopwatch accurate to one one-hundredth (.01) of a second.
- E. If the judges use a scoresheet to record their evaluation, they will operate their own stopwatches and use the signs below.
  - 1. Correct scoring formation ...../
  - 2. Infringement .....O
  - 3. Formations, Inters or total separations not judgeable .....NJ
  - 4. Insufficient video evidence .....NV
  - 5. End of working time .....//
  - 6. In this case, the scoresheets of all judges must be collected immediately after the judges have scored the jump for evaluation by the scoring section.
  - 7. The results of the evaluation will be checked by at least one judge.

**5-1.12: AIRCRAFT**

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

**5-1.13: WEATHER**

- A. Wind speed and direction recordings will be made by meet management at no greater than 30-minute intervals.
- B. Maximum allowable wind speed limits is 11 meters per second for open and advanced and 9 meters per second for intermediate.

**5-1.14: REJUMPS**

- A. Officially awarded rejumps will be made as soon as possible after the incident causing the rejump.
- B. Malfunctions or equipment problems or personal injuries occurring during team jumps will not be grounds for protest or rejumps.
- C. Teams exiting the aircraft after a videographer informs the team of a no-jump condition will not be grounds for a rejump. A no-jump condition can include but is not limited to the following: camera malfunction, clouds, and high humidity (foggy lens).
- D. Contact or other means of interference between a team and its freefall videographer will not be grounds for a rejump.
- E. Rejumps may be awarded for the video failure or quality of video too poor to be evaluated fairly; the Chief Videographer and Chief Judge will assess the conditions and circumstances surrounding each occurrence.
  - 1. Where formations, inters, or total separations are not visually judgeable due to meteorological conditions or factors relating to the videographer's equipment:

- a. The video evidence will be considered insufficient for judging purposes and the video review panel will assess the conditions and circumstances surrounding that occurrence.
  - b. 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 or by the freefall videographer on behalf of the team, in which case no rejump will be granted and the team's score for that jump will be zero.
2. 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.
- F. Any other specific conditions or situations warranting rejump will be at the discretion of the Chief Judge.
  - G. The cost of officially-awarded rejump is borne by the team.
  - H. It is the intent of the judging staff to review each rejump required individually and conduct assessments based on the conditions surrounding each situation.
  - I. The Chief Judge and Chief Videographer must take whatever steps necessary to ensure that decisions regarding rejump are fair and equitable to all concerned.

**5-1.15: VIDEO PROCEDURES**

- A. Each team will provide a freefall videographer who will provide the evidence required to judge each round.
- B. Only one of the team's videographers may jump on each jump.
- C. A video review panel will be established prior to the beginning of the competition.
  - a. The video review panel consists of the Chief Judge, the President of the Jury, and the Chief Videographer.
  - b. Decisions rendered by the Video Review Panel are final and not subject to protest or review by the Jury.
- D. If the Chief Videographer and Chief Judge determine that the freefall video equipment has been deliberately

tampered with, the team will receive no points for all competition rounds involved with the tampering.

**5-1.16: CLASSIFICATION OF FINAL RESULTS**

- A. 4-, 8-, and 16-Way: For each team, the scores for each jump in each complete round are added. The winner is the team with the largest score.
- B. 10-Way: The winner is the team scoring the lowest total time, compiled through all complete rounds.
- C. If a tie occurs in medal standing positions:
  - a. A jump-off between the tied teams will be conducted until the tie is broken or until the end of scheduled competition.
  - b. Jump-off rounds will have the same format as regular competition.
- D. Combined Freefall:
  - 1. For each individual competing in formation skydiving events, points are awarded to the individual's team placement in each event.
  - 2. An individual must compete in three of the four events to be eligible.
  - 3. If the competitor competes in four, his or her best score is used. The individuals with the lowest scores are the winners.
  - 4. Combined Freefall classification is not applicable to the advanced or intermediate classes.
- E. National Title Classifications
  - 1. All Events: 1st, 2nd, 3rd
  - 2. National Champions of Combined Freefall: 1st

**5-1.17: RECOGNITION OF WINNERS**


- A. Appropriate medals or other suitable recognition for all events are presented annually for places first through third to:
  - 1. Each of six members (including the videographer) of the winning 4-Way teams
  - 2. Each of 10 members (including the videographer) of the winning 8-Way teams
  - 3. Each of 19 members (including the videographer) of the winning 16-Way teams
  - 4. Each of 12 members (teams including the videographer) of the winning 10-Way teams
  - 5. Each National Champion of Combined Freefall, including the videographer

## SECTION 5-2: ADMINISTRATIVE AND JUDGING NOTES

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

- A. Only the team to be evaluated should be near the door. All others should remain seated forward and out of the way.
- B. Dark jumpsuits with contrasting gloves are recommended for best video judgeability.
- C. Formation and Transition Specifications:
  - 1. All formations performed need only satisfy the judges that each formation was complete and controlled.
  - 2. Where an "inter" is required, it must be visually presented as shown in the dive pool.
  - 3. There is no holding time requirement for any formation.
  - 4. Teams must ensure that each formation is complete and held long enough to be clearly visible.
- D. Necessary Equipment:
  - 1. video recorder
  - 2. monitors (preferably 13" but not larger than 19")
  - 3. score sheets
  - 4. stopwatches, which are the responsibility of each judge.
- E. Air-to-Air Judging Procedures
  - 1. At the National Championships, judges use an air-to-air system for freefall team events.
  - 2. Barring any unusual circumstances, all jumps are recorded by a suitable air-to-air system.
  - 3. The judges will watch each jump to a maximum of three times normal speed.
  - 4. The judges use the electronic scoring system to record their evaluation of the performance.
    - a. The judge may correct his or her evaluation.
    - b. The scoring system user guide will be consulted for this procedure.



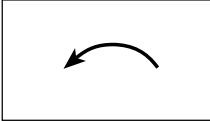
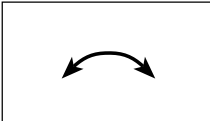
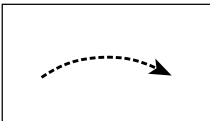

**Section 5-3**  
**USPA**  
**Formation Skydiving**  
**Dive Pool**

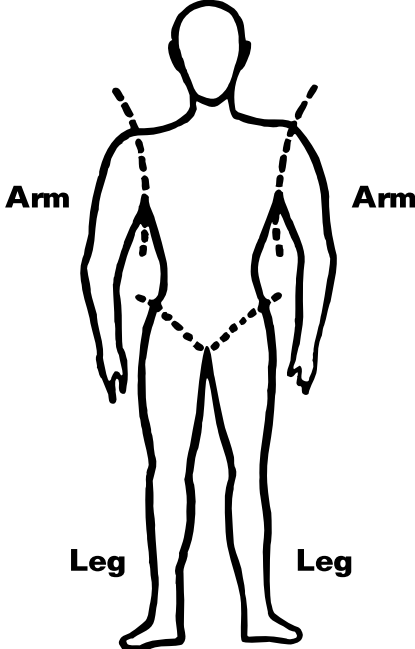


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# 5-3.1: DEFINITION OF SYMBOLS


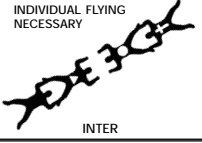


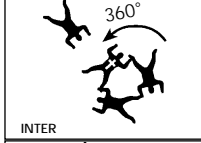


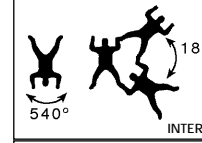
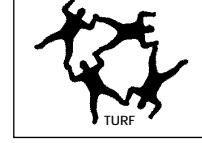

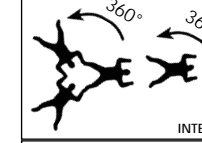
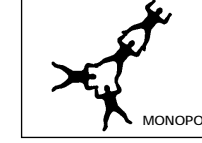
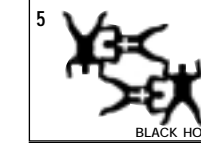
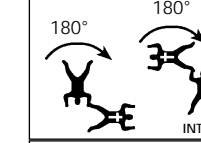
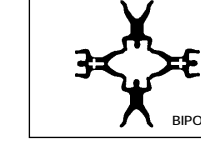
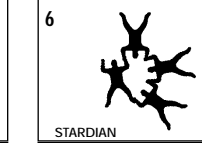
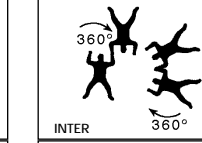
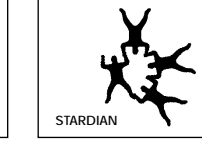
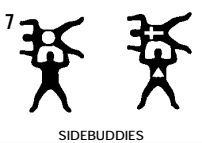
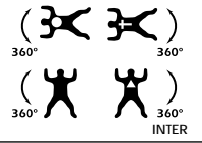
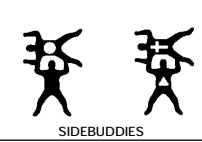

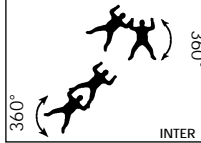

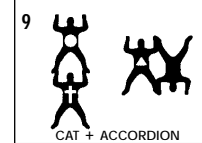
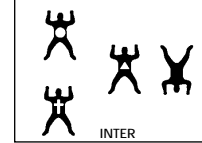
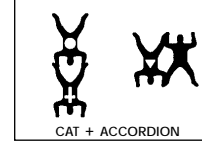
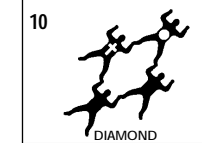
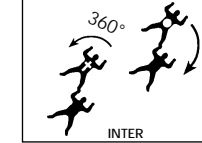
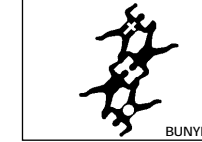
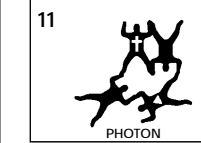
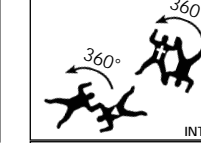
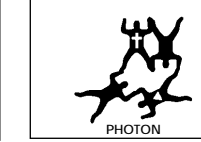
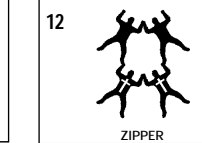
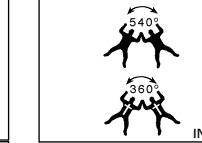
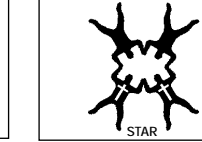

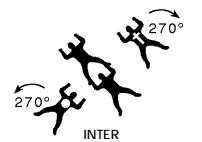

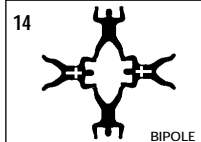
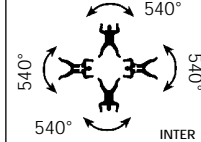
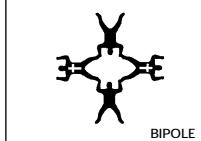
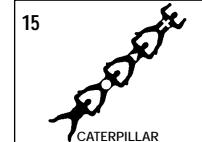
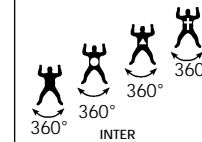


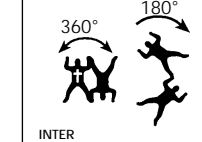


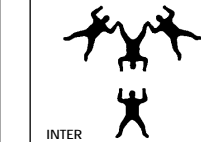

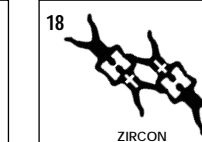
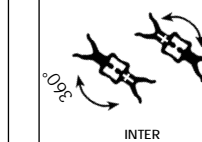
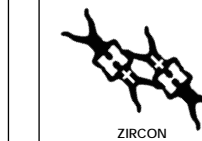
	Indicates direction of turn by a sub-group.				
	Indicates turn by sub-group in either direction.				
	Indicates direction of flight.				
	Indicates clarification of intent.				
<table border="1"> <tr> <td>90°</td> <td>180°</td> </tr> <tr> <td>270°</td> <td>360°</td> </tr> </table>	90°	180°	270°	360°	Indicates approximate degrees of turn to show intent of the transition maneuver.
90°	180°				
270°	360°				



Visualization of definition of "arm" and "leg" for grip positioning.

# SECTION 5-3.2: FORMATION SKYDIVING DIVE POOL

## 4-Way Block Sequences

<p>1</p>  <p>SNOWFLAKE</p> <p>INDIVIDUAL FLYING NECESSARY</p>  <p>INTER</p>  <p>SNOWFLAKE</p>	<p>2</p>  <p>SIDEBODY DONUT</p>  <p>360° INTER</p>  <p>SIDE FLAKE DONUT</p>	<p>3</p>  <p>SIDE FLAKE OPAL</p>  <p>180° 540° INTER</p>  <p>TURF</p>	<p>4</p>  <p>MONOPOD</p>  <p>360° 360° INTER</p>  <p>MONOPOD</p>	<p>5</p>  <p>BLACK HOLE</p>  <p>180° 180° INTER</p>  <p>BIPOLE</p>	<p>6</p>  <p>STARDIAN</p>  <p>360° 360° INTER</p>  <p>STARDIAN</p>
<p>7</p>  <p>SIDEBUDDIES</p>  <p>360° 360° 360° 360° INTER</p>  <p>SIDEBUDDIES</p>	<p>8</p>  <p>CANADIAN TEE</p>  <p>360° 360° INTER</p>  <p>CANADIAN TEE</p>	<p>9</p>  <p>CAT + ACCORDION</p>  <p>INTER</p>  <p>CAT + ACCORDION</p>	<p>10</p>  <p>DIAMOND</p>  <p>360° 180° INTER</p>  <p>BUNYIP</p>	<p>11</p>  <p>PHOTON</p>  <p>360° 360° 360° INTER</p>  <p>PHOTON</p>	<p>12</p>  <p>ZIPPER</p>  <p>540° 360° INTER</p>  <p>STAR</p>
<p>13</p>  <p>HAMMER</p>  <p>270° 270° INTER</p>  <p>HAMMER</p>	<p>14</p>  <p>BIPOLE</p>  <p>540° 540° 540° INTER</p>  <p>BIPOLE</p>	<p>15</p>  <p>CATERPILLAR</p>  <p>360° 360° 360° 360° INTER</p>  <p>CATERPILLAR</p>	<p>16</p>  <p>SIDE FLAKE DONUT</p>  <p>360° 180° INTER</p>  <p>SIDE FLAKE OPAL</p>	<p>17</p>  <p>DANISH TEE</p>  <p>INTER</p>  <p>MURPHY</p>	<p>18</p>  <p>ZIRCON</p>  <p>360° 360° INTER</p>  <p>ZIRCON</p>

## 4-Way Block Sequences (continued)

<p>19</p> <p>RITZ</p> <p>360° 270°</p> <p>INTER</p> <p>ICEPICK</p>	<p>20</p> <p>OPEN STAIRSTEP</p> <p>360° 360°</p> <p>INTER</p> <p>COMPRESSED STAIRSTEP</p>	<p>21</p> <p>ZIG ZAG</p> <p>360° 360°</p> <p>INTER</p> <p>MARQUIS</p>	<p>22</p> <p>TEE</p> <p>270° 270° 360°</p> <p>INTER</p> <p>CHINESE TEE</p>	<p>23</p> <p>SNOWFLAKE</p> <p>270° 270°</p> <p>INTER</p> <p>OFFSET</p>	<p>24</p> <p>COMPRESSED ACCORDION</p> <p>270° 270°</p> <p>INTER</p> <p>BOX</p>
--	---	---	--	--	--

## 4-Way Random Formations

A	B	C	D	E	F
G	H	J	K	L	M
N	O	P	Q		

## 8-Way Block Sequences

1	2	3	4	5	6

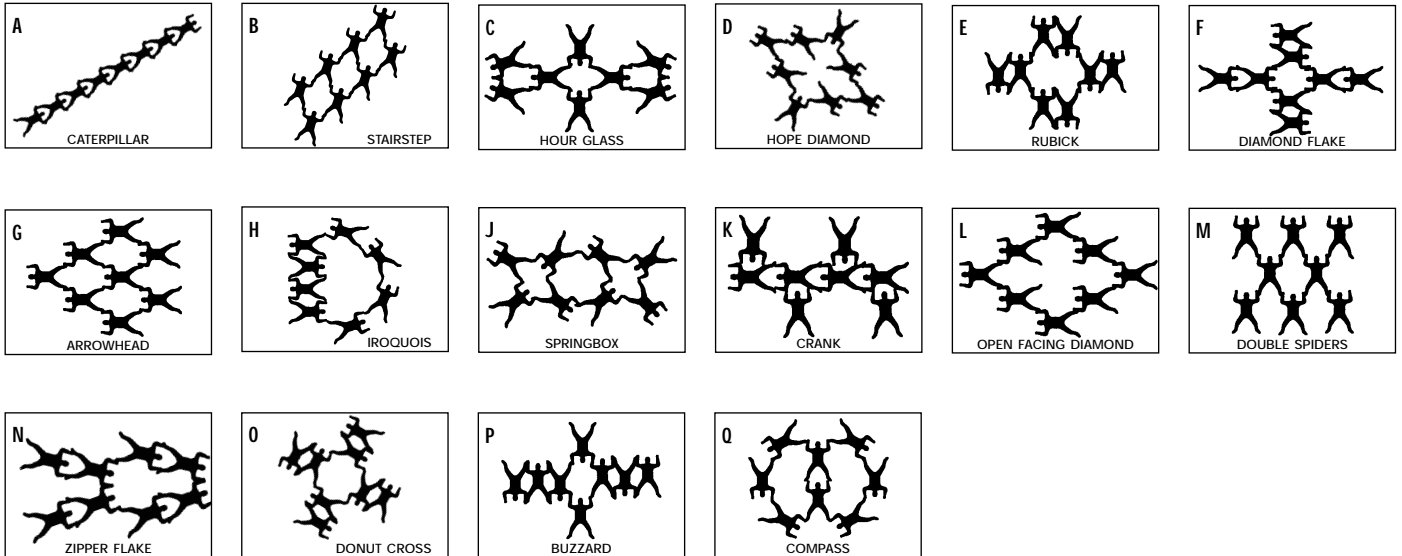
# 8-Way Block Sequences (continued)

7  IN-OUT	8  FRISBEE	9  TAJ	10  DONUT	11  NORWEGIAN BOX	12  STEREO BIPOLE
 INTER	 FRISBEE	 INTER	 INTER	 INTER	 INTER
 BIPOLE DONUTS	 FRISBEE	 MAHAL	 DONUT	 NORWEGIAN DONUT	 GYRO

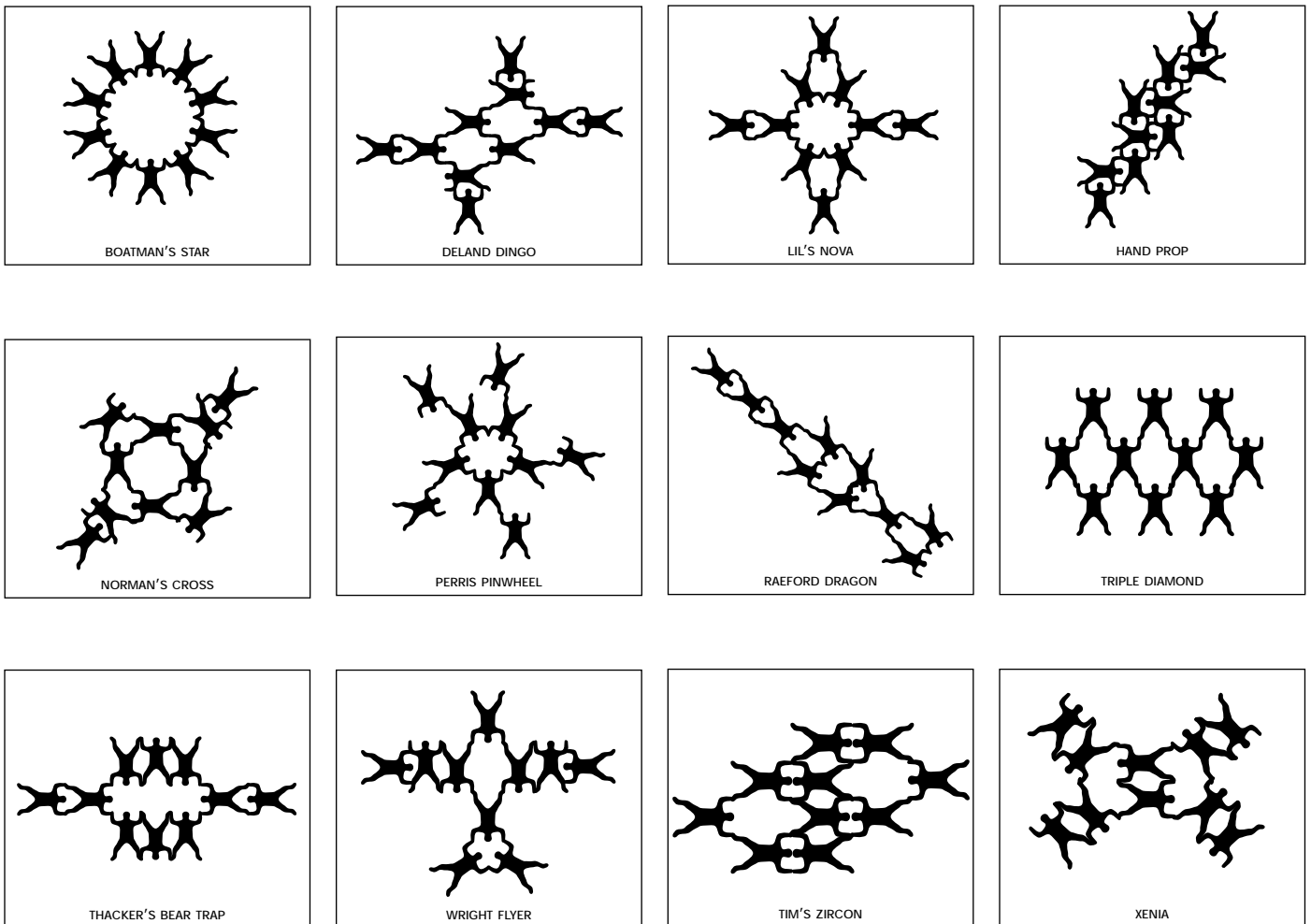
13  DOUBLE SATELLITE	14  ACCORDION	15  OPAL & ZIPPER	16  CANADIAN TEES	17  OLD BONE	18  SIDEBODY DONUT
 INTER	 INTER	 INTER	 INTER	 INTER	 INTER
 DOUBLE SATELLITE	 OPEN STAIRSTEPS	 ZIPPER & OPAL	 MONOPODS	 AMOeba	 SIDEBODY DONUT

19  COMPRESSED DIAMONDS	20  CAT DIAMOND	21  LEGO	22  OPEN DIAMOND	23  BEAR TRAP	24  COMPRESSED DONUTS
 INTER	 INTER	 INTER	 INTER	 INTER	 INTER
 COMPRESSED DIAMONDS	 CAT ACCORDION	 EYE	 OLD BONE	 TRAPPED BEAR	 DOUBLE BIPOLES
			 INTER	 INTER	 INTER
			 COMPRESSED STAIRSTEP DIAMONDS	 FREE BEAR	 BIPOLE DONUTS

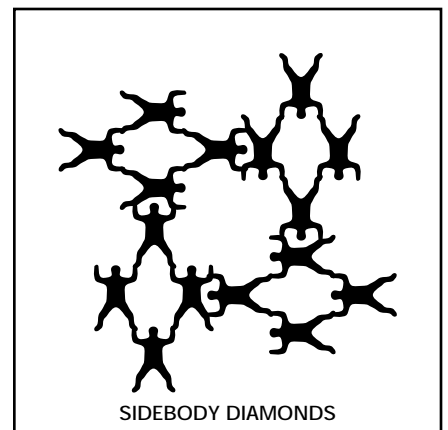
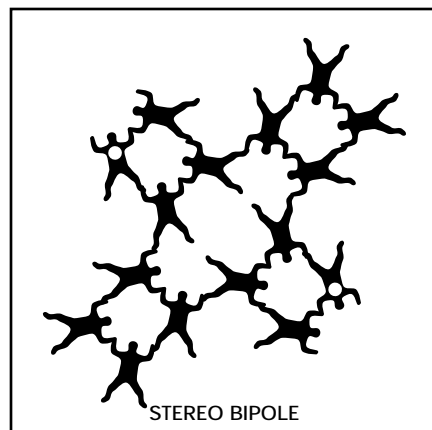
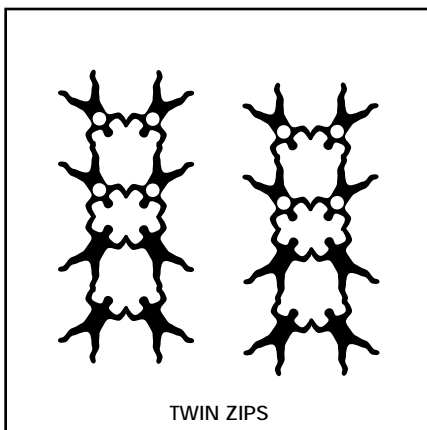
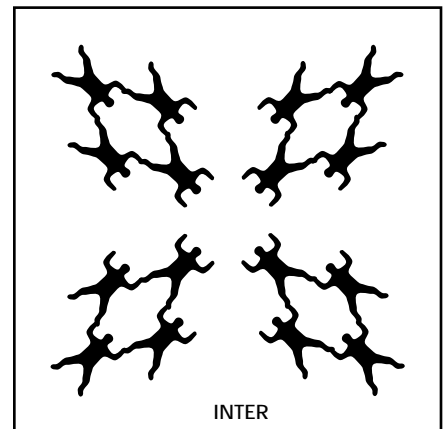
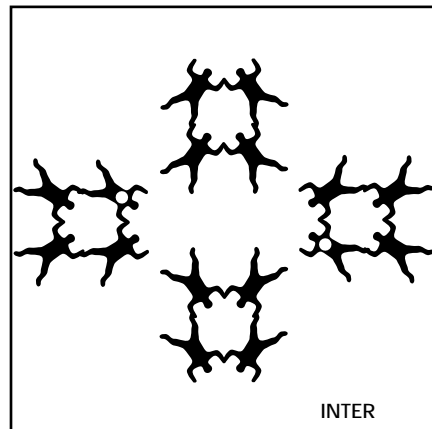
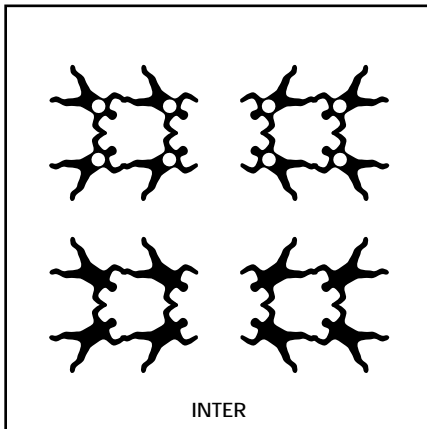
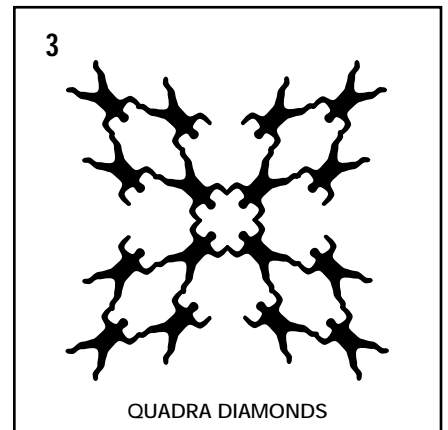
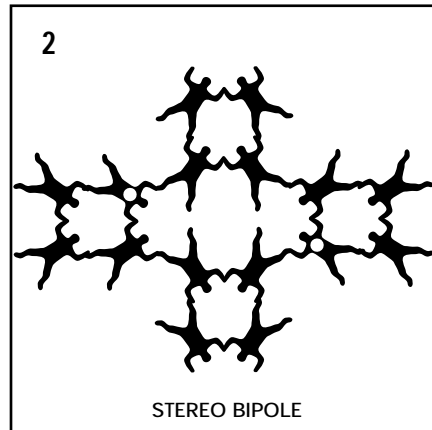
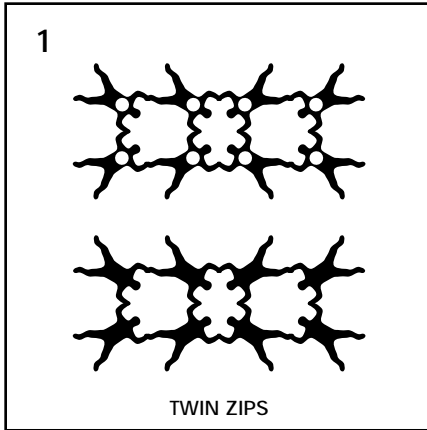
# 8-Way Random Formations



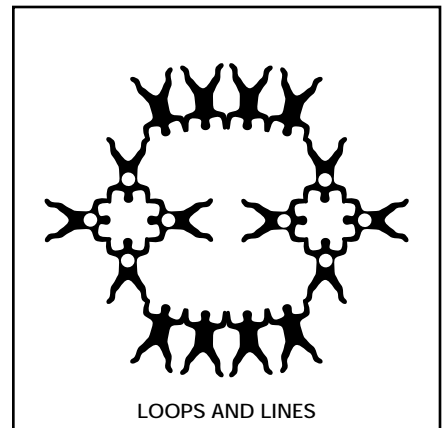
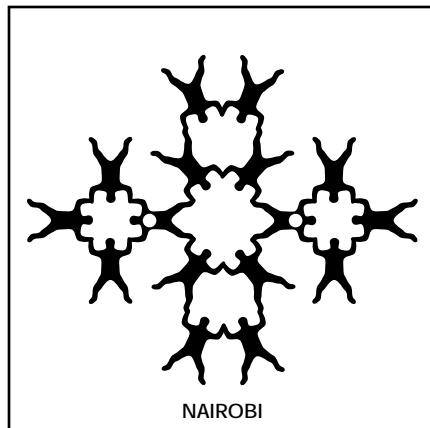
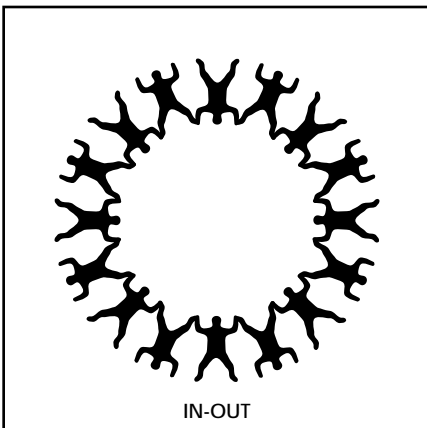
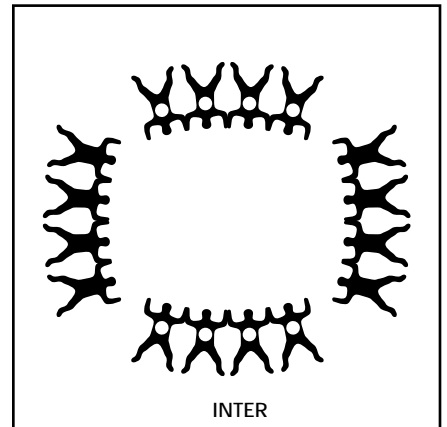
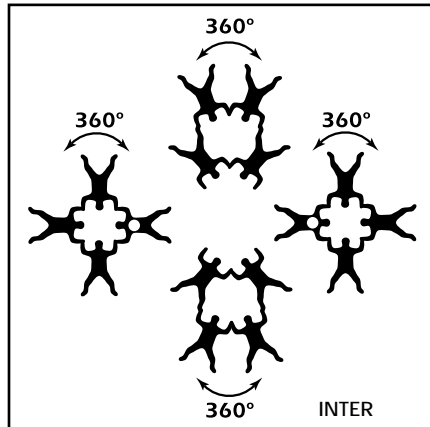
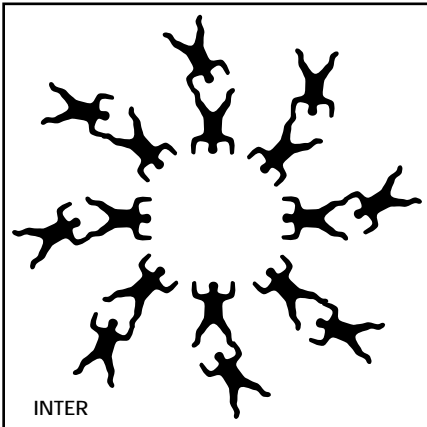
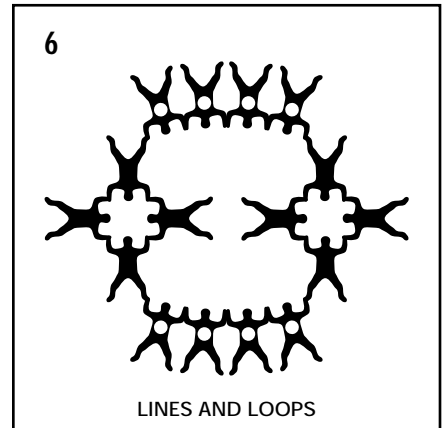
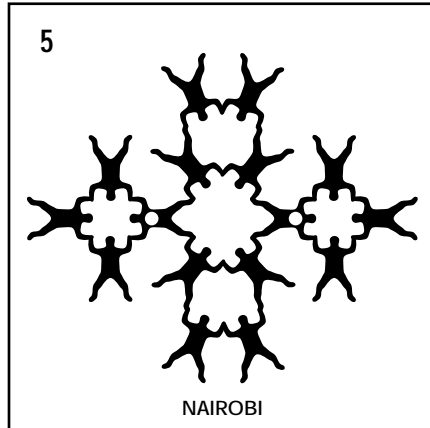
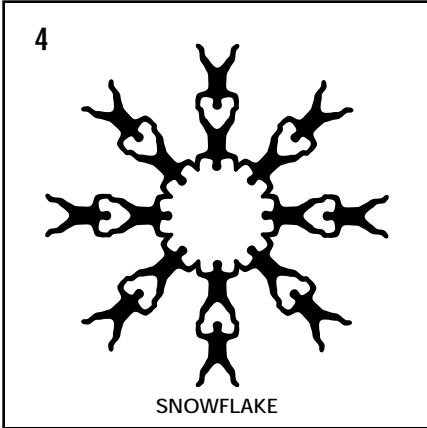
# 10-Way Formations



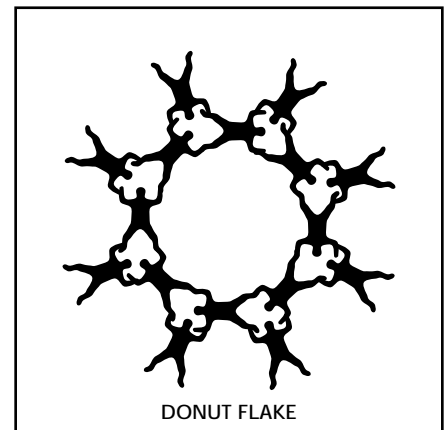
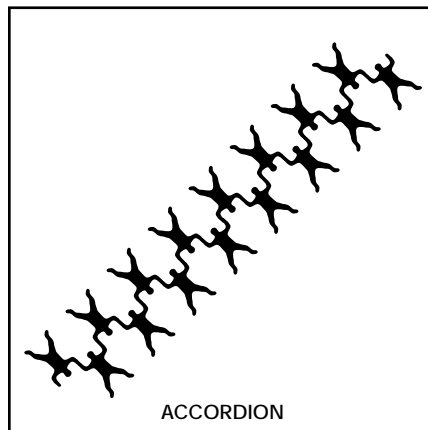
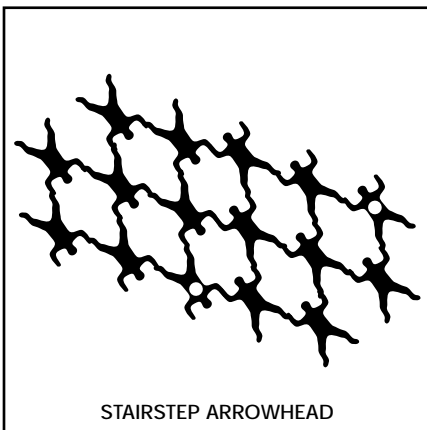
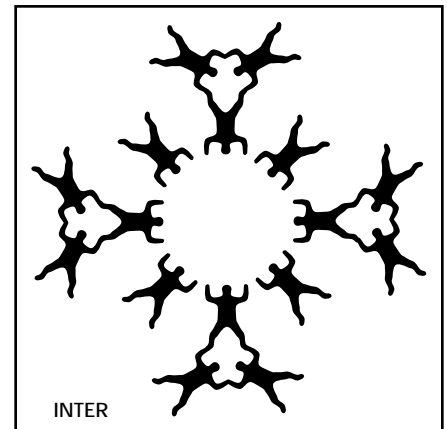
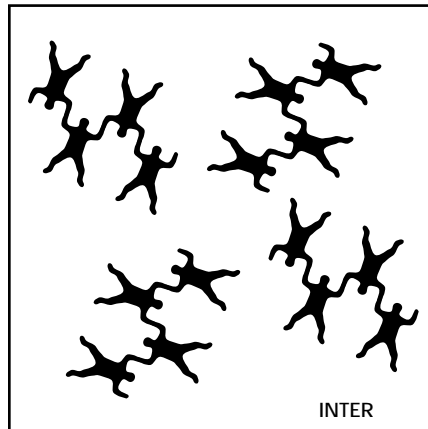
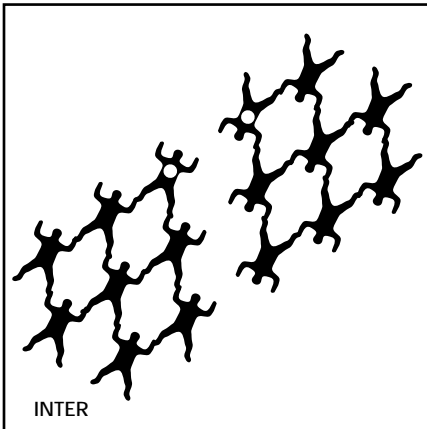
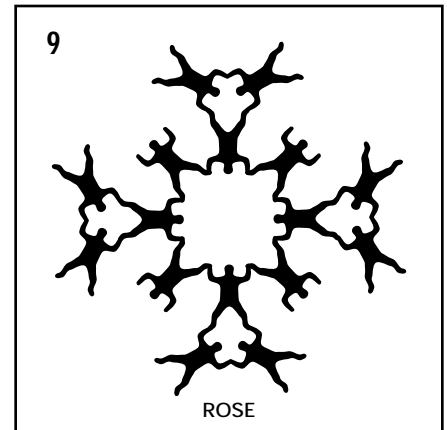
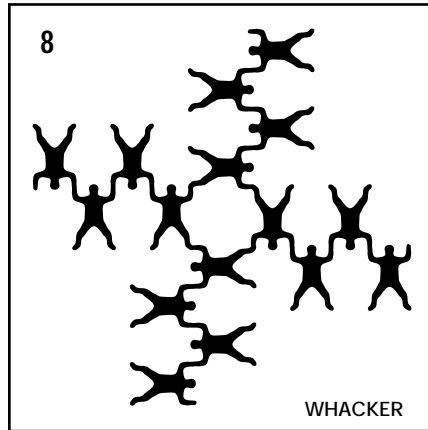
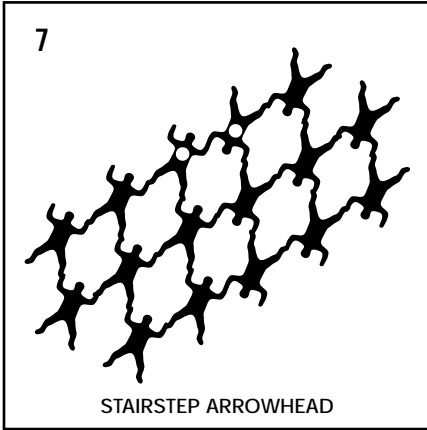
## 16-Way Block Sequences



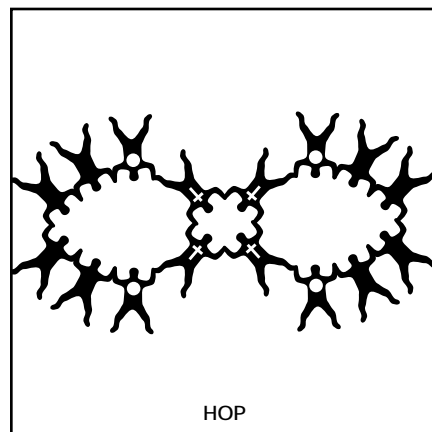
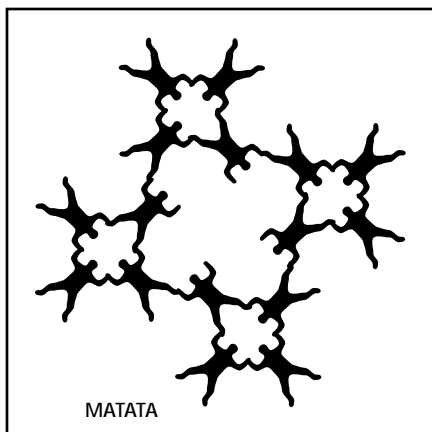
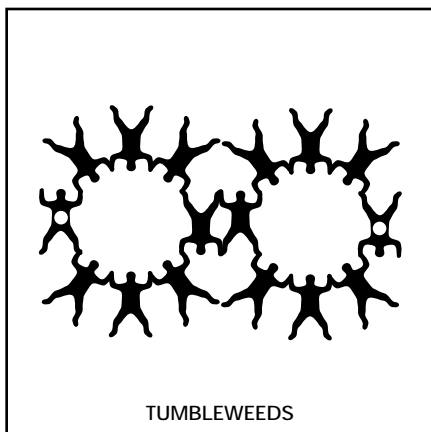
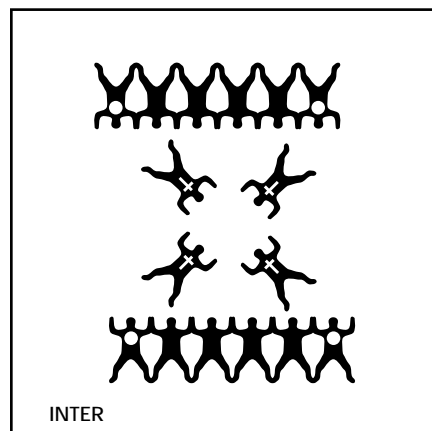
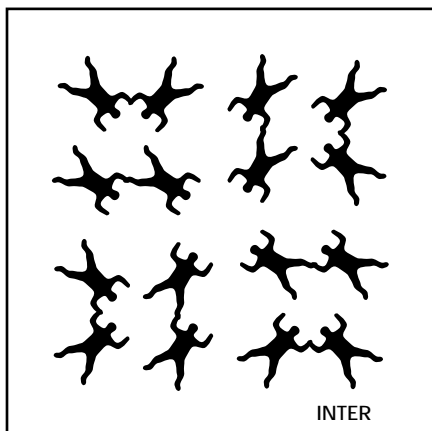
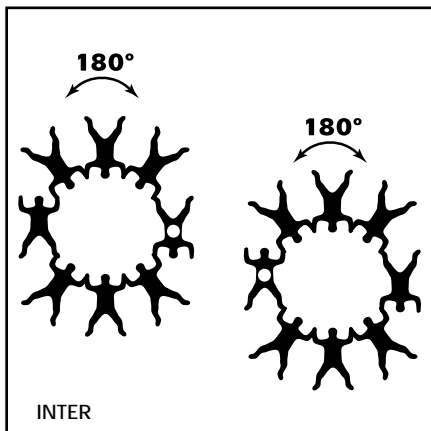
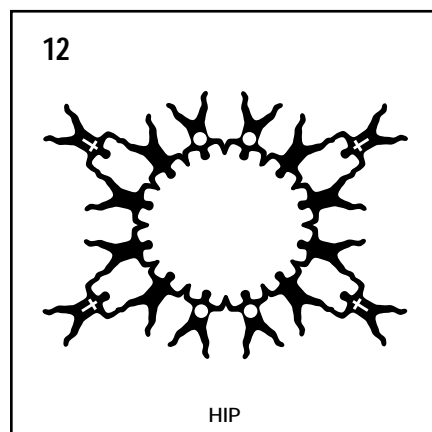
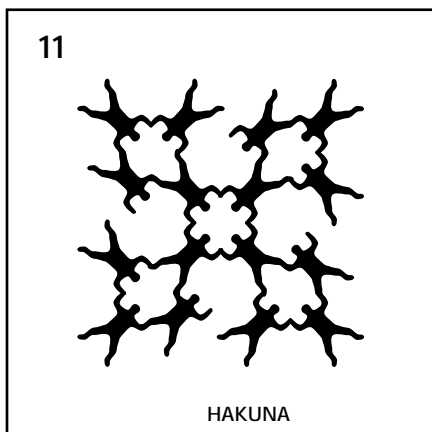
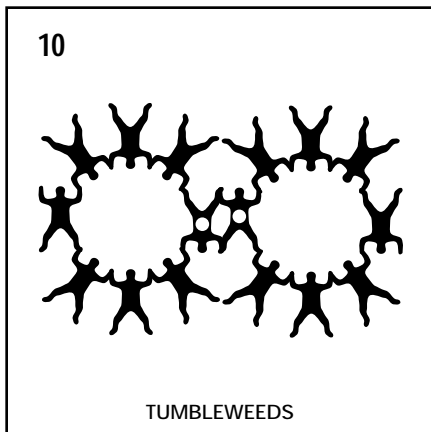
## 16-Way Block Sequences



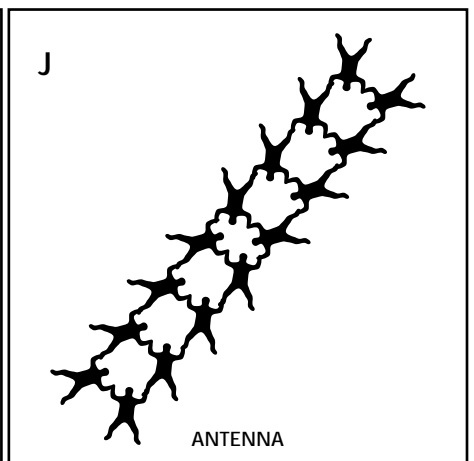
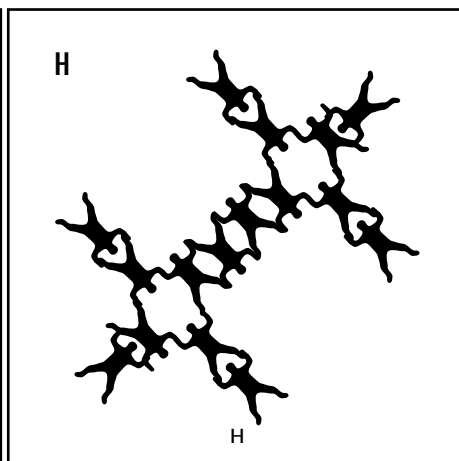
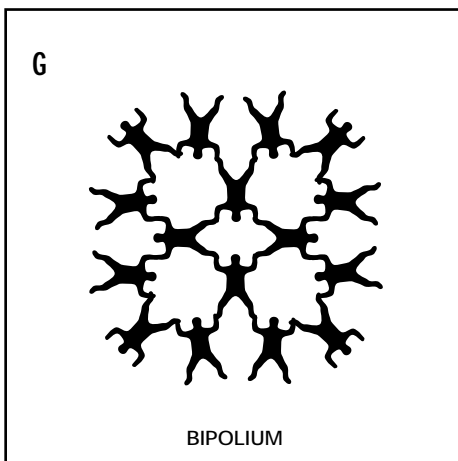
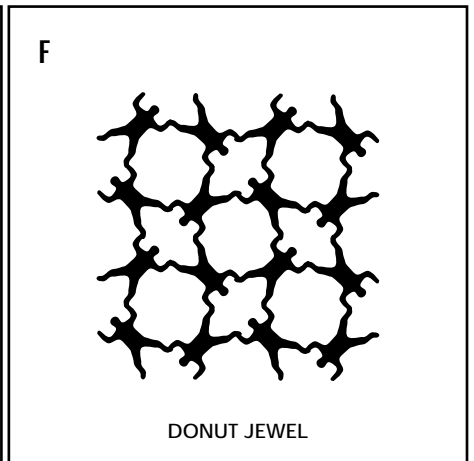
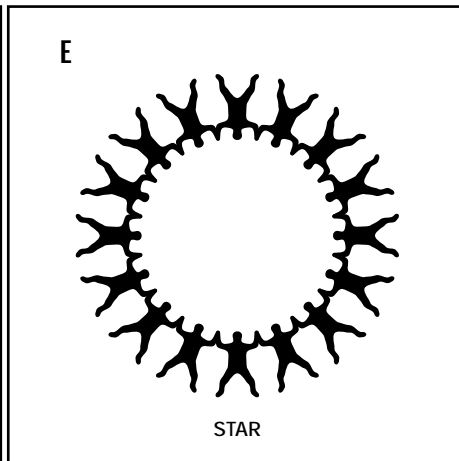
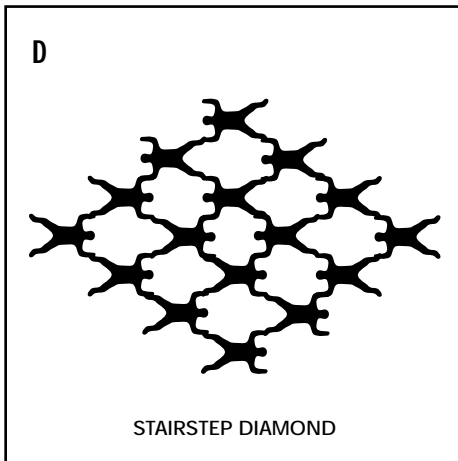
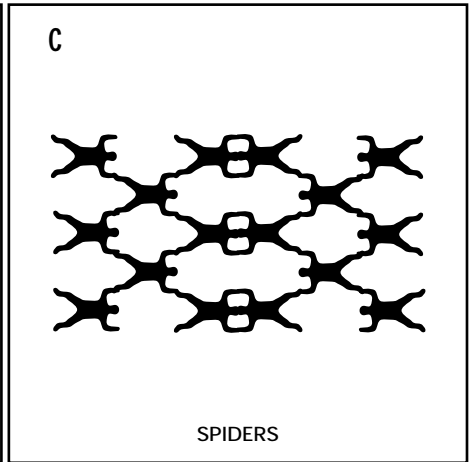
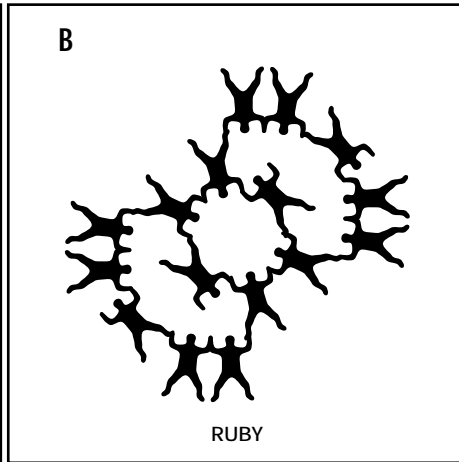
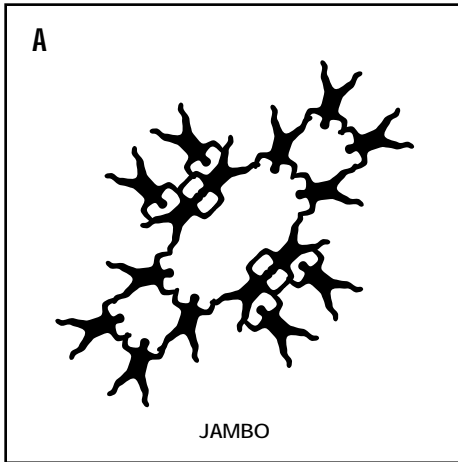
## 16-Way Block Sequences



# 16-Way Block Sequences



# 16-Way Randoms



*U.S. National Freeflying, Freestyle,  
and Skysurfing Championships  
Competition Rules*



*Section 6*



UNITED STATES PARACHUTE ASSOCIATION<sup>®</sup>

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# 6-1: U.S. NATIONAL FREEFLYING, FREESTYLE SKYDIVING AND SKYSURFING CHAMPIONSHIPS COMPETITION RULES

## 6-1.1: GENERAL

On a freefall jump, teams perform a sequence of moves with the highest possible artistic and technical merit.

## 6-1.2: EVENT DESCRIPTION

- A. In Freeflying (FF), Freestyle Skydiving (FR), and Skysurfing (SK), each round consists of either a free routine or a compulsory routine.
1. The content of the free routine rounds is chosen entirely by the team, and there may be any number of different free routines within the set number of free rounds.
  2. The content of the compulsory routine rounds contains four compulsory sequences as described in this Section, and they must be performed in the order drawn.
- B. Separate competitions will be held for:
1. Freestyle Skydiving Men's Open
  2. Freestyle Skydiving Women's Open
  3. Freestyle Skydiving Men's Intermediate
  4. Freestyle Skydiving Women's Intermediate
  5. Skysurfing Men's Open
  6. Skysurfing Women's Open
  7. Skysurfing Men's Intermediate
  8. Skysurfing Women's Intermediate
  9. Freeflying Open
  10. Freeflying Intermediate

## 6-1.3: TEAM COMPOSITION

- A. In Freestyle Skydiving and Skysurfing, a team consists of a performer (freestylist or skysurfer) and a videographer.
- B. Freestyle Skydiving and Skysurfing teams may consist of members of one or both sexes, but the gender of the team is determined by the gender of the performer.
- C. In Freeflying, a team consists of three performers (gender non-specific), and any one of the team members may serve as the videographer on any round.
- D. Each team member may compete on a maximum of two teams as follows:

1. In the same event (Freestyle Skydiving and Skysurfing only): as performer and as videographer with the opposite gender
2. In different events (Freeflying, Freestyle Skydiving, and Skysurfing): as performer or as videographer with either gender.

## 6-1.4: COMPULSORY ROUTINE SEQUENCE DRAW

- A. The Chief Judge will conduct the draw by placing a representation of all compulsory sequences in one container to be drawn one at a time, without replacement.
- B. There will be a separate draw for each event.
- C. Teams will be given not less than two hours between the draw and the start of the competition.

## 6-1.5: EXIT ALTITUDE

Each jump is made from 13,000 feet.

## 6-1.6: EXIT PROCEDURES

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

## 6-1.7: WORKING TIME

- A. Freeflying and Freestyle Skydiving: Working time begins when the first team member leaves the aircraft and ends 45 seconds later.
- B. Skysurfing: Working time begins when the first team member leaves the aircraft and ends 50 seconds later.

## 6-1.8: JUMP ORDER OF THE ROUTINES:

- Round 1: Compulsory Round  
 Round 2: Free Round  
 Round 3: Free Round  
 Round 4: Free Round  
 Round 5: Compulsory Round  
 Round 6: Free Round  
 Round 7: Free Round

**6-1.9: NUMBER OF ROUNDS**

- A. The minimum number of rounds to constitute a meet is one compulsory and three free routines.
- B. The maximum (scheduled) number of rounds to constitute a meet is two compulsory and five free routines.

**6-1.10: SCORING**

- A. The compulsory routine is scored for the quality and correctness of execution of the sequences, as specified by performance requirements in this Section.
- B. In Freestyle Skydiving and Skysurfing, the free routine is scored in four different categories: difficulty, execution, artistic impression, and camera work as described in this Section.
- C. In Freeflying, the free routine is scored in four different categories: technical difficulty, artistic presentation, videographer work, and overall impression, as described in this Section.

**6-1.11: DEFINITIONS**

- A. Heading: The direction in which the performer faces.
  - 1. Move: The basic component of performer maneuvers.
  - 2. A move has a defined starting point and an ending point.
  - 3. It consists of any of the following:
    - a. a change in body position
    - b. a rotation of the body about one or more axes
    - c. balancing in a static position (a pose)
- B. Sequence: Two or more moves performed in succession.
- C. Compulsory Routine: A sequence of Freeflying, Freestyle Skydiving, or Skysurfing moves required to demonstrate pre-determined skills within working time.
- D. Free Routine: A sequence of Freeflying, Freestyle Skydiving, or Skysurfing moves chosen entirely at the discretion of the team.
- E. Surfboard: A board-like item attached to the skysurfer's feet during the jump.
- F. Freefall Video Equipment: Consists of the complete video system or systems used to record and/or relay the video evidence of the team's freefall performance,

including camera(s), video tape(s), tape recorder(s), transmitter(s) and battery(ies).

- G. Grip: In Freeflying, a recognizable stationary contact performed in a controlled manner of the hand(s) or foot (feet) of one performer on a specified part of the body of the other performer.

**6-1.12: JUDGING AND RECORDING**

- A. A panel consisting of five judges must evaluate each team's performance
- B. Where possible, a complete round will be judged by the same panel.
- C. The judges watch each jump twice at normal speed.
- D. Portions of the jump may be viewed in slow motion if requested by two or more judges.
- E. Once either team member has left the aircraft, the jump will be evaluated and scored.
- F. The freefall videographer will record the video evidence required to judge each jump to show the team's performance.
- G. As soon as possible after each jump is completed, the videographer must deliver the freefall video equipment used to record that jump to the Chief Judge or designee for dubbing purposes.
- H. After viewing, each judge will give preliminary scores for the jump for each compulsory sequence or judgement criteria.
- I. If, in the opinion of the event judge, there is an unacceptable difference between any judges' scores, the judges may confer. After conferring, any judge may change his or her score.
- J. If at least half of the evaluating judges consider the quality of the video image insufficient for judging purposes, the Video Review Panel will assess the conditions and circumstances surrounding that occurrence.
- K. Scores are calculated by averaging the individual scores from all judges, retaining accuracy to one decimal digit.
- L. The scores of all judges must be collated immediately after the judges have scored the jump for evaluation by the scoring section.

- M. The results of the collation will be checked by at least one judge.
  - N. The accumulated total of the scores for all completed rounds is the final score for the team.
  - O. All scores for each judge will be published.
2. The minimum surfboard length will be 110 centimeters.
  3. The minimum surfboard width will be 22 centimeters.
  4. Each surfboard with a total weight of more than 4.5 pounds must be equipped with its own parachute recovery system that is automatically activated upon cutaway of the surfboard.

**6-1.13: VIDEO PROCEDURES**

- A. A Video Review Panel consisting of the Chief Judge, the President of the Jury, and the Chief Videographer will be established before the beginning of competition, and any decisions it makes will be final and not subject to protest or review by the Jury.
- B. 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 the tampering.

**6-1.14: EQUIPMENT AND CLOTHING**

- A. Team members are responsible for outfitting themselves and being fully trained in the safe operation of all appropriate equipment and clothing.
- B. Each Skysurfing team member is required to carry a hook knife during the jump.
- C. Each Freeflying and Skysurfing team member is required to carry at least one audible or visual altimeter during the jump, and it is recommended that they carry both.
- D. All surfboards are required to be equipped with a board cutaway system that the Skysurfing performer can activate without bending at the waist.
  1. The cutaway system must be designed to ensure reliable, easy, and fast cutaways, in addition to serving as an efficient fastener.
  2. The binding system will be inspected prior to the competition and may be required to be demonstrated on the ground before the first jump. Shoes must be compatible and should not cause distortion of the bindings.
  3. Any binding system deemed to be unsafe by meet management will not be allowed to enter the competition.
- E. All surfboards must meet the following requirements:
  1. The ratio of the surfboard's length to the skysurfer's height will be a minimum of 0.75.

- F. The following recommendations apply to the Skysurfing event:
  1. The use of reserve static lines is not recommended.
  2. The use of functioning and armed AADs by all team members is highly recommended.
  3. In the event of a main canopy malfunction, it is recommended to cutaway the surfboard first, then the main canopy.
- G. The use of functioning and armed AADs by all Freeflying team members is highly recommended.

**6-1.15: AIRCRAFT**

- A. All competition aircraft will be similar in configuration, interior and exterior, as determined by the Meet Director.
- B. The Meet Director will be responsible for ensuring that all teams receive an equal aircraft rotation within the limits of aircraft availability.
- C. Aircraft speed at the time of exit will be determined by the Meet Director and be kept constant for each aircraft type for the duration of the competition.

**6-1.16: WEATHER**

- A. Wind speed and direction recordings will be made by meet management at no greater than 30-minute intervals.
- B. Maximum allowable wind speed limits: Nine meters per second.
- C. Adverse weather conditions during a jump are not grounds for protest.

**6-1.17: REJUMPS**

- A. In each case of a jump where part of the team's performance is not judgeable from lack of video evidence or where the quality of video image is

considered insufficient for judging purposes, the Video Review Panel may grant a rejump.

- B. If the Chief Judge determines that there has been an intentional abuse of the rules by the team, no rejump will be granted and the team score for that jump is zero.
- C. Malfunctions, equipment problems, or personal injuries occurring during competition jumps are not grounds for protests or rejudgments.
- D. Contact or other means of interference between a performer and team member freefall videographer is not grounds for a rejump.
- E. A team may choose to abort a jump for any pertinent reason and land with the aircraft.
  - 1. A team that has landed with the aircraft is to be given the opportunity to jump as soon as possible.
  - 2. If the jump cancellation is repeated, the judges will decide whether the reason is pertinent.
  - 3. If the reason for cancellation is deemed not pertinent, no rejump will be given and the team receives the minimum score.
- F. Any other specific conditions or situations warranting rejudgments will be at the discretion of the Chief Judge.

#### **6-1.18: CLASSIFICATION OF FINAL RESULTS**

- A. The scores for all jumps for each team are totaled for the final score.
- B. The winner is the team with the highest score.
- C. If two or more teams within the top three places have equal scores, the first three places are decided by comparison of the highest scoring free routine round performed by each team, and the team with the highest score on any individual free routine round places the highest.
- D. National Championship Title Classifications

- 1. National Men's Freestyle Skydiving Champion—1st, 2nd, 3rd
- 2. National Women's Freestyle Skydiving Champion—1st, 2nd, 3rd
- 3. National Men's Intermediate Freestyle Skydiving Champion—1st, 2nd, 3rd
- 4. National Women's Intermediate Freestyle Skydiving Champion—1st, 2nd, 3rd
- 5. National Men's Skysurfing Champion—1st, 2nd, 3rd
- 6. National Women's Skysurfing Champion—1st, 2nd, 3rd
- 7. National Men's Intermediate Skysurfing Champion—1st, 2nd, 3rd
- 8. National Women's Intermediate Skysurfing Champion—1st, 2nd, 3rd
- 9. National Open Freeflying Champions – 1st, 2nd, 3rd
- 10. National Intermediate Freeflying Champions – 1st, 2nd, 3rd

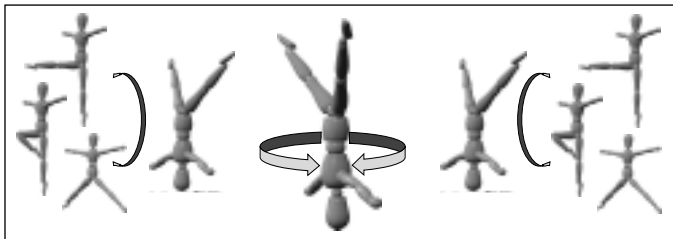
#### **6-1.19: RECOGNITION OF WINNERS**

- A. Appropriate medals or other suitable recognition are presented annually for places first through third to each member of the team in the classes described in the above Section, National Championship Title Classification.
- B. All team members receiving medals must be at the competition site during all competitive rounds through which the team qualified for its title.
- C. Guest competitors invited by USPA may be awarded separate awards.

## 6-2: COMPULSORY MOVES, PERFORMANCE REQUIREMENTS, AND JUDGING CRITERIA

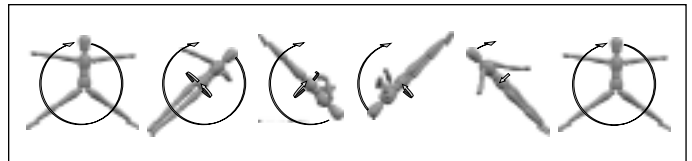
### 6-2.1: FREESTYLE SKYDIVING OPEN

- A. Straddle Headstand Sequence: Any Upright Pose, Half-Loop into Straddle Headstand, Straddle Headstand Turn (360 degrees), Half-Loop into Any Upright Pose



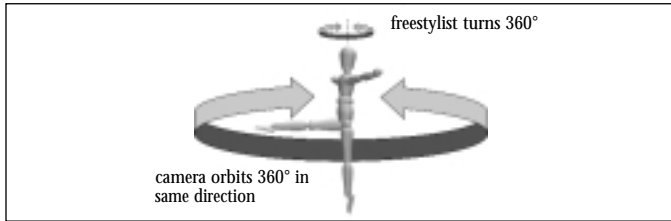
1. Upright Pose: Torso should be vertical and not bent at the waist.
2. Half Loop: Either a front, side, or back half-loop may be performed.
3. Straddle Headstand:
  - a. Torso should be vertical, head down.
  - b. Legs should be straight and straddled apart, with at least a 90-degree angle between them.
  - c. Torso should be as straight as possible, with not more than a 30-degree angle of bend at the waist (from a straight line extended from the torso to the legs).
  - d. Good stability and balance should be shown while entering the Straddle Headstand.
4. Straddle Headstand Turn:
  - a. Torso and leg position should not change during the turn.
  - b. Turn should be at least 360 degrees.
  - c. Good stability and balance should be maintained during the entire turn.
  - d. Turn may be in either direction.
  - e. Either a front, side, or back half-loop may be performed to enter the final upright pose.

- B. Side Full Twist Sequence: Cartwheel, Side Layout Full Twist, Cartwheel



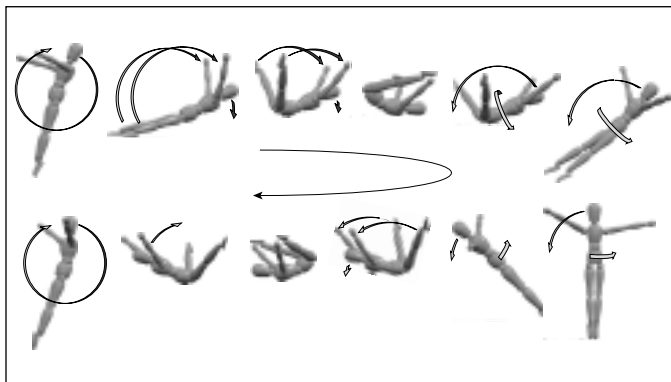
1. Cartwheels:
  - a. Legs should be straight and straddled from side to side with at least a 90-degree angle between them.
  - b. Legs may move into position from a previous move at the start of the cartwheel.
  - c. Torso should be straight, without any bend at the waist.
  - d. Head, shoulders, and torso should be in line, facing the same direction throughout the cartwheel (without any twist in the torso).
  - e. One complete 360-degree sideways rotation should be performed.
2. Side Layout Full Twist:
  - a. Entry into the Side Layout Full Twist should be smooth and without stopping after the first Cartwheel.
  - b. One complete 360-degree sideways rotation should be performed.
  - c. One full twist should be performed.
  - d. Legs should remain straight and together in the layout position.
  - e. Twist may be in either direction.
  - f. Looping movement should remain about the horizontal axis, without tilting or turning.
  - g. Entry into the final Cartwheel should be smooth and without stopping after the Side Layout Full Twist.

**C. Orbiting Compass**



1. **Compass Position:**
  - a. The body should be in an upright orientation.
  - b. Torso should be vertical and straight, with no bend at the waist.
  - c. One leg should be straight down.
  - d. The other leg is bent forward 90 degrees at the hip, with the leg straight.
  - e. Either leg may be the forward leg.
  - f. A static compass position (without turning) should be demonstrated prior to starting the rotations.
2. **Compass Turn:**
  - a. The performer must make a 360-degree turn.
  - b. The turn can be in either direction.
  - c. Turning should be smooth.
3. **Camera Requirements:**
  - a. Performer should be shown from the side at a 90-degree angle.
  - b. Camera should follow the turn of the performer without changing the 90-degree angle.
  - c. Movement should be synchronous (with the performer.)

**D. Straddle Backstop (Cradle) Sequence: Back Layout, Straddle Backstop, Straddle Kip, 180-degree Turn Near Upright Position, Straddle Backstop, Straddle Kip, Front Layout**

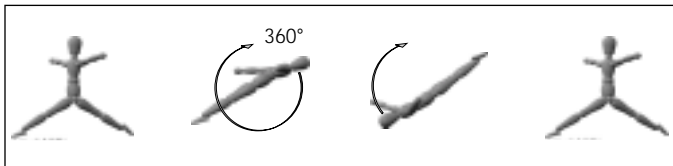


1. **Back Layout Loop:**
  - a. One complete backward loop should be performed.
  - b. Torso should be straight, with legs together and in line with the torso (slight arch is OK, but no bend at the waist).
  - c. Loop should be around a horizontal axis, without tilting or changing the heading.
  - d. Looping motion should be smooth.
2. **Straddle Backstop:**
  - a. Torso should stop near horizontal (on the back) while legs continue rotating as the waist bends into a straddle pike position.
  - b. 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).
  - c. Legs should remain straight through all portions of this move.
  - d. Legs should be straddled apart, with at least a 90-degree angle between them at the point where the torso stops rotating.
  - e. Body should remain symmetrical, without tilt, twist or change in heading.
3. **Straddle Kip:**
  - a. After the legs have stopped moving backward in the Straddle Backstop, they should reverse direction and start rotating forward while the torso remains nearly stationary for an instant.
  - b. Legs may remain straddled apart as they rotate forwards, and come back together as they arrive straight in line with the torso.
  - c. Torso should remain symmetrical, without tilt, twist or change in heading.
4. **180-degree Upright Turn:**
  - a. As the torso straightens and moves through the vertical position, the torso should turn to face a heading 180 degrees from the starting heading such that the 180-degree turn and the torso rotation are performed simultaneously (without stopping in the upright position).
  - b. When the torso passes through the upright point, the torso should be straight and the legs should be straight and together.
5. **Second Straddle Backstop and Straddle Kip:** Same requirements as the first one.
6. **Front Layout Loop:**

- a. As soon as the torso straightens and the legs come together (after the second Straddle Backstop and Kip), the forward loop should start without hesitation.
- b. One complete forward loop should be performed.
- c. Torso should be straight, with legs together and in line with the torso (slight arch is OK, but no bend at the waist).
- d. Loop should be around a horizontal axis, without tilting or changing the heading.
- e. Looping motion should be smooth.
- f. Legs should be split front to back with at least a 90-degree angle between them.
- g. Either leg may be forward.
- h. Front leg should be straight.
- i. Back leg should be as straight as possible.
- j. Shoulders should face towards the front leg.
- k. Daffy should be shown balanced and controlled before initiating another move.

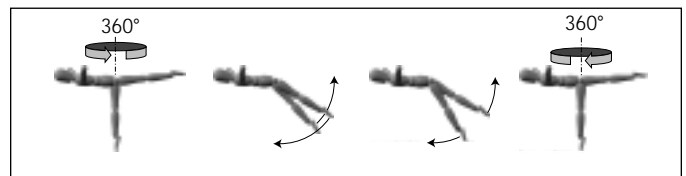
### 6-2.2: FREESTYLE SKYDIVING INTERMEDIATE

#### A. Daffy Layout Sequence: Daffy, Back Layout Loop, Daffy



1. Daffy:
  - a. Torso should be vertical.
  - b. Legs should be split front to back with at least a 90-degree angle between them.
  - c. Either leg may be forward.
  - d. Front leg should be straight.
  - e. Back leg should be as straight as possible.
  - f. Shoulders should face towards the front leg.
  - g. Daffy should be shown balanced and controlled before starting the Back Layout.
2. Back Layout Loop:
  - a. One complete backward loop (360 degrees) should be performed.
  - b. Torso should be straight with legs together and in line with the torso (slight arch is OK, but no bend at the waist).
  - c. The loop should be around a horizontal axis, without tilting or changing the heading.
  - d. Looping motion should be smooth.
3. Daffy:
  - a. Entry into the Daffy should be smooth, without overshooting, from the Back Layout.
  - b. Torso should be vertical.

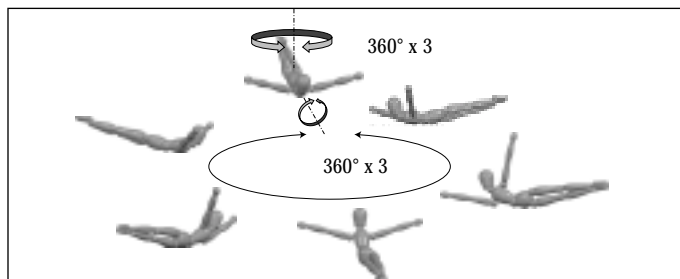
#### B. Tee Switch Sequence: Tee, Turn 360 degrees, Tee Switch, Tee, Turn 360 degrees (in opposite direction as the first turn)



1. Tee with 360-Degree Turn:
  - a. Torso is flat.
  - b. Torso should be straight, with no bend at the waist (arch is OK).
  - c. One leg should be extended straight downward, at a 90-degree angle to the torso.
  - d. Either leg may be the down leg.
  - e. Other leg is straight and in line with the torso.
  - f. A 360-degree turn should be performed (not more or less than 360 degrees).
  - g. This first turn may be in either direction.
  - h. Good balance and stability should be shown during the turn.
2. Tee Switch:
  - a. Both legs should remain straight.
  - b. Both legs should move smoothly as they cross in a scissoring motion, without moving outward or sideways during the switch.
  - c. Both legs should move at the same rate such that they arrive in the new Tee at the same time.
  - d. New tee should have the opposite leg down as the first tee.
  - e. Torso should not tilt or turn off heading during the switch.
3. Tee with 360-Degree Turn:
  - a. Torso is flat.
  - b. Torso should be straight, with no bend at the waist (arch is OK).

- c. The down leg should be extended straight downward, at a 90-degree angle to the torso.
- d. Other leg is straight and in line with the torso.
- e. A 360-degree turn should be performed (not more or less than 360 degrees), in the opposite direction as the first turn.
- f. Good balance and stability should be shown during the turn.

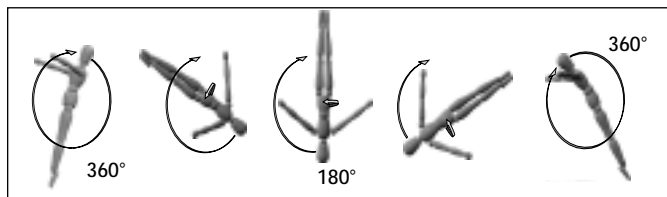
### C. Flip-Through Sequence: Flip-Through (3 revolutions)



#### Flip-Through:

1. For the complete Flip-Through, the torso should roll through 360 degrees as it turns through a 360-degree flat turn. The torso should be flat at the start of the rotation, on its side when 90 degrees of the turn are complete, on its back when 180 degrees of the turn are complete, and on the other side when 270 degrees of the turn are complete.
2. Legs should remain straight and together.
3. The head should remain facing the same direction throughout all the rotations.
4. The torso should not bend at the waist any more than necessary to allow the head to remain facing the same heading.
5. The rotational motion should be smooth and continuous.
6. The torso should remain horizontal throughout the rotations.
7. At least three complete rotations should be performed.

### D. Back Half-Twist Sequence: Back Layout Loop, Back Layout Half-Twist Loop, Front Layout Loop



1. Back Layout Loop:
  - a. One complete backward loop (360 degrees) should be performed.
  - b. Torso should be straight, with legs together and in line with the torso (slight arch is OK, but no bend at the waist).
  - c. The loop should be around a horizontal axis, without tilting or changing heading.
  - d. Looping motion should be smooth.
2. Back Layout Half-Twist Loop:
  - a. Entry into the Back Half-Twist should be smooth and continuous after the Back Layout.
  - b. One complete loop should be performed while the twist is being executed (starting with the head at any position).
  - c. One complete half-twist should be performed (180-degree twist rotation).
  - d. Twist may be in either direction.
  - e. Legs should remain straight and together in the layout position.
  - f. Looping movement should remain about the horizontal axis, without tilting or turning.
3. Front Layout Loop:
  - a. Entry into the Front Layout should be smooth and continuous after the Back Half-Twist.
  - b. One complete forward loop (360 degrees) should be performed.
  - c. Torso should be straight, with legs together and in line with the torso (slight arch is OK, but no bend at the waist).
  - d. The loop should be around a horizontal axis, without tilting or changing the heading.
  - e. Looping motion should be smooth.

**6-2.3: SKYSURFING**

- A. **Layout Loop Twist Sequence: Front Layout Loop, Front Layout Loop Half Twist, Back Layout Loop Full Twist**
1. **Front Layout Loop:**
    - a. One complete forward 360-degree layout rotation must be performed.
    - b. Torso should be straight and the legs in line with the torso, without any bend at the waist.
    - c. Loop must be around a horizontal axis, without tilting or changing heading.
    - d. Looping motion must be smooth.
  2. **Front Layout Loop Half Twist:**
    - a. Entry into the Front Layout Loop Half Twist must be smooth and without any stopping after the first Front Layout Loop.
    - b. One complete 360-degree layout rotation must be performed.
    - c. One Half Twist must be performed within the loop.
    - d. Twist may be in either direction.
    - e. Torso must be straight and the legs in line with the torso, without any bend at the waist.
    - f. Looping movement must remain about a horizontal axis, without tilting or changing heading.
    - g. Looping motion must be smooth.
  3. **Back Layout Loop Full Twist:**
    - a. One complete 360-degree layout rotation must be performed.
    - b. One Full Twist must be performed within the loop.
    - c. Twist may be in either direction.
    - d. Torso must be straight and the legs in line with the torso, without any bend at the waist.
    - e. Looping movement must remain about a horizontal axis, without tilting or changing heading.
    - f. Looping motion must be smooth.
- B. **Tracking Side Loop Sequence: Tracking, Back Layout Loop, Side Layout Loop (two times)**
1. **Tracking:**
    - a. The skysurfer must start in a Layout Position with his back facing the camera.
    - b. The skysurfer must change into a Tracking Position and start moving horizontally away from the freefall videographer.
  2. **Back Layout Loop:**
    - a. The Back Layout Loop should be performed close to the freefall videographer with the skysurfer's front facing the camera.
    - b. One Back Layout Loop must be performed ending in an upright position.
    - c. Legs must remain straight during the Loop.
    - d. Looping movement must remain about a horizontal axis, without tilting or changing heading.
  3. **Side Layout Loop (two times)**
    - a. The Side Layout Loop must be performed close to the freefall videographer with his front facing the camera during the Loop.
    - b. One Side Layout Loop must be performed ending in an upright position.
    - c. Legs must remain straight during the Loop.
    - d. Looping movement must remain about a horizontal axis (through the skysurfer's front to back), without tilting or changing heading.
  4. **Camera Requirements (for the second Side Layout Loop move only):**
    - a. Camera must show the front of the performer.
    - b. Camera must make a Side Loop synchronized with the skysurfer without changing heading.
- C. **Helicopter Sequence: Inverted Layout Spin (Helicopter)**
1. Entry into the Helicopter must be from any other static position and/or orientation.
  2. Torso must stay vertical and head-down and not tilt or wobble during the spins.
  3. Torso must be straight and the legs in line with the torso, without any bend at the waist.
- D. **Tracking must be maintained a minimum of three seconds.**
- d. After this, the skysurfer must stop and perform a 180-degree turn.
  - e. The freefall videographer must remain in place.
  - f. The skysurfer starts moving toward the freefall videographer.
  - g. Tracking must be maintained until the skysurfer is near the freefall videographer.
  - h. The freefall videographer must remain in place.
  - i. The skysurfer must change into a Layout Position facing the camera.

4. The Helicopter must spin rapidly, with at least five revolutions performed within five seconds from the start of the first revolution.
  5. The spin must be performed in the direction of the forward foot on the surfboard.
  6. Good stability and balance must be maintained during the spins.
- D. Sit Spin Sequence: Sit Spin:
1. Entry into the Sit Spin must be from a static Sit Position (without turning) in an inverted orientation.
  2. The Sit Spin must be performed in an inverted orientation.
  3. The torso must be nearly horizontal in an inverted orientation.
  4. The thighs must be nearly vertical.
  5. The legs are bent at the knees, such that the angle between upper and lower leg is less than 90 degrees.
  6. The skysurfer's seat must touch the surfboard during the revolutions.
  7. The Sit Spin must spin rapidly, with at least five revolutions performed within five seconds from the start of the first revolution.
  8. The spin must be performed in the direction of the forward foot on the surfboard.
  9. The body must stay in line and not tilt or wobble during the spins.
- B. Block Compulsory Moves
5. Totem: One performer is in a stand-up position and stands on the other performer with both feet on different shoulders [HUH?]. Performers can be facing either direction.
  1. Helicopter Carve: One performer is in a spinning head-down position (helicopter); the other performer is orbiting in the opposite direction as the helicopter in a head-down position.
    - a. A minimum 360° rotation must be performed by the orbiting performer.
    - b. Camera should be carving around performers in same direction as the helicopter spin.
  2. Double Head-Down Carve: Both performers are orbiting in a head-down position around an imaginary center between them.
    - a. A minimum 720° rotation must be performed by the orbiting performers and remain facing each other.
    - b. Camera should be carving around in the other direction as the performers' orbiting direction.
  3. Eagle: One performer is in a stand-up position; the other performer is in a head-down position.
    - a. The performer in a head-down goes below and between the legs of the other performer, so that both performers end up in the opposite positions from where they started.
    - b. The rotation continues until both performers end up in their starting position.
    - c. The rotation should be performed as one continuous movement.
  4. Rock The Cradle: Both performers are in stand-up position facing each other.
    - a. One performer goes below the other (feet first), as the other performer performs a half front loop (simultaneously), until both performers end up facing each other in head-down position.
    - b. After a stationary stop in this head-down position, the performer that initiated the feet-first move, moves below the other (head first), as the other performer performs a half back loop (simultaneously), until both performers end up facing in a stand-up position.
  5. Double Joker: One performer is in a head-down position; the other performer is in a stand-up position.

#### 6-2.4: FREEFLYING

- A. Random Compulsory Moves
1. Spock: One performer is in a stand-up position; the other performer is in a head-down position and has a hand grip on the head of the other performer.
  2. Mind Warp: One performer is in a stand-up position; the other performer is in a head-down position and takes a double hand grip on the head of the other performer.
  3. Vertical Compressed: One performer is in a stand-up position; the other performer is in a head-down position.
    - a. Each performer has a hand grip on the leg of the other performer.
    - b. Both performers are facing the same direction.
  4. Foot-to-Foot: One performer is in a head-down position, the other in a stand-up position, and a foot-to-foot dock is performed.

- a. A hand-to-hand grip must be taken and the formation is rotated 180 degrees (until the upright performer is head-down).
- b. This rotation should be one continuous and simultaneous movement.
- c. The hand-to-hand grip must be maintained during the transition.

## 6-3: BASIC ORIENTATIONS AND BODY POSITION

### 6-3.1: FREESTYLE SKYDIVING AND SKYSURFING BODY POSITION:

The body positions define the positioning of the body relative to itself. This includes the placement of the legs relative to the torso and the amount of bend at the hips and waist. The arms are left free to control the position.

#### A. Layout Position (Freestyle Skydiving and Skysurfing):

1. The torso is straight, with no bend at the waist (a slight arch is possible).
2. The legs are together.
3. The legs are straight and in line with the torso.
4. The toes are pointed.



#### B. Stag Position (Freestyle Skydiving):

1. The torso is straight, with no bend at the waist.
2. One leg is straight and in line with the torso.
3. 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 degrees at the knee.
4. The toes are pointed.



#### C. Straddle Position (Freestyle Skydiving):

1. The torso is straight, with no bend at the waist.
2. The legs are split apart, from side to side, with at least a 90-degree angle at the legs.
3. The toes are pointed.
4. The head is in line with the torso.
5. The legs are straight.



#### D. Pike Position (Freestyle Skydiving):

1. The torso is bent forward at waist such that the angle between the torso and thighs is less than 90 degrees.
2. The legs are together.
3. The legs are straight.
4. The toes are pointed.



#### E. Straddle Pike Position (Freestyle Skydiving):

1. The torso is bent forward at the waist such that the angle between the torso and the thighs is less than 90 degrees.
2. The legs are split apart, from side to side (in a straddle), with at least a 90-degree angle between them.
3. The legs are straight.
4. The toes are pointed.



#### F. Split Position (Freestyle Skydiving):

1. The torso is straight, with no bend at the waist.
2. The legs are split apart from front to back, with at least a 90-degree angle between them.
3. The front leg is straight, the back leg as straight as possible.
4. The toes are pointed.
5. The head is in line with the torso.



#### G. Tuck Position (Freestyle Skydiving):

1. The torso is bent forward at the waist such that the angle between the upper and lower leg is less than 90 degrees.
2. The legs are bent at the knees, such that the angle between the upper and lower leg is less than 90 degrees. The knees are not necessarily all the way up against the chest.
3. The legs are together.
4. The toes are pointed.



#### H. Tee Position (Freestyle Skydiving):

1. The torso is straight, with no bend at the waist.
2. One leg is extended in front of the torso at a 90-degree angle to the torso.
3. The other leg is straight in line with the torso.
4. The legs are straight.
5. The toes are pointed.



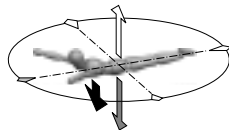
- I. Sit Position (Skysurfing)
  1. The torso is bent forward at the waist such that the angle between the torso and thighs is about 90 degrees.
  2. The torso will be at about a 45-degree angle with the surfboard.
  3. The skysurfer's seat must be contacting the surfboard.
  
- J. Track Position (Skysurfing)
  1. The upper body must be below horizontal.
  2. The surfboard must have an angle to the horizon of at least 45 degrees with the front point downward.
  3. The head of the skysurfer will be ahead of the surfboard.

**6-3.2: FREESTYLE SKYDIVING AND SKYSURFING ORIENTATIONS:**

There are five 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.

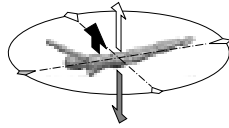
**A. Flat Orientation:**

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



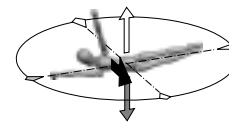
**B. Inverted Orientation:**

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



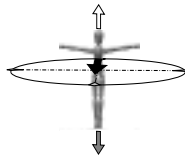
**C. Sideways Orientation:**

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



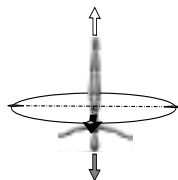
**D. Upright Orientation:**

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



**E. Head Down Orientation:**

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



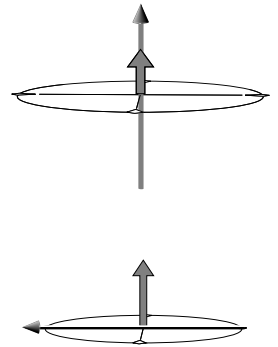
**6-3.3: ROTATION AXES:**

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.

**A. Earth-Wind Axes:**

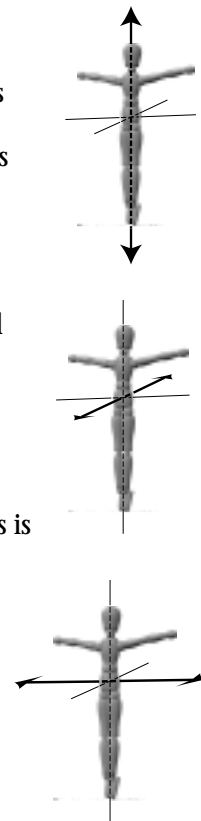
There are two inertial axes which stay fixed with respect to the relative wind or ground (after exit).

1. Vertical Axis: The vertical axis remains parallel to the relative wind, pointing from the sky to the ground.
2. Horizontal Axis: The horizontal axis is any axis perpendicular (90 degrees) to the relative wind, pointing to the horizon. It may have any heading (pointing toward any desired point on the horizon).



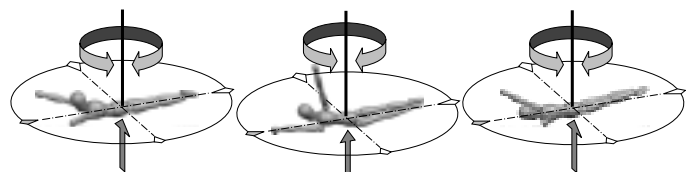
**B. Body Axes:** There are three body axes which stay fixed with respect to the performer's body.

1. Body Head-Toe Axis: The body head-toe axis is oriented lengthwise through the performer's torso, pointing from head to toe.
2. Body Front-Back Axis: The body front-back axis is oriented forward and backward through the performer's belly, pointing from front to back.
3. Body Left-Right Axis: The body left-right axis is oriented sideways through the performer's hips, pointing from left to right.



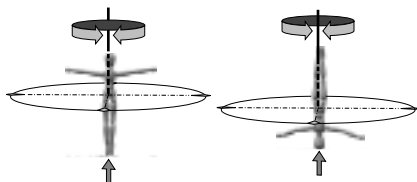
**6-3.4: BASIC ROTATIONAL ACTIONS:**

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



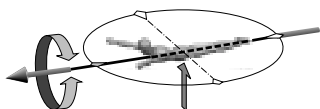
**A. Turns:**

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.



**B. Rolls:**

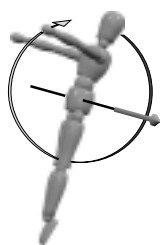
A roll is a rotation about the body head-toe axis when that axis is aligned with the horizontal axis.



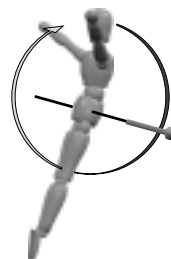
**C. Loops:**

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 an upright position and a head-down position during the course of the loop. A loop is considered complete when the head has traveled 360 degrees around the horizontal axis from the point at which it started. A loop need not start in an exact upright or flat position. 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.

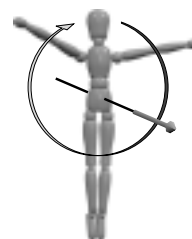
1. **Back Loop:** A Back Loop is a loop where the rotation is initiated about the body left-right axis with the torso rotation backwards.
2. **Front Loop:** A Front Loop is a loop where the rotation is initiated about the body left-right axis with the torso rotating forwards.



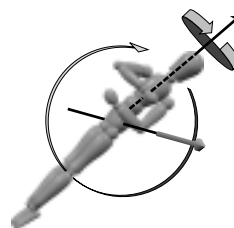
3. **Side loop:** A Side Loop is a loop where the rotation is initiated about the body front-back axis with the torso rotating sideways.



- D. **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-degree rotation about the body head-toe axis.



- a. The amount of twist contained within a loop is the amount of twisting rotation completed after a 360-degree looping rotation has been performed, when measured from the point in the loop at which the twist was first initiated.
- b. Twists may be initiated at any position in the loop and in any direction.



**6-3.5. FREEFLYING BODY POSITIONS:**

The freeflying body positions define the general relationships of the legs and torso. The arms remain free to control the positions.

- A. Sit
  1. The body is in the upright orientation.
  2. The torso is straight, without extreme bending.
  3. The legs are bent like sitting in a chair.
- B. Freeflying Stand-Up Position (This is a relative flying position; not a pose)  
Upright orientation.
  1. The head is uppermost; the spine is perpendicular to the horizon
  2. Feet to earth: the relative wind is on the soles of the feet and underarms.
  3. The legs are seldom straight, nor in line with the torso.
  4. The legs are usually not together.
- C. Head-down (Inverted head-to-earth)
  1. The feet are uppermost and the relative wind is on the head and shoulders.
  2. The upper spine is perpendicular to the ground (the lower spine and hips provide movement)
  3. The legs may be side-to-side (Olav Straddle), or fore-and aft "Romeo," or otherwise configured to move.
- D. Backflying
  1. The spine is parallel to the horizon
  2. The relative wind is on the back
- E. Transitions
  1. The period when passing from one mode to another occurs.
  2. Transitions are flown maneuvers.
  3. Transitions include the weedeater, lay-back, barrel roll, vRW stable, [HOW CAN VRW STABLE BE A TRANSITION?] front loop, etc.

**6-3.6: FREEFLYING MODES**

There are five basic modes which a body can have to the relative wind or ground. These define which way the torso is oriented, and this orientation is the first way to categorize the moves.

- A. Mode A: Normal arch, prone with chest and face-to-earth (belly-flying or flat flying)
  1. The spine is parallel with or tangent to the horizon.
  2. The relative wind is on the chest [anterior]; the back and butt face the sky.
  3. Variants include: relative work stable, boxman, stags, and T.
- B. Mode B: Sitting, butt-to-earth (chute assis or freak brother flying)
  1. Seated orientation where the buttocks always face the ground.
  2. The relative wind is on the seat and soles.
  3. The spine and back of the head are perpendicular to the horizon line.
  4. The variants include seats. [HUH?]
- C. Mode C: Supine or laying, back-to-earth (back flying).
  1. On-the-back orientation where the chest (torso) faces upward toward the sky.
  2. The relative wind is on the back and calves.
  3. The spine and back of the head are parallel to the horizon line.
  4. The buttocks always face the ground.
  5. Variants include teardrops, magic ball, and inverted track..
- D. Mode D: Standing, feet-to-earth (upright orientation with the head uppermost)
  1. The spine and the head are perpendicular to the horizon line.
  2. The relative wind is on the soles.
  3. Variants include the daffy, straddle, split, hang-ten, standing track, no arms.
- E. Mode E: Inverted, Head-to-earth (head-down orientation with the feet uppermost)
  1. The relative wind is on the head and shoulders.
  2. Variants include the blind dive, headstand, frog, blind-dive, Romeo, foot-to-the sun

## 6-4: ADMINISTRATIVE AND JUDGING NOTES

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

### 6-4.1: VIDEO PROCEDURES

- A. After recording each jump, the videographer must turn off the freefall video equipment and not operate it or remove the video tape(s).
- B. As soon as possible after each jump is completed, the camera flyer must deliver the freefall video equipment (used to record that jump) to the Chief Judge or a designee.

### 6-4.2: FREESTYLE SKYDIVING AND SKYSURFING EVENTS

#### A. Compulsory Routines

1. Judges give each of the four compulsory sequences an integer mark between zero and 20 for the performer and between zero and five for the freefall videographer, using the following guidelines.
  - a. Performer
    - 20 points Move performed flawlessly.
    - 16 points Some minor breaks in form (toes not pointed, knees bent, finish slightly off heading, slight wobble, etc.).
    - 12 points Mistakes (about 45 degrees off heading, wobble, not enough rotations, etc.).
    - 8 points Major mistakes (about 90 degrees off heading, major wobble, not enough rotations, etc.).
    - 4 points Barely got through move.
  - b. Freefall Videographer
    - 5 points Smooth and stable image (no wobbling), good framing (centered image), good distance (full use of screen), showing heading of the compulsory sequence of the performer.
    - 4 points One of the mentioned criteria is not performed correctly.
    - 3 points Two of the mentioned criteria are not performed correctly.

- 2 points Three of the mentioned criteria are not performed correctly.
- 1 point None of the mentioned criteria is performed correctly.
- 0 points The compulsory sequence of the performer cannot be judged.

2. Omission of any compulsory sequence results in zero points for the omitted sequence.

- B. Free Routine—Judges give each of the judgment criteria, except difficulty, an integer mark between zero and 25 using the following guidelines:

#### 1. Execution

- 25 points Routine is performed flawlessly with no noticeable mistakes.
- 20 points Routine is flawless, except for one major mistake or several minor mistakes or breaks in form.
- 15 points Routine has a couple major mistakes and/or is performed mostly in poor form with several minor mistakes.
- 10 points Routine is plagued with mistakes and poor form.
- 5 points Virtually nothing is performed correctly.

2. Artistic: Each criteria has a maximum value of five points.

- a. The routine shows a definite beginning, a good use of working time, and a definite ending.
- b. The routine shows a wide variety of skills.
- c. There is a high level of creativity in the way of new moves, original choreography, and new twist on old moves.
- d. The routine shows interactive camera work that adds to the visual appeal.
- e. The routine is enjoyable and aesthetically pleasing to watch.

3. Camera—Each criteria has a maximum value of five points.

- a. There is constantly a smooth and stable image on screen.
- b. The performer is always in frame.
- c. A variety of camera angles is used with attention paid to the sun line.

- d. Interactive moves are executed with the performer.
  - e. Originality (to be given credit only if effective).
4. Difficulty—Each move is given a value which relates to the difficulty of the move (see Difficulty Values for Freestyle Skydiving and Skysurfing in this Section). The five most difficult moves will be considered.
- A move: 2 points
  - B move: 3 points
  - C move: 4 points
  - D move: 5 points

#### **6-4.3 DIFFICULTY VALUES FOR FREESTYLE SKYDIVING AND SKYSURFING**

- A. Introduction: The following list identifies difficulty values for 125 basic freestyle skydiving moves. Difficulty is rated from “A” (easiest) to “D” (hardest). The moves are organized by category, consisting of static poses in each of the basic orientations, simple rotations around a specific axis or into/out of common positions, and moves involving rotations about multiple axes.
1. The categories are thus:
    - a. Flat Poses
    - b. Seated Poses
    - c. Inverted Poses
    - d. Side Poses
    - e. Upright Poses
    - f. Head-Down Poses and Moves
    - g. Simple Rolls
    - h. Simple Turns
    - i. Tee Moves
    - j. Daffy Moves
    - k. Compass and Arabesque Moves
    - l. Compound Turns and Rolls
    - m. Standup Moves
    - n. Back Loops
    - o. Front Loops
    - p. Twisting Back Loops
    - q. Twisting Front Loops
    - r. Loop Reverses
    - s. Side Moves.
  2. Within each category, the moves are grouped by difficulty value (A to D), and within each difficulty value group, the moves are listed in order of increasing difficulty level.
  3. The use of terms, basic body positions and orientations follow the definitions contained in Section 6-3 “Terms and Definitions.” The term “solo loop” refers to a loop that starts and ends in a static pose (only one loop rotation). The term “standup loop” refers to a loop that ends in a standup or other upright position. Spins are defined as fast, multiple rotations (around a vertical axis) at the rate of at least one rotation per second.
4. To determine the difficulty values for individual moves that are not contained in this list, the appropriate category for the move should be identified, and then the move should be compared to similar moves within that category. The comparisons should first be made on the basis of torso orientation, then leg position, and finally arm position. The difficulty value for the unlisted move can then be inferred from the difficulty values of similar moves in the list.
5. The difficulty values given for the moves in the list assume that the move is executed perfectly, and as an isolated move (not part of a continuous sequence). Various faults in execution and body position can decrease the difficulty value of a move, while combining a move in a continuous sequence of other equally difficult moves can actually increase the overall difficulty for that move and sequence. The following factors should therefore be taken into account when considering the overall difficulty of a move or sequence.
- B. Factors Which Decrease Difficulty:
1. Bending at the waist when the torso should be straight.
  2. Bobbling or overshooting the finishing position in looping/rolling/turning moves.
  3. Leaning forward onto the chest in upright poses.
  4. Using greater horizontal surface area (from arms, legs, and torso) for support and balance.
  5. Performing a long hesitation before starting a difficult move.
  6. Adding multiple simple loops before or after a difficult looping move.
  7. Putting multiple moves together which all rotate in the same direction.
- C. Factors Which Increase Difficulty:
1. Stopping crisply in the finishing pose after the move is complete.
  2. Starting and ending the move on a deliberate, controlled heading.

3. Extending the legs or torso into positions requiring high flexibility.
  4. Using less horizontal surface area for support and balance.
  5. Placing the legs in the same plane as the arms.
  6. Using one arm to hold a leg or foot, thus not allowing it to assist with balance.
  7. Keeping the head up, looking at the horizon instead of the ground.
  8. Tilting the torso and head back at a sharp angle and looking upward (not having sight of the horizon increases the difficulty of balancing).
  9. Performing two or more difficult moves in direct succession, without intervening "set-up" moves, poses, or hesitation.
  10. Performing moves in direct succession which have different turn directions or different axes of rotation.
- D. Flat Poses
1. Difficulty Value: A
    - a. Swan: The torso is flat and straight. The legs are together and straight in the layout position.
    - b. Flying Stag: The torso is flat. The legs are in a stag position.
    - c. Tee: The torso is flat. One leg is straight and horizontal, in line with the torso. The other leg is straight and pointed downward into the relative wind. The arms are swept back in order to keep the chest flat to the wind.
  2. Difficulty Value: B
    - a. Flat Y-Scale: The torso is flat, in a Y-Scale with one leg straight in line with torso, the second leg is straight and extended towards the side of the head. The hand on same side holds the second leg close to the ankle.
- E. Seated Poses
1. Difficulty Value: A
    - a. V-Seat: Sitting position. Legs are straight and together. Waist is slightly bent.
    - b. Stag V-Seat: Sitting position. One leg is straight, the other is bent upwards at the knee with the toe beside the knee of the straight leg. Waist is slightly bent.
    - c. Indian Seat: Sitting position. Legs are horizontal, with the knees apart and bent and the lower legs are crossed with one over and one under the other.
  - d. Toe-down V-Seat: Sitting position. V-seat with one leg bent at the knee such that the toe and lower leg is pointed straight downward into the wind.
- F. Inverted Poses
1. Difficulty Value: A
    - a. Inverted Stag: The torso is inverted. Legs are in a stag position with the straight leg in line with the torso.
  2. Difficulty Value: B
    - a. Inverted Tee: The torso is inverted. Torso and legs are straight. One leg is straight up, and the other is extended straight in line with the torso.
    - b. Inverted Y-Scale: The torso is inverted in a Y-Scale with one leg straight in line with torso, the second leg is extended straight toward the side of the head. The hand on same side holds the second leg close to the ankle.
- G. Side Poses
1. Difficulty Value: B
    - a. Side Stag Pose: The torso is on one side. The lower leg is in a parallel stag position, the upper leg is straight and horizontal. The lower arm is straight and extended horizontally, in line with torso, and the upper arm is extended slightly upward.
    - b. Eifel: The torso is on one side. The lower leg is straight and horizontal, and the upper leg is extended straight upward. The lower arm is straight and extended horizontally, and the upper arm holds the upper leg near the ankle.
    - c. Cleopatra: The torso is on one side. The upper leg is in a turned-out stag with the knee pointing straight up. The upper hand is placed on the raised knee. The lower arm is straight and extended horizontally.
    - d. Pisa: The torso is on one side. The lower leg is straight and horizontal in line with the torso. The upper leg is extended beyond vertical towards the head. The lower arm is extended horizontally in line with the torso, and the upper arm is crossed past the upper leg, extended towards the lower leg.
    - e. Side Y-Scale: The torso is on one side. The lower leg is straight and horizontal in line with the torso. The upper leg is

extended beyond vertical towards the head and held by the upper arm near the ankle. The lower arm is straight and extended horizontally.

2. Difficulty Value: C
  - a. Knife-Edge: The torso is on one side. Both legs are straight and together in line with the torso.
  - b. Open Camel: The torso is on the side in a turned-out tee position, with one leg straight down, into the wind. The lower arm is horizontal, extended in line with the torso. The upper arm is above the torso or slightly behind it. The torso is arched and the head is looking horizontal or upwards.

#### H. Upright Poses

1. Difficulty Value: A
  - a. Daffy: The torso is upright. The legs are as straight as possible and split evenly front and back. The shoulders face squarely towards the front leg.
  - b. Knee Standup: The torso is upright. The legs are bent at the knee with the shins horizontal and the legs together.
2. Difficulty Value: B
  - a. Kick-Up Daffy: The body is in a Daffy with the back leg bent upward at the knee, with the thigh still horizontal.
  - b. Daffy Hang: The body is in a Daffy with both arms extended straight upwards.
  - c. Daffy Press: The body is in a Daffy with both arms straight down close to the sides of the torso, with the hands pushing flat against the wind.
  - d. Stag Standup: The torso is upright. The legs are in a stag position.
  - e. Compass: The torso is upright. One leg is straight down into the wind, in line with the torso. The other leg is straight and to the front (or side, for a turned-out Compass), raised at least to the horizontal level.
  - f. Toe-Cross Standup: The torso is upright. The legs are straddled apart with the knees bent inward such that the feet are crossed at the ankles. The feet are lined up below the torso.
3. Difficulty Value: C
  - a. Daffy Hip-Hold: The torso and legs are in the Daffy position. The arms are

bent with both hands placed on the hips on each side.

- b. Dart Standup: The torso is upright. The legs are straight and together in line with the torso, and pointed downward into the wind.
  - c. Straddle Standup: The torso is upright. The legs are straight and straddled side to side. The waist is straight.
  - d. Prancer: The torso is upright, in a standup with one knee raised as high as possible in front of the body. The high knee is bent with the shin vertical such that the foot is pointed down into the wind.
  - e. Helix Standup: The body is in a standup with one leg straight downward, and the other leg in an open stag with the lower leg slanted sideways slightly such that the foot crosses in front of the knee of the straight leg, but without touching it.
  - f. Double Helix Standup: The torso is vertical, with the front leg in the Helix position, and the back leg extended behind the torso and the knee bent with the foot angled upward and across towards the other side.
  - g. Diamond Standup: The torso is upright. The legs are straddled apart at the knees, but bent at the knees with the toes pointed inward and touching each other in line beneath the torso.
  - h. Arabesque: The torso is upright. One leg is straight down into the wind, the other leg is straight and extended behind the body at or slightly above horizontal.
  - i. Stag Arabesque: The body is in an Arabesque with the lower leg bent in an open stag position.
4. Difficulty Value: D
    - a. Y-Scale Standup: The torso is upright. One leg is straight down, the second leg is straight and extended upward towards the head. The hand on the same side holds the second leg near the ankle.
    - b. Penché: The torso is upright and slightly leaning forward. The legs are split apart, front to back, as far as possible. One leg is straight down into the wind, the second leg is raised sharply to the back, with the back arm holding the back knee an
    - c. Layback Pose: The torso is upright. One leg is straight down, the second leg is extended behind the body as in an

Arabesque, but bent at the knee. The upper torso is arched back as much as possible with the head looking upward.

## I. Head-Down Poses/Moves

1. Difficulty Value: C
  - a. Straddle Headstand: The torso is vertical, head-down. The legs are straddled apart above the torso.
  - b. Split Headstand: The torso is vertical, head-down. The legs are split apart, front to back above the torso.
  - c. Diamond Headstand: The torso is vertical, head-down. The legs are straddled apart above the torso, with the legs bent inward at the knees such that the toes touch directly above the torso.
2. Difficulty Value: D
  - a. Split Kick Headstand: The torso is vertical, head-down. The legs are split apart front to back above the torso. While remaining straight, the legs quickly switch positions, coming together and crossing in line with the torso, placing first one leg in front, then the other.
  - b. Straddle Kick Headstand: The torso is vertical, head-down. The legs quickly go from a straddle position to a layout position and back to a straddle.
  - c. Stag Headstand: The torso is vertical, head-down. The legs are in a stag position with the straight leg in line with the torso.
  - d. Swan Headstand: The torso is vertical, head-down. The legs are straight and together, in line with the torso in the layout position.
  - e. Straddle Headstand Spin: The torso is vertical, head-down in a straddle headstand. The body spins around the vertical axis.
  - f. Split Headstand Spin: The torso is vertical, head-down in a split headstand. The body spins around the vertical axis.

## J. Simple Rolls

1. Difficulty Value: A
  - a. Barrel Roll: Starting flat with legs straight and together and the torso straight, roll 360°.
  - b. Stag Roll: Starting flat in the Flying Stag, roll 360° in the stag position.

## K. Simple Turns

1. Difficulty Value: A
  - a. Pinwheel: The torso is sideways. The legs are split apart with the upper leg backwards, and lower leg forwards. The arms are extended in opposition to the legs. The body rotates around the vertical axis either backwards or forwards.
  - b. Weed Wacker: The torso is inverted. The legs are bent and straddled to the side as far as possible. The hands are close to the knees. The body turns rapidly about the vertical axis.
2. Difficulty Value: B
  - a. Discus: The torso is inverted. The legs are split apart with the front/lower leg in a stag position and the back leg straight. The upper arm holds the knee of the back leg with the torso arched back. The body turns around the vertical axis towards the back.
  - b. Mustang: The torso is inverted with the hips twisted sideways and the legs in a tight double stag, with the toe of the front foot on the knee of the back leg. The back hand holds the back foot, and the front hand is on front knee. The body spins around the vertical axis.
  - c. Headspin (Kaleidoscope): The torso is inverted. The back is arched with the head down. The body spins around the vertical axis with the head as the pivot point.
3. Difficulty Value: C
  - a. Toe-Down Sit Spin: The torso is in a seated position, with one leg extended straight forward, and the other leg bent at the knee with the toe pointing straight down. The knees are together. The body spins around the vertical axis.

## L. Tee Moves

1. Difficulty Value: A
  - a. Tee Switch: Starting in a Tee on one side, scissor the legs to a Tee on the other leg while keeping both legs straight. The torso does not move and remains on the same heading.
2. Difficulty Value: B
  - a. Arabian: From a Tee, roll towards the down leg, moving the down leg outward, straddling and switching legs when the torso is inverted, and ending in a Tee on

other side. The torso remains horizontal and on heading.

The legs come together in the layout position as the torso performs two rolls and opens out in a Compass on the same leg as it started.

#### M. Daffy Moves

1. Difficulty Value: B
  - a. Daffy Reverse: From a Daffy, pivot the lower torso and legs 180°, passing through a straddle position, while maintaining heading to end in a Daffy on the other side.
  - b. Daffy Switch: From a Daffy, scissor the legs straight under the body to a Daffy on the other side.

#### N. Compass/Arabesque Moves

1. Difficulty Value: C
  - a. Compass Arabian: From a Compass, twist the torso down to a Tee, leaving the legs in place, and continue around an Arabian then rotate the torso back up to a Compass (on the opposite leg as in the beginning) all without stopping.
  - b. Compass Switch: From a Compass, scissor the legs into a Compass on the other leg while keeping the torso vertical and on the same heading.
  - c. Compass Outward Leg Roll: From a Compass, swing the lower leg up and over the raised leg, rolling and rotating the torso toward the raised leg. The raised leg remains stationary while the other leg continues moving around it and back downward into a Tee and then the torso continues rotating around and back to a Compass on the same leg and heading as the beginning.
  - d. Compass Reverse: From a Compass, swing the raised leg outward and downward while swinging the other leg upward and outward, then forward to become raised leg in a Parallel Compass on the other leg, on the same heading.
  - e. Compass Outward Layout Roll: From a Compass, swing the lower leg up and towards the raised leg, rolling and rotating the torso toward the raised leg. The legs come together in the layout position as the torso performs one roll and opens out in a Compass on the same leg as it started.
2. Difficulty Value: D
  - a. Compass Outward Double Layout Roll: From a Compass, swing the lower leg up and towards the raised leg, rolling and rotating the torso toward the raised leg.

#### O. Compound Turns/Rolls

1. Difficulty Value: A
  - a. Propeller: Perform rapid barrel rolls while turning with the torso horizontal.
2. Difficulty Value: B
  - a. Flip-Through: Perform a flat 360° turn while rolling 360° to keep the head facing the same direction. The legs remain straight and together, and the waist bends as little as possible.
  - b. Thomas Flair: Perform a flip-through with the legs straddled and piked when they are towards the front. The leading leg is raised first into the straddle pike position when in front. The legs are horizontal and the waist is straight when the torso is face down with the legs to the back.

#### P. Standup Moves

1. Difficulty Value: C
  - a. Prancer High Step: From a Prancer pose, move the upper leg down and straighten it, then move the lower leg up into a Prancer pose on the opposite side.
  - b. Helix Spin: The body is in a standup with one leg straight downward, and the other leg in an open stag with the foot crossed inward across the knee of the straight leg, but without touching it. The body spins around the vertical axis as quickly as possible.
2. Difficulty Value: D
  - a. Layback Spin: The body is in a standup in a Layback Pose, arching back as much as possible. The body spins around the vertical axis as quickly as possible.

#### Q. Back Loops

1. Difficulty Value: A
  - a. Back Tuck Loop: Back loop in the tuck position.
  - b. Back Split Loop: Back loop. The legs are straight, split front to back.
2. Difficulty Value: B
  - a. Back Layout: Back loop in a layout position.

- b. Back Stag Loop: Back loop. The legs are in a stag position.
  - c. Back Pike Loop: Back loop. The legs are straight and together in a pike position.
3. Difficulty Value: D
- a. Back Y-Scale Loop: Start in a Y-Scale, perform a back loop, ending in a Y-Scale.
  - b. Back Swan Pop-out Loop: Start a tuck back loop, and pop out into a swan headstand, holding it stationary for a moment, then continue the tuck loop.
- R. Front Loops
1. Difficulty Value: A
- a. Front Tuck Loop: Front loop in a tuck position.
2. Difficulty Value: B
- a. Front Pike Loop: Front loop. The legs are straight and together in the pike position.
  - b. Front Split Loop: Front loop. Legs are in a split position, spread front to back.
  - c. Front Layout: Front loop in the layout position.
  - d. Front Stag Loop: Front loop. The legs are in the stag position.
- S. Twisting Back Loops
1. Difficulty Value: C
- a. Back Quarter Twist: Back layout loop with  $\frac{1}{4}$  twist to end the loop facing sideways.
  - b. Back Half Twist: Back layout loop with a half twist during the loop.
  - c. Back Split Half Twist: Back loop. The legs are split and straddled apart. Perform a half twist with the torso during the loop, keeping the legs apart, with the same leg leading throughout the loop.
  - d. Solo Back Half Twist: Back layout loop with a half twist starting and stopping in static poses without additional loops.
  - e. Standup Back Half Twist: Back layout loop with a half twist ending in a standup pose.
  - f. Back Three-Quarter Twist: Back layout loop with  $\frac{3}{4}$  twist to end the loop facing sideways.
  - g. Back Full Twist: Back layout loop with a full twist during the loop.
  - h. Back Tuck Full Twist: Back tuck loop (medium or loose tuck) with a full twist during the loop.
2. Difficulty Value: D
- a. Solo Back Full Twist: Back layout loop with a full twist starting and stopping in static poses without additional loops.
  - b. Standup Back Full Twist: Back layout loop with a full twist ending in a standup pose.
  - c. Back  $1\frac{1}{2}$  Twist: Back layout loop with  $1\frac{1}{2}$  twists during the loop.
  - d. Standup Back  $1\frac{1}{2}$  Twist: Back layout loop with  $1\frac{1}{2}$  twists ending in a standup pose.
  - e. Back Double Twist: Back layout loop with two twists during the loop.
  - f. Headstand Back Full Twist: Back layout loop with one full twist, starting and stopping in a headstand.
  - g. Back  $2\frac{1}{2}$  Twist: Back layout loop with  $2\frac{1}{2}$  twists during the loop.
  - h. Back Triple Twist: Back layout loop with three twists during the loop.
- T. Twisting Front Loops
1. Difficulty Value: B
- a. Front Split Half Twist: Front loop. The legs are split front to back. Perform a half twist during the loop keeping the legs apart.
2. Difficulty Value: C
- a. Front Quarter Twist: Front layout loop with a quarter twist to end the loop facing sideways.
  - b. Front Half Twist: Front layout loop with a half twist during the loop.
  - c. Front  $\frac{3}{4}$  Twist: Front layout loop with a three-quarters twist during the loop.
  - d. Front Full Twist: Front layout loop with full twist during the loop.
3. Difficulty Value: D
- a. Solo Front Full Twist: Front layout full twist starting and stopping in static poses without additional loops.
  - b. Standup Front Full Twist: Front layout loop with a full twist ending in a standup pose.
  - c. Front  $1\frac{1}{2}$  Twist: Front layout loop with  $1\frac{1}{2}$  twists during the loop.
  - d. Front Double Twist: Front layout loop with two twists during the loop.
  - e. Standup Front  $1\frac{1}{2}$  Twist: Front layout loop with  $1\frac{1}{2}$  twists ending in a standup pose.

- f. Front 2½ Twist: Front layout loop with 2½ twists during the loop.
- g. Front Triple Twist: Front layout loop with three twists during the loop.
- U. Loop Reverses
1. Difficulty Value: B
    - a. Straddle Backstop: Starting from a back loop, stop the rotation on the back in a straddle pike position with the hands touching (or near) the feet. Reverse direction and rotate forwards into a front loop.
  2. Difficulty Value: C
    - a. Pike Backstop: Starting in a back loop, stop the rotation on the back in a pike position with the torso and legs near the horizontal position. Reverse direction into a front loop.
- V. Side Moves
1. Difficulty Value: C
    - a. Cartwheel: 360° side loop. The legs are straight and straddled apart with the waist straight.
    - b. Inward Eskimo Roll: Sideways loop from a Daffy to a Daffy (or other upright pose with legs split front and back) rolling inward towards back leg.
    - c. Outward Eskimo Roll: Sideways loop from a Daffy to a Daffy (or other upright pose with legs split front and back) rolling outward over the front leg.
    - d. Side Loop: 360° side loop in a layout position.
    - e. Inward Eskimo Half Twist: Sideways loop from a Daffy with a half-twist towards the back leg to end in a Daffy. The legs stay apart.
    - f. Standup Side Full Twist: Side Layout loop with a full twist stopping in a stand-up pose.
  - a. Performers
 

25 points	move performed flawlessly with proper proximity and control.
18 points	some minor mistakes (slight differences in proximity or levels, slightly off heading, etc.)
12 points	moderate mistakes (missed grips, moderate differences in proximity of levels, wobbling, etc.)
6 points	major mistakes (major differences in proximity of levels, major wobbling, long time needed to come together, etc.)
0 points	move not identifiable
  - b. Videographer
 

25 points	smooth and stable image(no wobbling), good framing (centered image), good distance (full use of screen), and shows headings, grips and required performer moves.
20 points	One of the above mentioned criteria is not performed correctly.
15 points	Two of the above mentioned criteria are not performed correctly.
10 points	Three of the mentioned are not performed correctly.
5 points	None of the mentioned criteria is performed correctly.
0 points	The compulsory sequence of the performers cannot be judged.
  3. Complete separation must be shown between each compulsory move, or zero (0) points will awarded on the following point.
  4. Omission of any complete compulsory sequence will lead to 0 points for the omitted sequence.

#### **6-4.4: FREEFLYING EVENT**

- A. Compulsory Routine Judging
1. Judges score performers and videographer with an integer mark between 0 and 25 for each of the four compulsory sequences.
  2. The following guidelines will be used by all judges to score the performers and videographer, irrespective of the judges' free routine judging assignment.
- B. Free Routine Judging
1. The free routine is judged according to four criteria: technical difficulty, artistic presentation, videographer work, and overall impression.
  2. For this event, the chief judge will assign one judge to judge each of the first three categories; the other two judges will judge the fourth.

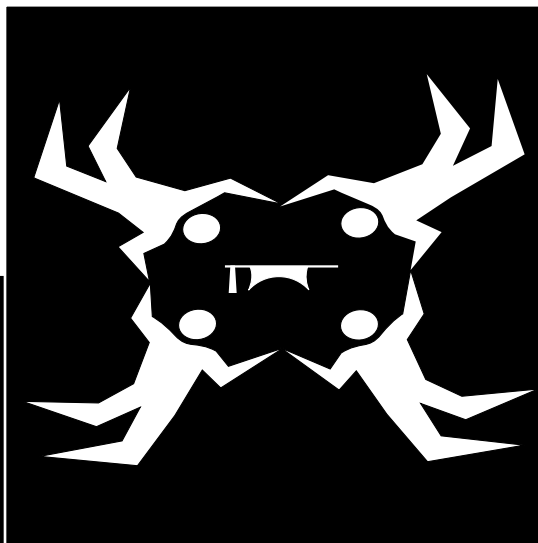
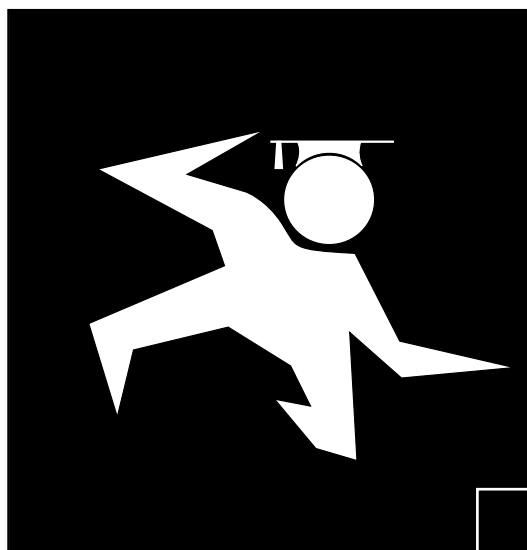
3. Judges score performers and videographer with an integer mark between 0 and 25 for the free routine.
4. The technical, artistic, and videographer judges may also award up to five extra points for new technical moves, exceptional aesthetic flow, and innovative videography, respectively.
5. The following guidelines will be used to score the performers and videographer:
  - a. Performers
    - (1) 25 points
      - i. Routine presents all axes, modes, orientations, and flying surfaces in multiple combinations and sequences involving all performers.
      - ii. Routine displays significant originality, interactivity, and choreography.
      - iii. Individual performers move effortlessly, without bobbling, fishing, or unnecessary movement; the performers fly together in a synchronized and cohesive manner.
      - iv. Performers totally control their proximity, levels, and speed.
    - (2) 18 points
      - i. Routine presents most axes, some combinations, and sequences sometimes involving all performers.
      - ii. Routine displays some originality, interactivity, and choreography.
      - iii. Individual performers move easily, but not always cleanly, and the performers sometimes do not fly together in a synchronized and cohesive manner.
      - iv. Performers moderately control their proximity, levels, and speed.
    - (3) 12 points
      - i. Routine presents minimal axis moves, few combinations and sequences and little coordination between performers.
      - ii. Routine lacks originality, and has minimal interactivity and choreography.
    - (4) 6 points
      - i. Routine is barely discernible.
      - ii. Performers have difficulty performing moves.
      - iii. Performers have little control of their proximity, levels, and speed.
    - (5) 0 points
      - i. There is no routine.
      - ii. Performers are not visible or are unable to maintain stability.
  - b. Videographer
    - (1) 25 points
      - i. continuously smooth and stable, and innovatively frames images of the routine
      - ii. total command of lighting, composition, and dynamic movement
      - iii. complete integration with performer choreography and rhythm
      - iv. precise control of proximity, levels and speed
    - (2) 18 points
      - i. generally smooth, stable, well-framed images of the routine
      - ii. good command of lighting, composition, and dynamic movement
      - iii. effective integration with performer choreography and rhythm, but sometimes moves too much or not enough
      - iv. mostly in control of proximity, levels, and speed

- (3) 12 points
  - i. occasional image instability; framing problems reduce effectiveness of the routine
    - a) sporadic control of lighting, composition, and dynamic movement
    - b) moves way too much or way too little, causing a lack of continuity or flow
  - ii. has some difficulty controlling proximity, levels, and speed
- (4) 6 points
  - i. can't keep camera steady, can't keep performers in frame, has trouble adequately documenting routine
  - ii. unaware of sun location, and doesn't understand composition
  - iii. has difficulty coordinating movement with performers
  - iv. has trouble controlling proximity and levels
- (5) 0 points: The routine cannot be judged.



*U.S. National Collegiate Parachuting  
Championships Competition Rules*

*Section 7*



UNITED STATES PARACHUTE ASSOCIATION<sup>®</sup>

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# 7-1: U.S. NATIONAL COLLEGIATE PARACHUTING CHAMPIONSHIPS COMPETITION RULES

## 7-1.1: PURPOSE AND OBJECTIVES

- A. To establish and conduct an annual National Collegiate Parachuting Championships.
- B. To recognize and honor National Collegiate Parachuting Champions of Freefall Style, Accuracy Landing, and Formation Skydiving.
- C. To promote learning, safety, competition, sportsmanship, and camaraderie among college skydivers.

## 7-1.2: DATES, LOCATIONS, AND FEES

- A. The competition is held on a date determined by the USPA Competition Committee.
- B. The competition site is selected by the USPA Board of Directors.

## 7-1.3: QUALIFICATION REQUIREMENTS

- A. To be eligible to compete, each competitor must:
  1. Hold a currently valid USPA skydiving license (any class unless specified otherwise in the event).
  2. Be a current USPA member.
  3. Furnish a statement from the registrar of his or her school that he or she is a full-time student enrolled for 12 or more semester hours or the equivalent in the term immediately preceding the championships. The school must be fully or provisionally accredited by a recognized regional accrediting agency and so listed in the Education Directory (Higher Education), published by the U.S. Government Printing Office.
- B. To be declared ineligible to compete, a competitor must have achieved all three of the following:
  1. Be more than 24 years old at the time of the meet;
  2. Made his or her first jump more than five years prior to the competition;
  3. Made more than 1,000 freefall skydives.

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

## C. Classes of Competition:

1. Novice class is open to participants with no more than 100 freefall skydives.
2. Intermediate class is open to participants with 101 through 300 freefall skydives.
3. Masters class is open to participants with 301 or more freefall skydives.
4. Competitors may choose at the time of registration to compete in a higher class.
5. Competitors may enter only one Formation Skydiving event.

## 7-1.4: DUTIES AND CONDUCT OF PARTICIPANTS

- A. By formally registering in the meet, each competitor agrees to accept all rules published in this document and only personnel meeting and abiding by the requirements outlined herein may compete.
- B. Participants must be acquainted and comply with these rules throughout the competition.
- C. Participants must abide by the basic rules of good behavior and sportsmanlike conduct, follow the schedule fixed by the meet officials, attend scheduled activities on time with the proper equipment, and respect the established order of jumping.

## 7-1.5: EVENT DESCRIPTION

- A. Event No. 1—Individual Accuracy Landing:
  1. Each round consists of individuals guiding their canopies by precision target approach for an accuracy strike on the target disc.
  2. The classes in this event are Novice, Intermediate, and Masters.
- B. Event No. 2—Freefall Style: Each round consists of individuals performing a series of four 360° turns and a two backloops in the proper sequence and prescribed directions as drawn.

1. The four series are:
    - a. Left (L): LT-RT-BL-LT-RT-BL
    - b. Right (R): RT-LT-BL-RT-LT-BL
    - c. Cross (+): LT-RT-BL-RT-LT-BL
    - d. Reverse Cross (+): RT-LT-BL-LT-RT-BL
  2. The classes in this event are Novice, Intermediate, and Masters.
    - a. Novice class will execute a half series (turn, turn, loop).
    - b. Intermediate and Masters classes will execute a full series (turn, turn, loop, turn, turn loop).
- C. Event No. 3—4-way Formation Skydiving: Each round will consist of a sequence of three or four (whichever is drawn first) scoring formations from the current dive pools as depicted in Section 7-2.
1. Members may be mixed: Novice, Intermediate and Masters classes.
  2. All members must hold at least a USPA B license.
- D. Event No. 4—2-way Formation Skydiving: Each round will consist of a sequence of three or four (whichever is drawn first) scoring formations from representations of the current dive pools as depicted in Section 7-2.
1. All entrants must hold a USPA A license.
  2. Each team member must have made no more than 100 freefall skydives.

**7-1.6: EXIT ALTITUDE**

- A. Individual Accuracy Landing: Each jump is made from 3,000 feet with a five-second maximum delay.
- B. Freefall Style: Each jump is made from 7,500 feet.
- C. 2-, and 4-Way Formation Skydiving: Each jump is made from 10,500 feet.

**7-1.7: WORKING TIME**

- A. Freefall Style: Working time starts when the competitor starts the first turn and ends 16 seconds later.
- B. 2-, and 4-Way Formation Skydiving: Working time starts when any team member, excluding the videographer, separates from the aircraft and ends 35 seconds later.

**7-1.8: OPENING ALTITUDE**

- A. On all jumps, the parachute must be opened by manual activation of the opening system.
- B. All pilot chutes must appear no lower than the attitudes required in the USPA Skydiver's Information Manual, Section 2-1, Basic Safety Requirements.

**7-1.9: NUMBER OF ROUNDS**

- A. Individual Accuracy Landing:
  1. Each competitor makes four jumps.
  2. The scores of all four are computed to determine the final standings.
- B. Freefall Style:
  1. Each competitor makes three jumps.
  2. The scores of all three are computed to determine the final standings.
- C. 2-Way Formation Skydiving:
  1. Each team makes three jumps.
  2. The scores of all three are computed to determine the final standings.
- D. 4-Way Formation Skydiving:
  1. Each team makes four jumps.
  2. The scores of all four are computed to determine the final standings.

**7-1.10: SCORING AND RECORDING**

- A. Accuracy landings are scored up to the edge of the tuffet.
- B. Scoring will be by the placement system.
  1. National Collegiate Champions of Novice Parachuting, Intermediate Parachuting, and Master Parachuting is determined by adding each competitor's "place" in accuracy and his or her best freefall event (4-way Formation Skydiving, or Freefall Style).
  2. The National Collegiate Champion is determined by combining all scores of Intermediate and Masters classes and recalculating each competitor's place in each event; the lowest sum will determine the winner.
  3. A place is defined as the number immediately following the number of competitors placing higher in each event.

4. Ties:
- If a tie occurs, the competitor with the least difference between the two is the winner.
  - If a tie cannot be resolved by this method, the jumper with the lowest total accuracy score is the winner.
  - If a tie (for a medal) cannot be resolved by this method, co-awards will be presented.

- C. Because of the less-advanced requirements in the Freefall Style and Formation Skydiving event, Novice Class participants are not considered for National Collegiate Parachuting Champion.
- D. A competitor must jump in every round of an event to use that event in computing overall standing.

#### 7-1.11: TECHNICAL CONDITIONS

- A. The sponsoring organization and hosts of this meet bear no responsibility for any accidents, injuries, or casualties to contestants.
- B. Minimum number of judges is seven; one chief judge and six principle judges.
- C. Turns below 300 feet that create a safety hazard are not allowed, and competitors who are observed violating this rule will not be allowed to continue to compete, without refund of fees.

*Note: This rule is intended to control unsafe swoop-type approaches.*

#### 7-1.12: AIRCRAFT

- A. A variety or any combination of aircraft may be used.
- B. Competitors may not make any change whatsoever once manifested for any lift, regardless of type of aircraft.

#### 7-1.13: WEATHER

- A. Wind speed and direction determinations are to be made by meet management at reasonable intervals.
- B. Maximum allowable wind speed is nine meters per second.

#### 7-1.14: PROTESTS

- A. Each protest concerning a jump attempted or made must be submitted to the Event Judge or Chief Judge within one hour following the protested incident.
- B. Each of the principal judges will have a vote, and the decision of the judges is final.

#### 7-1.15: DETERMINATION OF RESULTS:

- A. Minimum requirements for a valid event in each class will be two jumps per contestant or team registered in that class.
- B. The winners of an event are determined by combining all scores earned in completed rounds of the event.
- C. Overall individual champions are not named unless there have been at least two completed rounds in both the accuracy and freefall events.

#### 7-1.16: RECOGNITION OF WINNERS

- A. Appropriate trophies will be presented to the first, second, and third place winners in—
- Individual Accuracy Landing
  - Freefall Style
  - 4-Way Formation Skydiving
  - 2-Way Formation Skydiving
  - Novice Parachuting Champion
  - Intermediate Parachuting Champion
  - Master Parachuting Champion
- B. Parachuting Champion
- A trophy will be presented to only the first-place Parachuting Champion.
  - The Istel Scholarship will be awarded to the Parachuting Champion.
    - Once USPA has determined the Overall National Collegiate Champion at the NCP Championships, it shall designate such person as the recipient of the Andre Istel Memorial Scholarship Award and notify the NAA.
    - The award will be in an amount equal to 75 percent of the income earned by the Fund in the year ending prior to the date of the championships, i.e., the 2001


Overall National Collegiate Champion will be awarded 75 percent of the income earned by the Fund for the 12-month period ending December 31, 2000, etc.

- c. The winner will use the award for an educational purpose.
- d. If the winner is wealthy, the award will be donated to the institution of his or her choice.


# SECTION 7-2: NATIONAL COLLEGIATE DIVE POOL

## 2-Way Block Sequences


1



COMPRESSED ACCORDION




INTER




COMPRESSED ACCORDION


2



COMPRESSED ACCORDION




360°  
INTER




COMPRESSED ACCORDION


3



CATERPILLAR




INTER

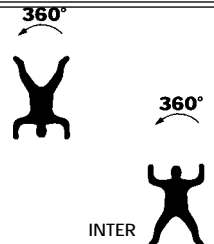


CATERPILLAR


4



OPPOSED STAIRSTEP




360°  
360°  
INTER

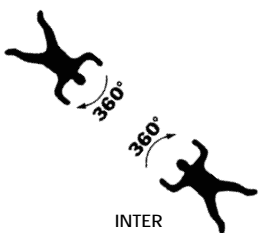


OPPOSED STAIRSTEP


5



STAR




360°  
360°  
INTER




STAR


6



STAIRSTEP




INTER

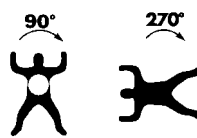


STAIRSTEP


7



SIDEBODY




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270°  
INTER

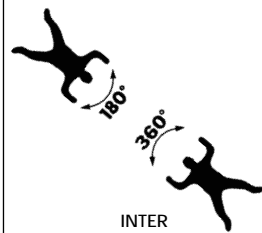


SIDEBODY


8



STAR

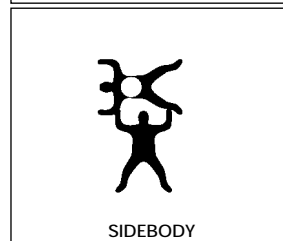
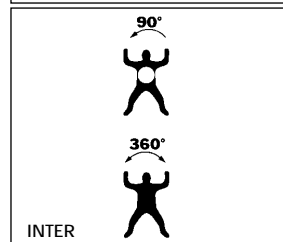
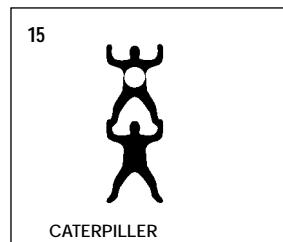
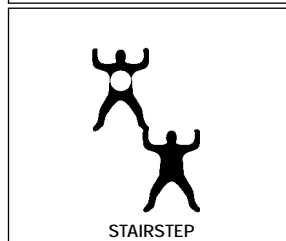
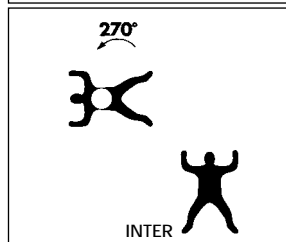
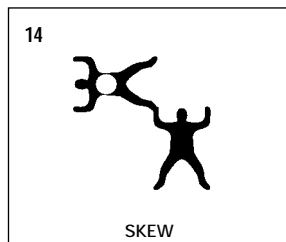
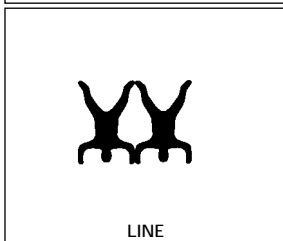
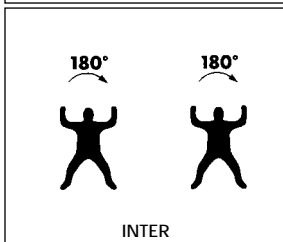
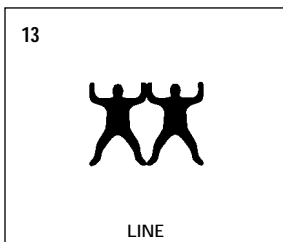
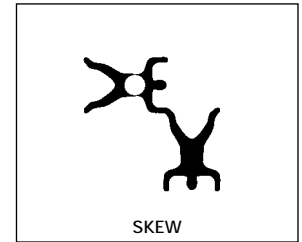
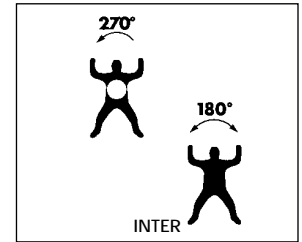
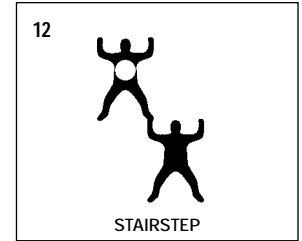
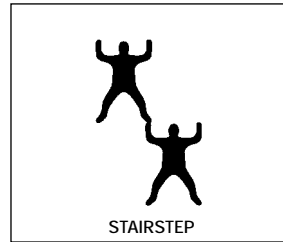
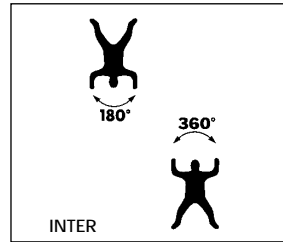
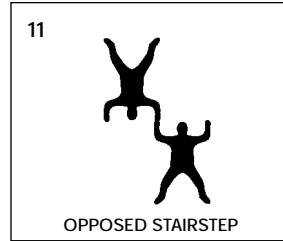
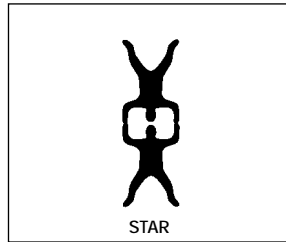
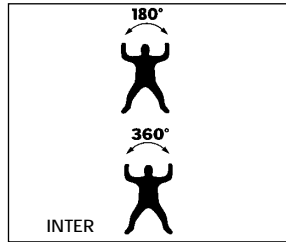
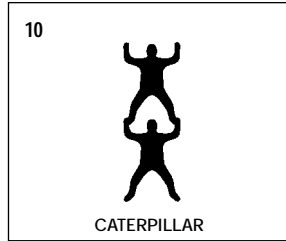
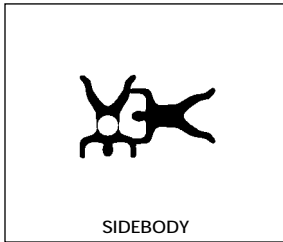
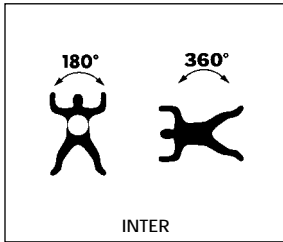
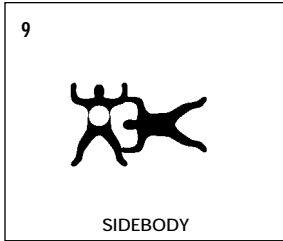


180°  
360°  
INTER

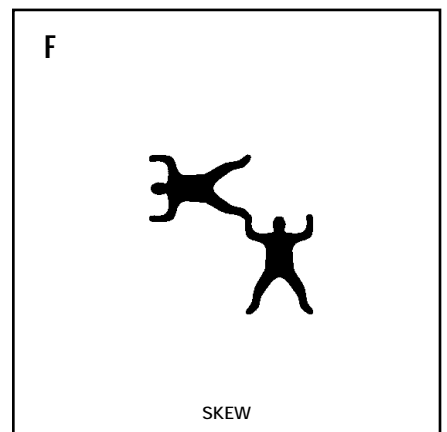
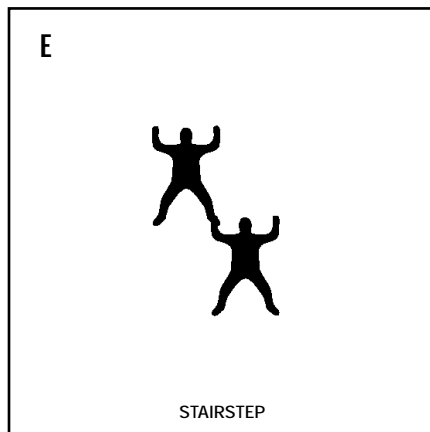
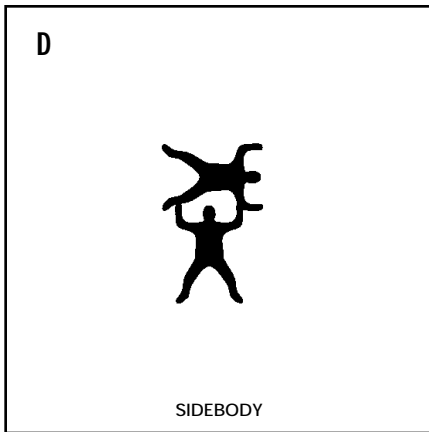
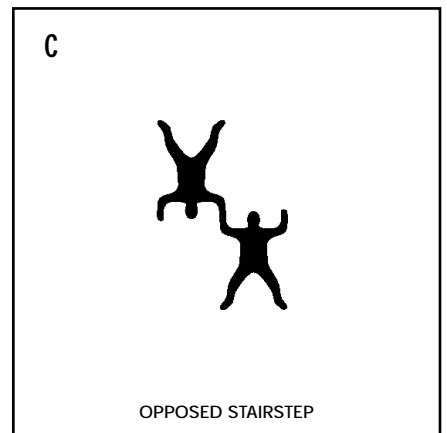
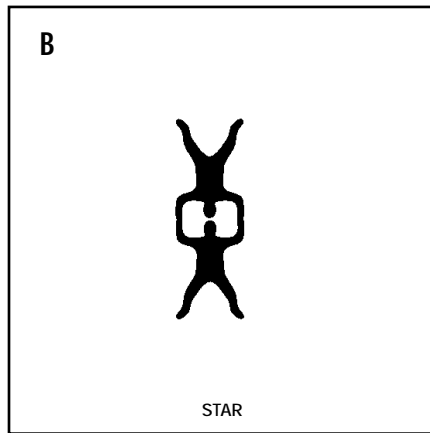
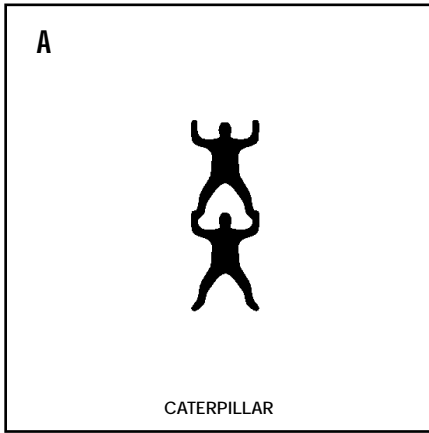


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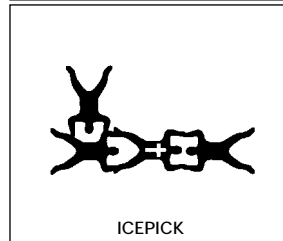
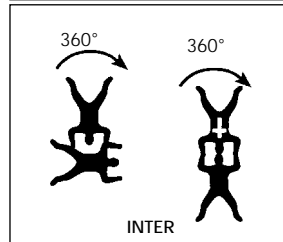
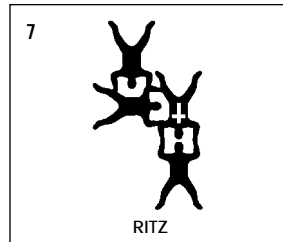
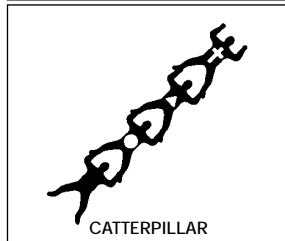
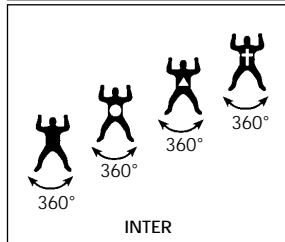
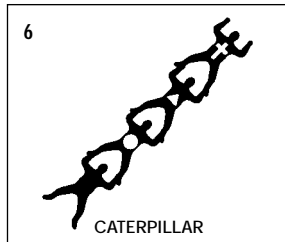
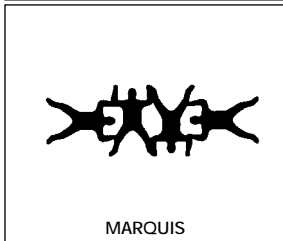
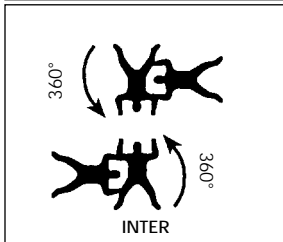
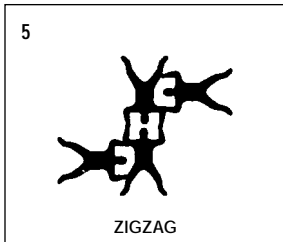
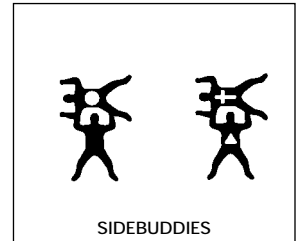
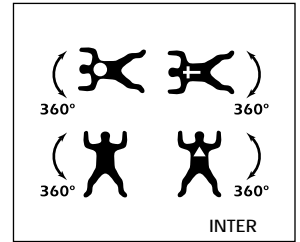
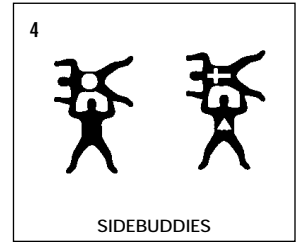
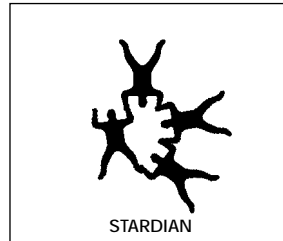
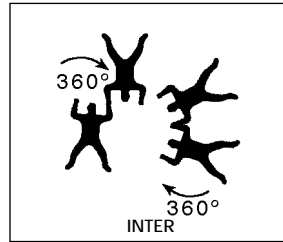
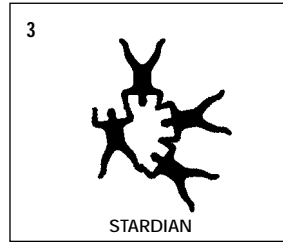
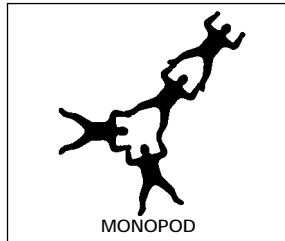
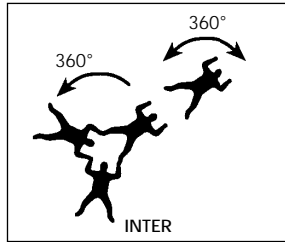
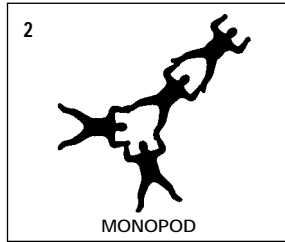
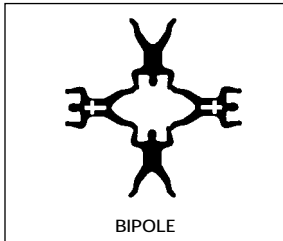
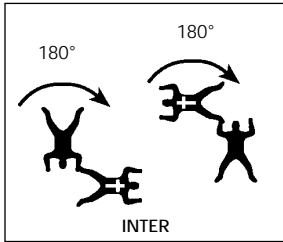
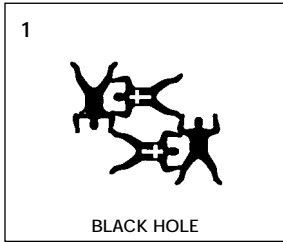
## 2-Way Block Sequences



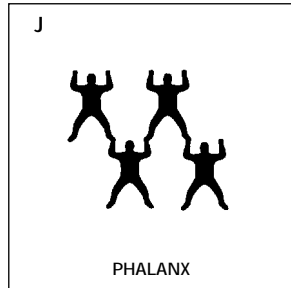
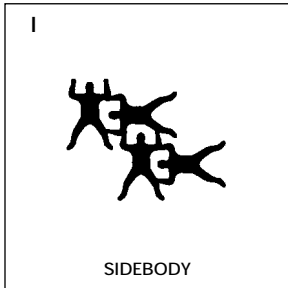
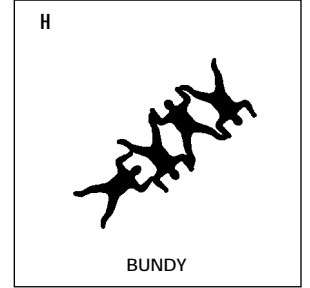
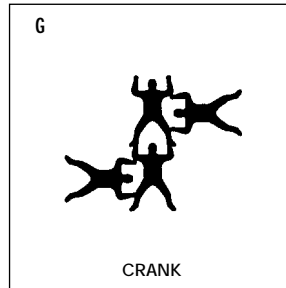
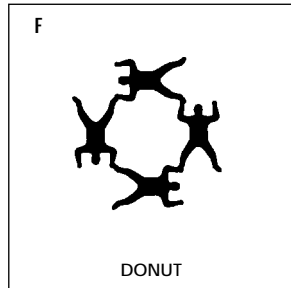
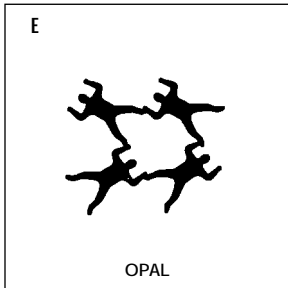
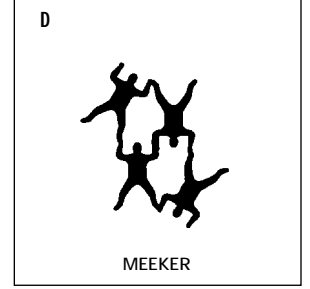
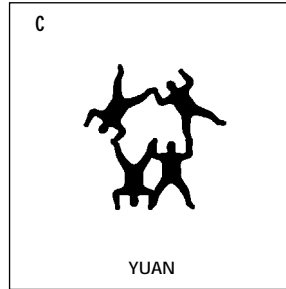
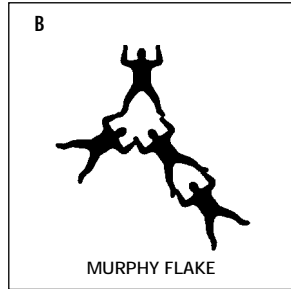
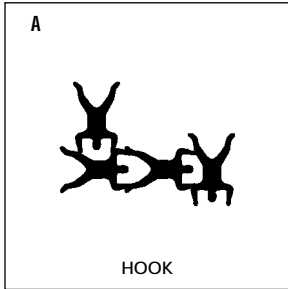
## 2-Way Random Formations



## 4-Way Block Sequences



## 4-Way Random Formations





# *USPA Competition Judging*

# *Section 8*



UNITED STATES PARACHUTE ASSOCIATION<sup>®</sup>

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# 8-1: USPA COMPETITION JUDGE RATING

## 8-1.1: INTRODUCTION

- A. This Section describes the USPA-FAI judging program.
- B. Any USPA member wishing to participate in the judging program is required to follow the guidelines in this Section.

## 8-1.2: SCOPE

The information in this Section includes:

- A. Judge Ratings
  - 1. Regional
  - 2. National
  - 3. U.S./FAI (International)
- B. The National Judge Certification Program (NJCP)

## 8-1.3: PURPOSE

- A. To ensure the highest possible standards of judging at the regional, national, and international levels.
- B. To provide a mechanism to train and rate USPA members interested in serving as competition judges.

## 8-1.4: DEFINITIONS

- A. **Regional Judge:** A judge who has met the initial qualifications outlined in this Section and is qualified to judge Regional Championships in the events so qualified and to apply for the National Judge Certification Program.
- B. **National Judge:** A judge who has met the initial qualifications outlined in this Section, completed the USPA National Judge Certification Program, and is qualified as a principal, event, or chief judge at the U.S. National Championships.
- C. **U.S./FAI Judge:** A judge who has met the initial qualifications outlined in this Section and the FAI Sporting Code and is qualified to serve in the events so qualified as judge at international competitions and as a U.S. judge.
- D. **Ratings:** Within each category a judge may be designated as qualified to judge one or a combination of the following:

- 1. Freefall Style
- 2. Accuracy Landing
- 3. Formation Skydiving (FS)
- 4. Canopy Formation (CF)
- 5. Freeflying (FF), Freestyle Skydiving (FR), and Skysurfing (SS)

## 8-1.5: INITIAL QUALIFICATION

- A. To earn a judge's rating, USPA members must submit the Judge Rating Application to USPA Headquarters.
  - 1. Applications may be obtained from USPA Headquarters, Regional Directors, the USPA Competition Committee, or on-line at [www.uspa.org](http://www.uspa.org).
  - 2. Applications for Regional Judge must be forwarded to the applicant's regional director for approval, who will forward it to USPA Headquarters for processing.
  - 3. Applications for the National and FAI ratings will be forwarded to the chair of the USPA Competition Committee for approval.
  - 4. Once an application at any level has been approved, USPA Headquarters will validate the qualified individual's Judge Logbook.
- B. **Fees:**
  - a. The Regional Judge rating is \$10.
  - b. National and FAI rating fees are \$15.
  - c. In addition, each newly-rated regional judge can purchase a Judge Logbook, available from USPA
- C. The minimum qualifications for initial ratings are—
  - 1. **Regional**
    - a. current USPA membership
    - b. judging experience of two complete meets
    - c. recommendation and approval from the applicant's Regional Director
  - 2. **National**
    - a. one year of USPA Membership
    - b. Regional Judge rating
    - c. successful completion of an NJCP
    - d. recommendations from the Chief of the NJCP and the Chair of the USPA Competition Committee
    - e. USPA BOD approval

3. U.S./FAI
  - a. two years of USPA membership
  - b. meet the FAI requirements
  - c. hold the National Judge Rating for one year
  - d. serve as principal or event judge at three National Championships\*, one of which must be a U.S. National Championships in the discipline for which the rating holder wishes to be rated
  - e. Recommendations from three FAI Judges and the USPA BOD
  - f. Approval from the FAI

*\* A World Parachuting Championship Judge Training Program or a CISM Judging Training Program may be substituted for one of the national championships. The national championships where the judge completed the initial training is not to be considered as one of the national championships for the FAI rating. The national championship is defined as the competition in which the national champions are determined in accordance with the SCM.*

#### **8-1.6: ANNUAL RENEWAL REQUIREMENTS**

- A. The chief judges at the U. S. National Skydiving Championships and the National Collegiate Parachuting Championships will submit a list of the judges and the event(s) judged to the chair of the USPA Competition Committee following the respective nationals.
- B. The chair of the USPA Competition Committee will prepare a roster of the judges depicting the currency in the respective events for distribution.
  1. Regional: judge one completed meet
  2. National: judge one completed meet and perform at least one of the following:
    - a. judge at least one National Skydiving Championship or any other national- or international-level competition as approved by the USPA Competition Committee Chair
    - b. every three years satisfactorily complete one NJCP which includes the events in which qualified
3. FAI:
  - a. meet requirements of the FAI Sporting Code
  - b. satisfy the evaluation standards set forth in this Section
  - c. judge at least one national championship or World Championship every fourth year in the discipline in which the rating holder is rated

- C. A judge's rating approved by the regional director (Regional) and USPA BOD (National and FAI) will remain a permanent rating, concurrent with USPA membership.
- D. Proof of currency is the judge's USPA membership card and judge's logbook.

#### **8-1.7: JUDGE EVALUATIONS**

- A. The Chief Judge of the U.S. National Skydiving Championships is responsible for conducting an evaluation of the judges at the completion of the meet.
- B. In the event that a judge fails to meet the initial minimum requirements for qualification as set forth in this Section, the rating holder must be reevaluated before judging a National Skydiving Championships.
- C. Reevaluation may be done during the practice days at the National Skydiving Championships or at a National Judge Certification Program.

#### **8-1.8: ADMINISTRATION**

- A. USPA Headquarters has available for distribution a roster of USPA Judges, maintained by the Competition Committee, which will include the following:
  1. Name, address, phone numbers, and e-mail address.
  2. Rating: (Regional, National, FAI).
  3. Discipline: S&A; FS; CF; FF, FR, and SK
- C. The Competition Committee must submit the FAI judges' renewal roster, denoting disciplines, to the IPC Judge Committee no later than December 31 of each year, as required by the FAI Sporting Code.

#### **8-1.9: JUDGES' LOGBOOK REQUIREMENTS**

- A. All judges must maintain a logbook as validation.
- B. Validation:
  1. Chief Judges must have their logbooks validated by the Meet Director of the national championships.
  2. Principal or event judges serving at a national championships must have their logbooks validated by the Chief Judge.

## 8-2: USPA NATIONAL JUDGE CERTIFICATION PROGRAM

### 8-2.1: INTRODUCTION

- A. USPA National Judge Certification Program may be held annually at the U.S. National Championships, National Collegiate Parachuting Championships, or any other location as deemed appropriate by the USPA Competition Committee.

### 8-2.2: PURPOSE

- A. To present the best possible program to those national judge candidates selected to attend the program.
- B. The NJCP is a rating program and not to be used by regional directors to train judges.

### 8-2.3: SELECTION OF THE COURSE DIRECTOR

- A. A notice of the NJCP will be placed in *Parachutist* Magazine.
- B. The Course Director will be selected by the USPA Competition Committee.
1. This person should be one of the FAI Judges who applied for the position.
  2. If no one has volunteered, one FAI Judge will be selected from those agreeing to participate in the Nationals.
  3. Someone must do the job; the FAI Judges have the responsibility of ensuring that each candidate has adequate training and meets the standards expected of a National Judge.
- C. Within two weeks after selection, the USPA Competition Committee Chair will send the previous year's Course Director's after-action report and lesson plans to the Course Director
- D. USPA Headquarters will send the Course Director a current Skydiver's Competition Manual upon selection.

### 8-2.4: DUTIES OF THE COURSE DIRECTOR

- A. The Course Director will supervise and administer the National Judge Certification Program for the years the Course Director is selected.
- B. In addition, the Course Director will:
1. Secure a Skydiver's Competition Manual from USPA Headquarters
  2. Secure from the USPA Competition Committee Chair the previous Course Director's after-action report and lesson plans
  3. Prepare a cover sheet for his or her NJCP packet, to include at least the following:
    - a. when and where to report
    - b. what to expect from the program
    - c. needed items of clothing and equipment
  4. Select from all applicants those most qualified to attend the program
  5. Work for the Chief Judge and have the same status as an event judge
  6. Submit an after-action report to the USPA Competition Committee and Chief Judge within 15 days after completion of the national championships

### 8-2.5: REQUIREMENTS FOR ATTENDANCE

- A. Each national judge candidate must:
1. Possess a current USPA Regional Judge Rating
  2. Have been a USPA member for at least one year immediately prior to application
  3. If attending the style and accuracy portion, have judged one completed style and accuracy meet within the preceding two years and receive a recommendation from his or her Regional Director
  4. If attending the formation skydiving (FS) portion, have judged at least one complete formation skydiving (FS) meet, which must include 4-way and 8-way, in the preceding two years and receive a recommendation from his or her Regional Director
- B. Candidates are evaluated for attendance by the Course Director and notified of their selection.

- C. The NJCP should be limited to the number of candidates whom the Course Director feels can be adequately supervised.

**8-2.6: MINIMUM REQUIREMENTS FOR QUALIFICATION**

- A. A person may be rated as a National Judge in—
1. Freefall Style
  2. Accuracy Landing
  3. Formation Skydiving (FS)
  4. Canopy formation (CF)
  5. Freeflying (FF), Freestyle Skydiving (FR), and Skysurfing (SK)
- B. To attain this rating each candidate must:
1. General:
    - a. Maintain the same standards of conduct and helpfulness as the principal judges.
    - b. Pass the written exam with a score of at least 80 percent.
    - c. There will be separate exams for—
      - (1) freefall style & accuracy landing
      - (2) formation skydiving
      - (3) canopy formation
      - (4) freeflying, freestyle skydiving, and skysurfing
  2. Freefall Style:

*U.S. National Sport Accuracy  
Championships Competition Rules*

*Section 9*



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# 9-1: U.S. NATIONAL SPORT ACCURACY CHAMPIONSHIPS COMPETITION RULES

## 9-1.1: PURPOSE AND OBJECTIVE

Sport Accuracy is a competition where competitors aim to land standing up with their first point of contact as close as possible to the center of a target.

## 9-1.2: EVENT DESCRIPTION

- A. Individual Sport Accuracy Landing: Each round consists of individual competitors guiding their canopies to a stand-up landing on a Automatic Measuring Device (AMD) positioned at the center of the landing area.
- B. Team Sport Accuracy Landing: Each round consists of a team of four competitors making sequential approaches and landings as described in Individual Sport Accuracy Landing.
- C. Sport Accuracy Landing competition is conducted in a team format for the first four rounds, and then individually in match-play format (as described by IPC rules) to a maximum of eight rounds until an individual winner is declared.
  - 1. Individual competitors are not required to compete in Team Accuracy.
  - 2. No substitutes to the composition of a team are permitted for any reason after the competition begins.
  - 3. No alternates are allowed.

## 9-1.3: ORDER OF JUMPING

- A. Team Accuracy: The competition consists of four rounds, and if required, as many as two jump-off rounds to declare a winning team.
  - 1. Competitors jumping without a team are encouraged to form scrambles, or randomly selected teams to expedite the competition.
  - 2. Individuals jumping without a team may be manifested to jump at any point in the order of a round.
  - 3. If the ceiling drops below 3,500 feet, the round is interrupted and competition may resume with the start of the next round by making two separate passes from a minimum of 2,800 feet for each team.

- 4. Any round started with multiple team passes must be completed by the same method or rejumped in entirety.

- B. Individual Accuracy: After the first four (preliminary) rounds of competition are jumped in team format, the remaining rounds of individual accuracy will be conducted in match-play format, as described in IPC rules, with the paired competitors exiting from a minimum of 2,800 feet.

## 9-1.4: EXIT ALTITUDE

- A. Team Sport Accuracy Landing: Each jump will be made from 3,500 feet, which may be raised to 7,500 feet or lowered to 2,800 feet by the Meet Director to negotiate weather for the whole round.
  - 1. Unless separate passes are directed due to low exit altitude, the team must jump from the same aircraft, during the same passage of the aircraft over the target.
  - 2. Rejumps are treated as individual jumps.
- B. Individual Accuracy Landing:
  - 1. Individual jumps made during the team portion of the competition will be made from the same jump altitude as the team competitors.
  - 2. During match-play competition (beginning with round five and continuing until an individual champion is determined), will be 3,500 feet, which the Meet Director may be lower to 2,800 feet by the Meet Director to negotiate weather.

## 9-1.5: EXIT PROCEDURES

Individual and Team Sport Accuracy Landing: Each competitor or team is personally responsible for selecting a proper exit point that will permit a safe and successful target approach.

**9-1.6: NUMBER OF ROUNDS****A. Team Accuracy:**

1. The minimum number of rounds to constitute a meet is two, and the maximum (scheduled) number of rounds is four.
2. In the event of a tie for first place between teams at the end of the fourth round, a jump-off will be conducted to break the tie, to a maximum of six rounds.

**B. Individual Accuracy:**

1. The minimum number of rounds is five, and the maximum (scheduled) number of rounds is eight.
2. Beginning with round five, match-play competition following IPC format will commence, to a maximum of eight rounds.
3. The round five manifest will be structured in order to complete match-play competition in eight rounds.

**9-1.7: SCORING****A. Individual Landings:**

1. The landing point is the first point of body contact with the surface (ground) or the AMD.
2. A landing off the AMD will be measured from the edge of the dead center to the first point of body contact with the ground.
3. The distance will be measured, to the nearest 0.01 meters, to a maximum distance of 15 meters.
4. In the first four (preliminary) rounds, the target dead center will be the 1.5-meter AMD sport accuracy scoring pad.
5. In rounds five through seven, the dead-center will be 0.3 meters in diameter (the precision accuracy pad).
6. In round eight, the dead-center will be 0.03 meters in diameter, the same dead-center dot used for precision accuracy.

**B. Team Accuracy:**

1. Scoring will be as described for individual landings.
2. If a jump-off is required to declare a winner, the dead-center will be a 0.3-meter-diameter target (the precision accuracy pad) for the fifth round.

3. If a sixth round is required to break the tie, the dead-center will be the same 0.03-meter dot used for precision accuracy.
4. If a tie still exists after round six, the team with the most total dead centers from all rounds will be declared the winner.
  - a. Team landings:
    - (1) Landings are judged as described for individual landing.
    - (2) All four scores count.
    - (3) If as a result of insufficient separation between team members a competitor lands on the AMD which has not been reset, the score given is 0.00 meters.
    - (4) If a round six is required and the 0.03 meter dead-center is in use, then a landing on the AMD which has not been reset will be scored 0.15 meters.
    - (5) A team competitor who lands off the AMD for any reason, including insufficient separation with his or her team members, will be given a measured score from the edge of the dead center.
  - b. The sum of the individual scores for the team is the team score for that round.
  - c. Teams landing with fewer than four members receive a score of 15 meters for each missing team member.

**C. Landing penalties are assessed as follows:**

1. Any point of contact other than the soles of the feet (e.g., the jumper touches only one hand or only one knee on landing): five meters
2. Any two points of contact other than the soles of the feet (e.g., the jumper touches down on both knees, or one knee and one hand, etc.): ten meters
3. Three or more additional points of contact other than the soles of the feet (e.g., the jumper goes down on all fours, or does a rolling landing): 15 meters
4. Failure to contain the landing run-out within the 15-meter circle: 15 meters

**9-1.8: JUDGING AND RECORDING**

- A. Individual and Team Sport Accuracy Landings:
- Landings are judged by at least five USPA National-Rated Judges positioned around the target area, for a minimum of five qualified judges who can evaluate approaches, evaluate the spot, and measure and grade landings.
  - In addition, there will be at least two recorders.
- B. Landing on the AMD:
- Any first point of contact on the AMD will be scored as a dead center with a measurement of 0.00 meters.
  - When the three centimeter (0.03 meter) dead center is in use, any first point of contact on this AMD will be electronically scored.
- C. Any other first point of body contact not on the AMD will be marked with a Manual Measuring Device (MMD).
- The MMD is a 25-centimeter-diameter disk that is painted red on one side and green on the opposite side.
  - Located in the center of each side of the MMD is a three-centimeter-diameter black dot.
  - When the competitor lands, the judge positions the MMD over the jumper's first point of body contact with the ground.
  - The measured distance to the nearest centimeter is from the center of the MMD to the edge of the dead center.
  - If the jumper makes a stand-up landing, the green side of the MMD will be placed up.
  - If the jumper fails to execute a stand-up landing (five-, ten-, or 15-meter penalty), the red side of the MMD will be placed up.
- D. Competitors' landings will be measured out to a maximum distance of 15 meters, to an accuracy of one centimeter.
- E. Penalties:
- 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 bottom of the feet or shoes and no other body part coming in contact with the ground or AMD during the landing.
- The landing phase of the jump commences when the competitor first crosses the 15-meter-radius circle.
  - The competitor must complete the landing standing up with both feet inside the 15-meter-radius circle, demonstrating full body control, or receive maximum penalty.
- F. Maximum score: The maximum score for any one individual competitor's jump is 15 meters, including any penalty score added to the measured distance.
- G. Disqualification:
- Any competitor executing a radical canopy maneuver during the final approach of the jump will receive a maximum score for that round and be completely disqualified from the competition.
  - A radical canopy maneuvers on final approach is defined as an abrupt canopy turn of more than 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.
  - A disqualified competitor's team may continue to compete, but the disqualified competitor's score will be recorded as 15 meters for all the remaining rounds of the competition.

**9-1.9: TECHNICAL CONDITIONS**

- A. Wind Drift Indicators, Windsock, and Wind Speed Measuring Devices are as described in SCM Section 2, except the wind speed device may be at an elevation 20 feet or more above the ground and, located within 100 feet of target center.
- B. Target:
- The target (AMD) must be centered within marked circles of five- and 15-meter radius.
  - The landing area surrounding the AMD will be a flat, open, unobstructed, preferably grass-covered area for a minimum radius of 100 feet from the center of the target.
- C. Technical conditions for competitor numbers, malfunctions, equipment, clothing, and aircraft are the same as described in SCM Section 2.
- D. Canopy Classes:
- Open Class:
    - Competitors with fewer than 300 jumps may jump any single canopy.

- b. All other competitors must compete with a single canopy loaded at greater than 1.1 pounds per square foot of canopy area, the loaded weight based on the jumper's weight at exit, using the manufacturer's published wing area for the canopy.
  - c. The exit weight will be measured at any time during the competition at the target area after landing.
2. Ultra Class:
- a. Competitors in the Ultra Class must possess a USPA D license, have made at least 1,000 jumps, and jump a single canopy loaded at greater than 1.6 pounds per square foot of canopy area.
  - b. The loaded weight is based on the jumper's weight with gear at exit, using the manufacturer's published wing-area for the canopy.
  - c. The jumper's exit weight with gear may be measured at any time during the competition at the target area after landing.

**9-1.10: WEATHER**

- A. Wind speed and direction recordings will be made by meet management at no less than 10-minute intervals.
- B. When the wind speed on the ground is greater than seven meters per second (m/s), the wind speed will be monitored constantly and documented at an interval of no less than every two minutes.
- C. The maximum allowable wind speed for conduct of the event is nine m/s.
  - 1. If the wind exceeds this limit, the event will be halted for five minutes.
  - 2. If the median wind exceeds this limit, the event will be halted for at least 30 minutes.
  - 3. If a competitor is on final (below 250 feet) and the wind exceeds this limit, the competitor will be given the option of keeping his or her score or taking a rejump.

**9-1.11: CLASSIFICATION OF FINAL RESULTS**

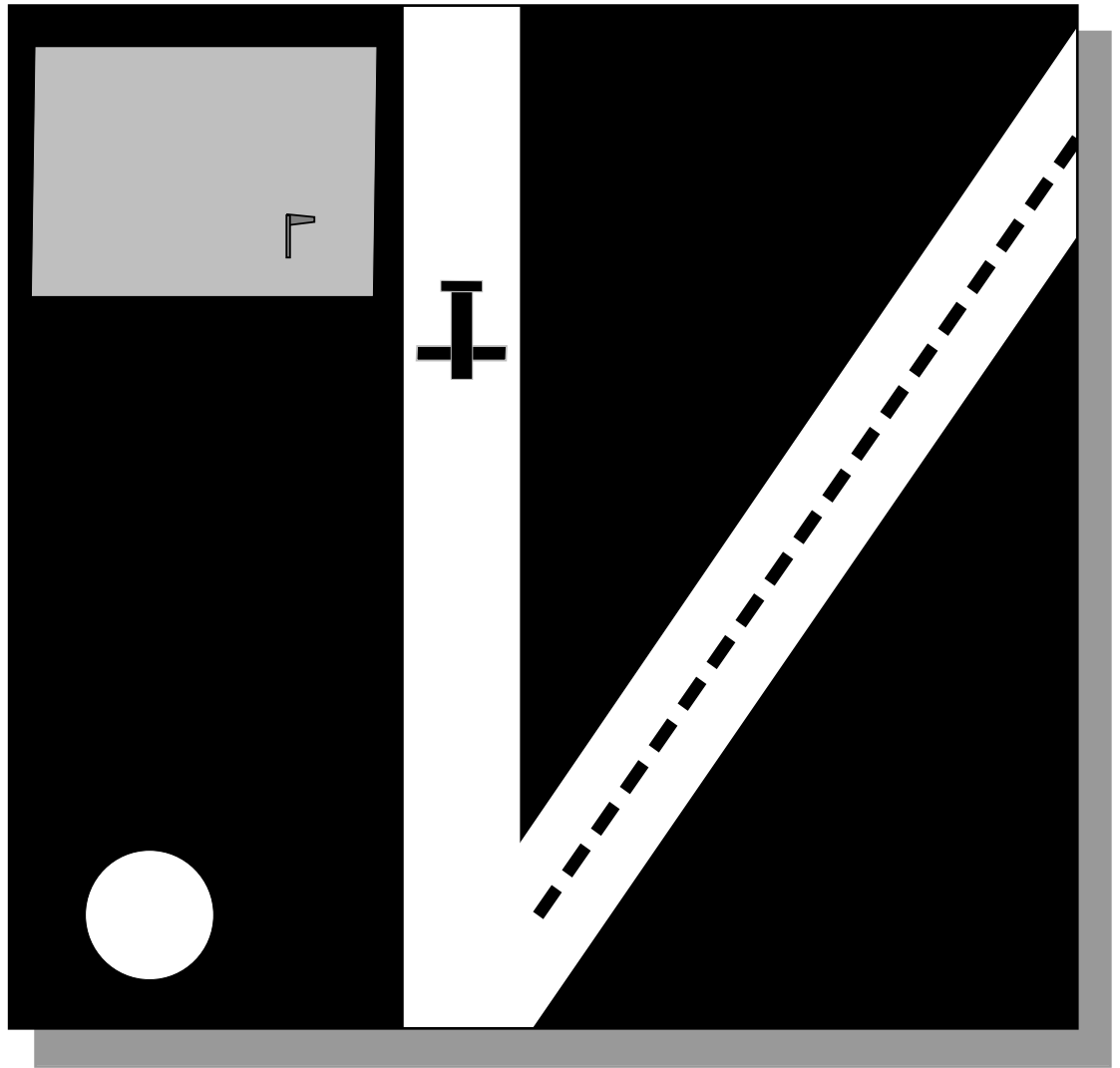
- A. Individual Sport Accuracy Landing:
  - 1. Each individual competitor's score for the first four rounds will be added to determine finalists.
  - 2. Remaining competition for finalists in Open and Ultra Class competition will be conducted to determine a winner to a maximum of eight rounds, per IPC match-play format.
- B. Team Sport Accuracy Landing:
  - 1. Each team competitor's score for each jump in each round will be added together.
  - 2. The team with the lowest total after four rounds will be declared the winner.
  - 3. In the event of a tie, a jump-off will be held to determine the winning team.
- C. National Championship Title Classifications:
  - 1. National Open Class Sport Accuracy Champions:  
1st, 2nd, 3rd place
  - 2. National Ultra Class Sport Accuracy Champions:  
1st, 2nd, 3rd Place
  - 3. National Team Sport Accuracy Champions:  
1st, 2nd, 3rd Place

**9-1.12: RECOGNITION OF WINNERS**

- A. Appropriate medals or other suitable recognition are presented annually to each Individual Sport Accuracy Landing Champion and each member of the first three teams described under the National Championships title classifications.
- B. Guest competitors invited by USPA may be awarded separate awards.
- C. The Manufacturer's Cup:
  - 1. The Manufacturer's Cup is awarded to the winning Sport Accuracy team.
  - 2. Foreign teams, or teams with mixed U.S. and foreign national (guest) competitors are eligible to win the Manufacturer's Cup.

*U.S. Nationals Site Selection*

*Section 10*



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# 10-1: U.S. NATIONALS SITE SELECTION PROCESS

## 10-1.1: GENERAL

- A. The U.S. National Skydiving Championships selection process was developed to give interested USPA Group Members a fair and equitable chance to bid for the opportunity to host a U.S. National Skydiving Championships.
  - B. Each year, USPA solicits bids for hosting the U.S. National Skydiving Championships in Canopy Formation (CF); Formation Skydiving (FS); Freefall Style & Accuracy Landing (S&A); Freeflying, Freestyle Skydiving, and Skysurfing (FF, FR, and SK); Para-Ski; Sport Accuracy; and the National Collegiate Parachuting Championships.
  - C. All but para-ski and the National Collegiate Parachuting Championships will be conducted concurrently or sequentially at a single venue and time frame.
  - D. The USPA Competition Committee will announce twice in Parachutist Magazine the date when bids to host the U.S. National Skydiving Championships are to be received at USPA Headquarters.
  - E. Bids should follow the format established in this Section's Minimum Site Requirements.
  - F. Current USPA Group Members must submit proposals to USPA Headquarters, 1440 Duke Street, Alexandria, VA 22314, not later than 5:00 p.m. eastern daylight time, June 1, so the bid can be considered at the summer USPA Board of Director's meeting.
  - G. Bids will be awarded in the year preceding the year in which the competition will be conducted.
  - H. The USPA Board of Directors may approve single-discipline events in unusual circumstances.
3. Any difference between the faxed bid and the original will void the bid.
  - B. Each Group Member must agree in writing to sign the USPA National Championships Letter of Agreement.
  - C. USPA Headquarters will send bids to the members of the Competition Committee, who will review them to verify they meet minimum requirements.
  - D. Not later than two weeks before the BOD meeting in which bids are to be awarded, bids meeting the minimum requirements will be sent to members of the USPA Board for review.
  - E. Board members are encouraged to call bidders to answer any questions they may have about the bids.

## 10-1.3: SITE SELECTION

- A. Group Members will be given an opportunity to make a presentation to the full USPA Board, although one is not required.
- B. Group Members making presentations to the USPA Board will first meet with the Competition Committee to review their bids, address questions committee members may have, and review the presentations and selection process.
- C. USPA Board bid presentation procedures:
  1. Each Group Member will be allowed an opportunity to present its bid to the full USPA Board.
  2. The presentation is in addition to the bid packages already received by board members.
  3. During the selection process, only USPA Group Members presenting proposals will be allowed in the meeting room until all presentations are complete.
  4. Each Group Member will be allowed up to 12 minutes to make their presentation.
    - a. Each bidder will be given a two- and a one-minute warning before time is up.
    - b. A 10-minute question and answer period will follow each presentation.

## 10-1.2: BID PROCESS

- A. USPA Headquarters will record the date bids are received.
  1. Faxed bids will be accepted to meet the deadline, but an original must be received at HQ within five working days of the deadline.
  2. The original will be used to make copies.

5. Ten minutes will be allowed for closed discussion among board members after each bid is complete, during which bidders will not be present.
  6. Vote will be in open full board session, using the same counting procedures outlined in The USPA Governance Manual.
- D. Bids for the National Collegiate Parachuting Championships and the U.S. National Skydiving Championships of Para-Ski will be presented to and voted on by the Competition Committee, and their decision will be presented to the full USPA Board of Directors for ratification.

# 10-2: U.S. NATIONAL SKYDIVING CHAMPIONSHIPS MINIMUM SITE REQUIREMENTS

## 10-2.1: AIRCRAFT AND AIRSPACE

- A. Clear airspace within a three-mile radius to the following altitudes (AGL):
  1. Freefall Style & Accuracy Landing (S&A): 8,000 feet
  2. Formation Skydiving (FS): 13,000 feet
  3. Canopy Formation (CF): 9,000 feet
  4. Freefly, Freestyle Skydiving & Skysurfing (FF, FR, and SK): 13,000 feet
- B. Aircraft capabilities for all events at the rate of 50-60 jumps per hour
  1. Back-up aircraft available in the event of aircraft down time
  2. List of aircraft type and availability
- C. Fuel facilities for all listed aircraft

## 10-2.2: FACILITIES—REGISTRATION AND JUDGING

- A. Office space to accommodate registration
- B. Judging rooms for a team of five judges (one room per discipline); for FS, room(s) must be large enough to accommodate two panels of five judges each
- C. On-site copy machine
- D. Electric typewriter or word processor
- E. Secured area (400-sq. ft.) for air-to-air video editing and tape transfer
- F. For S&A: 1,600 square feet (an enclosed space, 40' x 40' minimum) suitable for public grading (See the S&A rules, SCM Section 2 for a description of the required judging layout.)
- G. Space for a USPA Judge Certification Program, if conducted.

## 10-2.3: FACILITIES—COMPETITORS

- A. Indoor area for teams and competitors
- B. Area to accommodate competitors for briefing and seminars
- C. Rigging services
- D. Food service on site
- E. Number of teams that can be accommodated by creper area
- F. Area for public viewing of style grading (see above), including large-screen TV(s) or multiple viewing monitors

## 10-2.4: EQUIPMENT—JUDGING

- A. VCRs with half-speed capabilities
- B. TV monitors: no larger than 19 inches and preferably 13 inches
- C. Tables and chairs for judging area
- D. Area for posting scores
- E. Tuffet for accuracy landing
- F. Ground-to-air video unit for Freefall Style; USPA to give the bidders all the support possible in helping acquire this equipment
- G. Wind socks and wind-speed meter meeting FAI requirements for size, metric read-out, and wind exceedance alarms
- H. All necessary equipment and staff to run the competition under current USPA competition rules (The Chief judge determines number of staff needed to support the scoring and judging sections.)
- I. Electronic scoring system for FS
- J. Electronic scoring system for Freefall Style desired, if available

**10-2.5: ACCOMMODATIONS**

- A. List of motels and hotels in the area
- B. Camping facilities in area
- C. Bathroom and shower facilities on DZ

**10-2.6: TRAVEL COST**

- A. Best airport hub location nearest to DZ.
- B. Transportation available from airport to DZ for competitors and costs
- C. Airport shuttle from airport to DZ and return for official staff
- D. Motel shuttle for official staff

**10-2.7: ENHANCEMENTS**

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

**10-2.8: DATES**

List proposed dates, which may be flexible or cover a range.

1. Meet dates must be decided within two weeks of being awarded the bid.
2. Dates will include registration date(s), official practice date(s), and competition dates.

**10-2.9: SANCTION FEES**

Sanction fees will be \$10 per event, per participant. Each of the following is considered a separate event and will be charged at \$10:

- A. 4-way (FS)
- B. 8-way (FS)
- C. 10-way (FS)
- D. 16-way (FS)
- E. Freefall Style
- F. Landing Accuracy
- G. Para-ski
- H. Freestyle Skydiving (FR)
- I. 4-way Rotation (CF)

- J. 4-way Sequential (CF)
- K. 8-way Speed (CF)
- L. Skysurfing (SK)
- M. Freeflying (FF)
- N. National Collegiate Parachuting

**10-2.10: COMPETITOR COSTS**

- A. List training and competition jump cost (\$):
  1. Accuracy Landing: 3,000 feet
  2. Freefall Style: 7,200 feet
  3. Team Accuracy Landing: 3,500 feet
  4. 4-Way Formation Skydiving: 10,500 feet
  5. 10-Way Formation Skydiving: 11,000 feet
  6. Freeflying, Freestyle Skydiving, and Skysurfing and 8-Way and 16-Way Formation Skydiving: 13,000 feet
  7. Canopy Formation: 9,000 feet
- B. Proposed competitor registration fees. (Bidders should be as specific as possible and should differentiate between registration fees and cost per jump.)

**10-2.11: JUDGES' TRAVEL ACCOMMODATIONS**

The Host is to pay all travel, room, and a per diem rate of \$40 per day.

**10-2.12: PERFORMANCE BOND**

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

**10-2.13: OTHER**

- A. Speaker system to reach all areas of the DZ
- B. Staff for manifest, equipment inspection, aircraft fueling, loading, off-site pickup vehicle, and other support duties
- C. Banquet to be provided by Host
- D. The nationals' medals to be provided at the expense of the Host (USPA provides the medals to the Host at cost.)

- E. Five-year weather study in the month the event is to be hosted
- F. A copy of all judging tapes to be given to the USPA Competition Committee for in-house use
- G. USPA to provide one full-page, 4-color ad and one 1/2-page, black-and-white ad to the Host.
- H. Television coverage rights of the event will be only as expressly negotiated between the Host and USPA.
- I. Portable ground-to-air radio communications
- J. Host to recommend meet director.

# SECTION 10-3: USPA NATIONAL CHAMPIONSHIPS LETTER OF AGREEMENT

## RECITALS

1. The United States Parachute Association (USPA) is a New York non-profit corporation with offices at 1440 Duke Street, Alexandria, VA 22314. In keeping with its chartered purpose to promote sport parachute competition, USPA sponsors various parachute competition events.
2. \_\_\_\_\_ ("Host"), is a \_\_\_\_\_ (name of state) corporation with offices at \_\_\_\_\_ (full address and zip). pursuant to the bidding process set forth in SCM Section 10, Host has been selected to conduct the \_\_\_\_\_ (the "Event").

## AGREEMENTS

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

### *Award of Contract*

3. USPA awards Host the right to conduct the \_\_\_\_\_ (name of the event), to be held at the Host's \_\_\_\_\_ (city, state) facility from \_\_\_\_\_ to \_\_\_\_\_ (dates) inclusive.
4. Host will pay USPA the sum of Ten Dollars (\$10.00) per event per participant as a sanction fee on or before \_\_\_\_\_, \_\_\_\_\_ (date).

### *Host Responsibilities*

5. Host will conduct the event in accordance with all applicable USPA rules, including the current Skydiver's Competition Manual
6. At the signing of the letter of agreement, the Host will deposit with USPA \$2,000 to ensure compliance with all the provisions of the U.S. National Skydiving Championships Letter of Agreement. An additional performance bond of \$25 per competitor will be deposited with USPA before the start of each event. At the completion of the nationals, the total amount, less the sanction fee, will be returned to the Host upon agreement by the jury that all conditions of the U.S. National Skydiving Championships Letter of Agreement have been met.
7. Host will submit a written report of the event to the USPA Board of Directors within thirty (30) days of the completion of the Event. The report will discuss the following subjects, at a minimum: Staff and competitor rosters, event revenues and expenses, sequence of events, and any lessons learned.
8. Host, at its own expense, will provide sufficient staff to conduct the Event adequately, including room, board, and transportation for the Chief Judge, Meet Director, and other staff as required, and a per diem rate of \$40 for judges.
9. Host will charge competitors for participation in the Event an entry fee, including registration fee and the cost of the jumps, as stipulated in the bid submitted by Host.
10. Host will pay for all competitor awards that are presented.

11. Host will provide and pay for all office supplies and other equipment necessary to conduct the Event, including judges' and recording forms and electronic scoring devices.
12. Host may provide and sell promotional items bearing the name and logo of the Event before, during, and after the Event. Host is expressly forbidden to sell promotional items bearing the USPA logo.
13. Host will ensure that all participants in the Event shall, before they participate in the Event, sign a "Waiver of Rights, Release and Indemnity Agreement" specifically waiving any and all claims against USPA for property damage or injury or death to persons.

### *USPA Responsibilities*

14. USPA will provide a representative to be on site during the Event, who will be responsible for verifying that the competition is conducted in accordance with all applicable sections of the Skydiver's Competition Manual and with the terms of the Agreement. Transportation for the representative to and from the Event shall be borne by USPA. Host will provide room, board, and local transportation for the representative during the Event.
15. USPA's representative will submit a written report of the Event to USPA's Board of Directors within thirty (30) days of the completion of the Event verifying the extent to which conditions of this Agreement were fulfilled, including adherence to applicable sections of the Skydiver's Competition Manual.
16. USPA will provide, at its own expense, space for one full-page 4-color advertisement and one 1/2-page black-and-white advertisement of the event in an issue of Parachutist Magazine preceding the Event. Host will provide production-ready material for the advertisements in electronic format acceptable to the Editor or one-piece film with press proof. USPA will have final discretion in determining the content of the advertisements.
17. USPA will provide medals and have them delivered in a timely manner to the Event location. The medals are to be presented to the winners of the Event by USPA or its designated representative. Host will pay the direct costs of the medals, including shipping expenses.
18. USPA may provide and sell promotional items bearing the name and logo of the Event before, during, and after the Event.

### *General*

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

23. Host's bid, presented at the USPA Board of Directors' Meeting on \_\_\_\_\_, 19\_\_\_\_ shall be a part of this Agreement and shall be subject to the terms and conditions of this Agreement as if set forth in full herein. The bid and this Agreement constitute the entire agreement of the parties and cannot be changed or modified except by written agreement executed by both parties hereto.

Agreed this \_\_\_\_\_ day of \_\_\_\_\_, 20 \_\_\_\_\_.

***For Host:***

***For United States Parachute Association***

\_\_\_\_\_  
(Print corporate name of Host)

Signed: \_\_\_\_\_

Signed: \_\_\_\_\_

By: \_\_\_\_\_

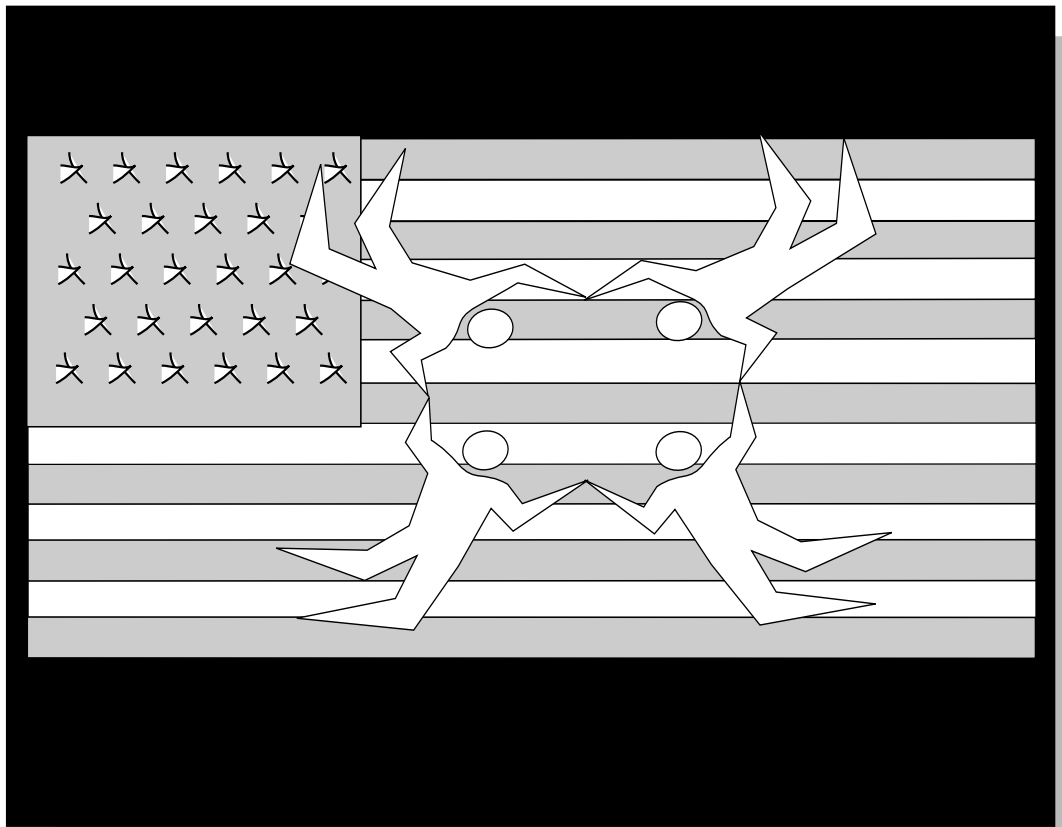
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Title: \_\_\_\_\_

Title: \_\_\_\_\_

*United States Parachute Team,  
Delegations, and Special Teams*

*Section 11*



UNITED STATES PARACHUTE ASSOCIATION<sup>®</sup>

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# 11-1: UNITED STATES PARACHUTE TEAM, DELEGATIONS, AND SPECIAL TEAMS

## 11-1.1: INTRODUCTION

- A. The U.S. Parachute Team officially represents the United States in international competition.
1. Skydivers selected for this honor are truly noble ambassadors, bearers of the American flag abroad and champions of the U.S. competitive arena, uniting as one to challenge the world for competitive supremacy.
  2. The official colors of the U.S. Parachute Team are red, white, and blue.
- B. The delegation member no longer acts in a solitary manner, but bears the mantle of responsibility for the hopes and contributions of many.
1. This role is greater than that of one member and the individual must suppress personal preferences in favor of a united team effort.
  2. The common purpose of the U.S. Parachute Team is to compete in a manner which brings the most credit to the Team and to the United States.
  3. Winning is the primary goal, but victory encompasses more than skill recognition or receiving awards.
  4. Being a member of the Team transcends the competition arena and encircles the broader spheres of brotherhood and sportsmanship.
- C. Desirable Competitor Traits
1. Competitive personnel are selected for their competitive achievement, willingness to provide their skills, and readiness to endure the rigors of a team effort.
  2. Selection to the U.S. Team is a privilege, not a right.
  3. Making the U.S. Team requires not only final rank in competition, but a personal commitment to cooperate within the reasonable dictates of team leadership.
- D. All members must subordinate their personal existence to the schedule set by team leadership.
1. They must report on time and in a condition to compete or perform necessary duties.
  2. Within the team environment, they will be evaluated on their attitude, ability to perform, contribution to team unity, and awareness of purpose and responsibility.
  3. The team must be composed of persons who recognize their obligation and their duty to each other and to those whose hopes they possess.

## 11-1.2: SELECTION OF DELEGATION

- A. USPA selects and helps finance the contingent to represent the U.S. in international competition.
- B. The criteria for selection to a U.S. Team is determined at a Board of Directors meeting, normally in the calendar year preceding the competition.
- C. The method of selection is determined by vote of the Board of Directors upon recommendation of the Competition Committee.
1. Leadership personnel selected at this time are the Head of Delegation and Team Manager.
  2. One individual may fulfill both positions.
- D. The remaining delegation members are selected at the U.S. Nationals or in USPA-sanctioned competition, and are invited to join the U.S. Team by the Team Manager.
- E. The tenure of the team (including leadership personnel) begins on the day of their selection and ends on the last day of the next National Championships or USPA-sanctioned competition in which a new U.S. Team is selected or World Parachuting Championships in which the Team competes, whichever is later.

## 11-1.3: LEADERSHIP PERSONNEL

- A. Head of Delegation:
1. is chosen for his or her stature as an accomplished and respected individual
  2. is preferably the current U.S. IPC delegate, alternate delegate or other qualified, FAI-recognized jury member in order to serve as U.S. representative on the international jury

3. must be in constant contact with the Team Manager at the competition site concerning adopted jury decisions and policies
  4. makes recommendations to the Team Manager on any action he or she feels necessary by team leadership or competitive personnel
  5. may mediate any dispute arising among team members, but the final authority still rests with the Team Manager
- B. Team Manager:
1. is chosen for administrative and fiscal responsibilities, logistical ability, knowledge and appreciation of competitors' unique physical and mental requirements, ability to lead while maintaining a rapport with other delegation members and ability to organize a governing structure for team conduct and activities
  2. is the ultimate authority on all matters affecting the U.S. Team's well-being, ability to compete and public image and on any other aspect of the U.S. Team sensitive to his mission
  3. is responsible for insuring the team is properly outfitted, trained, and possesses FAI sport licenses with current stamps
  4. is expected to reside and travel with the team, except during occasions where duties require his or her presence elsewhere
  5. must register the team in accordance with the FAI/IPC competition bulletins and notifies the USPA Director of Competition accordingly
  6. formulates a team itinerary and coordinates financial requirements directly with the USPA Treasurer
  7. makes decisions concerning procurement of team equipment, transportation, lodging, food, clothing, drop zone and recreational facilities, expenses, and competition attendance
  8. makes policy decisions and decisions affecting team composition or itinerary
  9. acts as official team spokesman
  10. handles protests in competition, and immediately reports world records set by the team to USPA Headquarters so that processing of the world record can begin
  11. assigns living quarters at all locations visited by the team
  12. assigns the proper dress code
  13. has the authority to dismiss and replace any delegation member whose presence is, in his judgment, contrary to the best interests of the U.S. Team objective
14. has the authority to alter the duties and assignments of other leadership or competitive personnel
  15. submits status reports weekly during training and daily during competition to USPA Headquarters
  16. assists the USPA publicity agent on obtaining any pertinent materials
  17. is strongly encouraged to utilize USPA Group Member drop zones for U.S. Team training
  18. will provide an American flag and tape recording of the National Anthem in accordance with FAI/IPC requirements
- C. Team Coach:
1. is chosen by the Team Manager, at his discretion, for knowledge of competitive techniques, ability to devise proper training methods and conduct training sessions, ability to provide the occasional or the accomplished competitor to perfect his or her own performance and awareness of the psychological and physiological aspects of superior athletic competitors
  2. directs drop zone operations pertaining to training jumps and oversees the training schedules of individual competitors or teams
  3. is constantly present to conduct training sessions, devise training methods, critique and properly record training jumps, and makes every effort to provide the competitor with objective evaluations
  4. must be constantly tuned to the personal needs and preferences of the competitors pertaining to competitive performance
  5. recommends competitors for specific events at scheduled competitions
  6. is responsible for availability and repair of equipment
  7. provides the Team Manager with statistical data documenting the training performances of competitors
  8. is present at the training site, intermediate travel locations, and the competition site
  9. assumes the responsibilities of Team Manager during absence
- D. U.S. Judge(s):

1. is selected from a current list of U.S./FAI Judges for his or her proven integrity, ability, and competitive acceptance as a judge
  2. acts as the U.S. representative on the judging staff during international competition
- E. Additional Personnel—if required, may be assigned by the Team Manager to the team delegation (Team Interpreter, Team Trainer/Physician, etc.).
1. These positions are subject to budget considerations and specific duties as directed by the Team Manager.
  2. In the decision to add additional personnel, the Team Manager must consider the delegation size permitted by the host country.

#### 11-1.4: SELECTION OF COMPETITIVE PERSONNEL

- A. The method of selection of competitive personnel for the U.S. Team delegation is approved by the USPA Board of Directors, acting upon recommendations of the USPA Competition Committee.
- B. Competitors and teams qualify for invitation to join the U.S. Team based on the order of standing determined by the official score of the most recently completed U.S. National Championships or USPA-sanctioned competitions that the USPA Competition Committee has determined is applicable to selection of the disciplines and event categories pertaining to upcoming international competition.
- C. Additional criteria for selection of U.S. Teams:
1. U.S. Freefall Style & Accuracy Landing (S&A) Team:
    - a. The U.S. S&A Team is formulated at the U.S. National Championships of S&A during the year preceding the World Parachuting Championships of S&A.
    - b. A men's team and a women's team are selected, with each team consisting of ten jumpers, selected in the following manner:
      - (1) During the Nationals in the year preceding the World Parachuting Championships of S&A, competitors will compete and receive a final scoring.
      - (2) Of those competitors, the highest-placing four jumpers in the Freefall Style event will be placed on each team.
      - (3) Of the remaining jumpers, the highest-placing six jumpers by Accuracy Landing scores only will be placed on each team.
- c. Tie breaking:
- (1) In the event of a tie between competitors standings, the tied persons will share the position tied for and the next available position.
  - (2) If the position tied for is the tenth position, the tied parties will all qualify, even if it means the team exceeds ten members.
  - (3) Ties not discussed here are the responsibility of the Team Manager to resolve.
- d. Minimum performance requirement: Each selectee must be able to average eight centimeters or less per round of accuracy to qualify as a member of the U.S. Traveling Team, even if this should result in less than a full team.
- e. The U.S. Freefall Style & Accuracy Landing Traveling Team:
- (1) The team will be formulated at the U.S. National Championships of Style and Accuracy during the year of the world Parachuting Championships of S&A—the year immediately following the selection of the U.S. Team.
  - (2) These team members will be selected from the 20 selectees chosen as above, in the following manner:
    - (i) The score of each U.S. Team Member from the Nationals (or Team Trials) during the year of the World Parachuting Championships of S&A and the previous Nationals in the year preceding the World Parachuting Championships of S&A will be totaled together for a final score.
    - (ii) Of those competitors, the highest-placing jumper in the style event will be placed on each team.
    - (iii) Of the remaining competitors, the highest-placing jumper, by combination standings of style and individual accuracy, will be placed on each team.
    - (iv) Of the remaining jumpers, the highest-placing three jumpers by accuracy scores only will be placed on each team.

- (v) Of the remaining jumpers, the highest-placing jumper, by accuracy scores only, will be designated as the alternate on each team.
- (3) Tie breaking:
  - (i) In the event of a tie between competitors in the Freefall Style standings, the highest-placing person by combination standings of Freefall Style and Individual Accuracy Landing will win the tie.
  - (ii) In the event of a tie between competitors in the combination standings, the person with the lower accuracy score will win the tie.
  - (iii) In the event of a tie between competitors in the Accuracy Landing standings, the tied persons will share the position tied for and the next available position.
  - (iv) If the position tied for is the fifth position, the jumper with the lower accuracy score in the Nationals or team trials during the year of the World Parachuting Championships of S&A will be selected.
  - (v) If the position tied for is the alternate position, the jumper with the lower accuracy score in the Nationals or team trials during the year of the World Parachuting Championships of S&A will be selected.
  - (vi) Ties not discussed here are the responsibility of the Team Manager to resolve.
- (4) If timing or scheduling conflicts prevent the selection of the Traveling Team at the Nationals during the year of the World Parachuting Championships of S&A, the Team Manager will conduct a Freefall Style & Accuracy Landing competition team trials in accordance with the USPA rules at the team's final training camp or at a USPA-sanctioned competition in place of the National Skydiving Championships.
  - (5) Replacement personnel
    - (i) Replacements for the U.S. Freefall Style & Accuracy Landing Traveling Team are selected by taking the next available competitor with the highest placing accuracy scores only, provided that he or she meets the minimum performance requirement as specified in this Section.
    - (ii) Should the replacement personnel not meet the requirements of minimum performance, there will be no replacement.
  - (6) The U.S. Style & Accuracy Traveling Team must be selected no later than 60 days prior to the World Championships.
- 3. U.S. Canopy Formation Team:
  - a. The Canopy Formation Team is selected from the first-place teams in the applicable event categories.
  - b. Alternate teams for these event categories are chosen from the following place finishers from the official standings.
  - c. To be considered as the same team receiving a ranking from the previously held National Championships, four of six 4-way team members and six of 10 8-way team members must remain on the team for U.S. Team status in the upcoming World Parachuting Championships.
  - d. If the above condition is not met, a team from the appropriate event category will be chosen from the official standings of the applicable national competition as determined by the USPA Competition Committee.
- 4. U.S. Formation Skydiving Team
  - a. The U.S. Formation Skydiving Team is selected from the first-place teams in the applicable event categories.
  - b. Alternate teams for these event categories are chosen from the following-place finishers from the official standings.
  - c. To receive U.S. Team status in the upcoming World Parachuting Championships, a team must receive a ranking from the previously held U.S. National Skydiving Championships.

- d. To be considered as the same team, four of 4-way team members, six of the 8-way team members, and 15 of the 16-way team members must remain.
  - e. If the above condition is not met, a team from the appropriate event category will be chosen from the official standings of the applicable national competition as determined by the USPA Competition Committee.
5. U.S. Para-Ski Team
- a. The U.S. Para-Ski Team will consist of up to eight competitors, making up to two teams.
  - b. Mixed gender is allowed but not to exceed eight male and four female.
- D. The Team Manager is responsible to inform the individual, upon invitation to join the U.S. Team, that each team member is expected to abide by the letter and spirit of this document.

**11-1.6: TEAM ADVERTISING****11-1.5: TEAM CONDUCT**

- A. Competitors who accept an invitation to join the U.S. Team agree to abide by the leadership's dictation favoring the team objective and to exert every feasible effort to provide the U.S. with a team which is unified, harmonious, and prepared to represent its country in competition in a manner having the greatest possibility of securing victory and respect from its opponents.
  - B. All team personnel must abide by the dress specification, schedule of meeting and function attendances, curfews, and other behavioral impositions made mandatory by the Team Manager.
  - C. All equipment, clothing, and emblems issued to team personnel remain the property of USPA until the Team Manager, acting for USPA, releases it to the individual.
- A. Each year, the USPA Board-appointed Team Manager of each of the the five U.S. Teams—Formation Skydiving; Freefall Style and Accuracy Landing; Canopy Formation; Freestyle Skydiving, Freeflying and Skysurfing; and Para-Ski—is entitled to advertising in *Parachutist Magazine*:
    1. Space is provided for one full-page, black-and-white ad, and one half-page, black-and-white ad in the 12-month period preceding the international meet in which the U.S. Team is to participate to promote the U.S. Team and solicit funds.
    2. Space is provided for one one-third page, black-and-white ad for the purpose of acknowledging those individuals or groups supporting the U.S. Team and its events (i.e., a "thank-you" ad).
    3. Only one U.S. Team ad, regardless of discipline, will appear in a single issue of *Parachutist*.
    4. An equitable insertion schedule will be worked out between the editorial staff and each Team Manager.
  - B. All advertising must be in accordance with the current *Parachutist* rate card.

# 11-2: FINANCIAL PROCEDURES— U. S. PARACHUTE TEAM

## 11-2.1: SCOPE

- A. The purpose of this Section is to establish procedures for receiving and disbursing money for the U.S. Parachute Teams.
- B. Although the U.S. Parachute Team, Inc. (USPT) is separated from USPA, Inc., the funds held by USPT are for the purpose of funding USPA-sanctioned U.S. Parachute Teams.
- C. This Section will assist USPA in its responsibilities to USPT, Inc., and the U.S. Parachute Teams.

## 11-2.2: RESPONSIBILITIES OF THE EXECUTIVE DIRECTOR

- A. The Executive Director establishes and maintains a U.S. Parachute Team account for the purposes of holding money donated to the U.S. Parachute Team.
1. The account may have sub-accounts for the purpose of separating money for the various U.S. Teams (FS, S&A, CF, Para-Ski, FR, FF, and SK).
  2. The Executive Director disburses money from the account to team leaders as directed by the Board of Directors.
  3. Each Team Manager and Head of Delegation appointed by USPA to serve on a U.S. Team competing in a World Parachuting Championships is given \$500 each from USPA's general funds.

## 11-2.3: RESPONSIBILITIES OF THE TEAM MANAGER

- A. The Team Manager may establish an auxiliary account for the purpose of receiving money for the U.S. Parachute Team and for paying team expenses.
- B. The Team Manager will keep accurate records of money received and disbursed.
- C. The Team Manager is also encouraged to determine the effectiveness of various promotional projects by tracking money received as a result of each project.
- D. The Team Manager must submit a financial report no later than 30 days after completion of the

competition to the Executive Director, who will forward the report to the chair of the USPA Competition Committee.

- E. The Team Manager returns all unused money to the main account within 30 days after the completion of the competition.

## 11-2.4: DISBURSEMENTS FROM THE U.S. PARACHUTE TEAM TRUST FUND

- A. USPA established on October 19, 1986, the U.S. Parachute Team Trust Fund ("the Fund") "for the benefit of amateur parachuting team competition."
- B. The agreement created a tax-exempt fund in which the "corpus" (principal) is held forever in some irrevocable trust.
- C. The trustees of the fund, who also serve as directors of USPA, may, at their discretion, annually distribute the Fund's annual net income to the U.S. Parachute Team, Inc.

## 11-2.5: PROCEDURE FOR DISTRIBUTION

- A. Annual net income from the Fund is determined each January from the IRS 1099 Forms (or equivalent) prepared by the managers of the Fund's account(s).
- B. Management fees are subtracted from gross income to determine net income.
- C. The agreement stipulates that if net income is greater than 10% of the Fund's corpus as of December 31 of the year preceding the World Parachuting Championships, then the amount in excess of 10% will be returned to the Fund as corpus.
- D. These procedures assume that each year's U.S. Team is actually comprised of separate teams competing in five possible disciplines:
1. Canopy Formation
  2. Formation Skydiving
  3. Freefall Style & Accuracy Landing
  4. Freestyle Skydiving, Freeflying, and Skysurfing
  5. Para-Ski.

E. The net income will be allocated to each member of the U.S. Parachute Team that will attend a World Parachuting Championships that calendar year.

#### 11-2.6: PER CAPITA DISTRIBUTIONS

A. The per capita distribution for each team is as follows:

1. Canopy Formation	19
2. Formation Skydiving	14
3. Freefall Style & Accuracy Landing	10
4. Freestyle Skydiving and Skysurfing	8
5. Para-Ski	8

B. The allocated money as computed above is released to the Team Managers by the date each requests it.

A Team Manager should specify the release date as far in advance as possible.

C. USPA Headquarters routinely notifies the Executive Committee when such distributions are actually made.

D. Should any of the money not be spent supporting the team for which it was allocated or released, it is returned to the Fund as corpus.

E. This Section may be modified at any time by the vote of the trustees. (Simple majority vote required).

F. The Competition Committee of the USPA Board monitors the administration of the Fund and makes its recommendations known to the trustees.

# 11-3: SPECIAL TEAMS AND COMPETITIONS

## 11-3.1: PURPOSE

- A. Frequently, FAI-sanctioned or other international meets are scheduled in-between World Championships.
- B. The USPA Board of Directors, at the recommendation of the Competition Committee, may grant official sanction to individuals or teams to participate in these international events, representing the United States as members of USPA.
- C. These special teams do not have a Head of Delegation and are unfunded.
- D. With this special sanction, these competitors are subject to applicable sections previously listed in this Section and the specific sections to follow.

## 11-3.2: TEAM LEADERSHIP

- A. In all cases where individuals or teams are granted sanction to compete in FAI-endorsed or other international meets, the Competition Committee will appoint a Team Manager.
- B. The Team Manager has full authority as outlined in this Section.

## 11-3.3: SELECTION

- A. U.S. Teams or sanctioned individuals or teams will be selected from within the competition disciplines and event categories pertaining to those applicable for the upcoming international competitions, based on the order of standing determined by the final official scores of the (normally, the most recent) U.S. National Skydiving Championships.

- B. The competitive personnel are responsible for providing their own financial support for the entire mission unless provided for otherwise by the USPA Competition Committee.

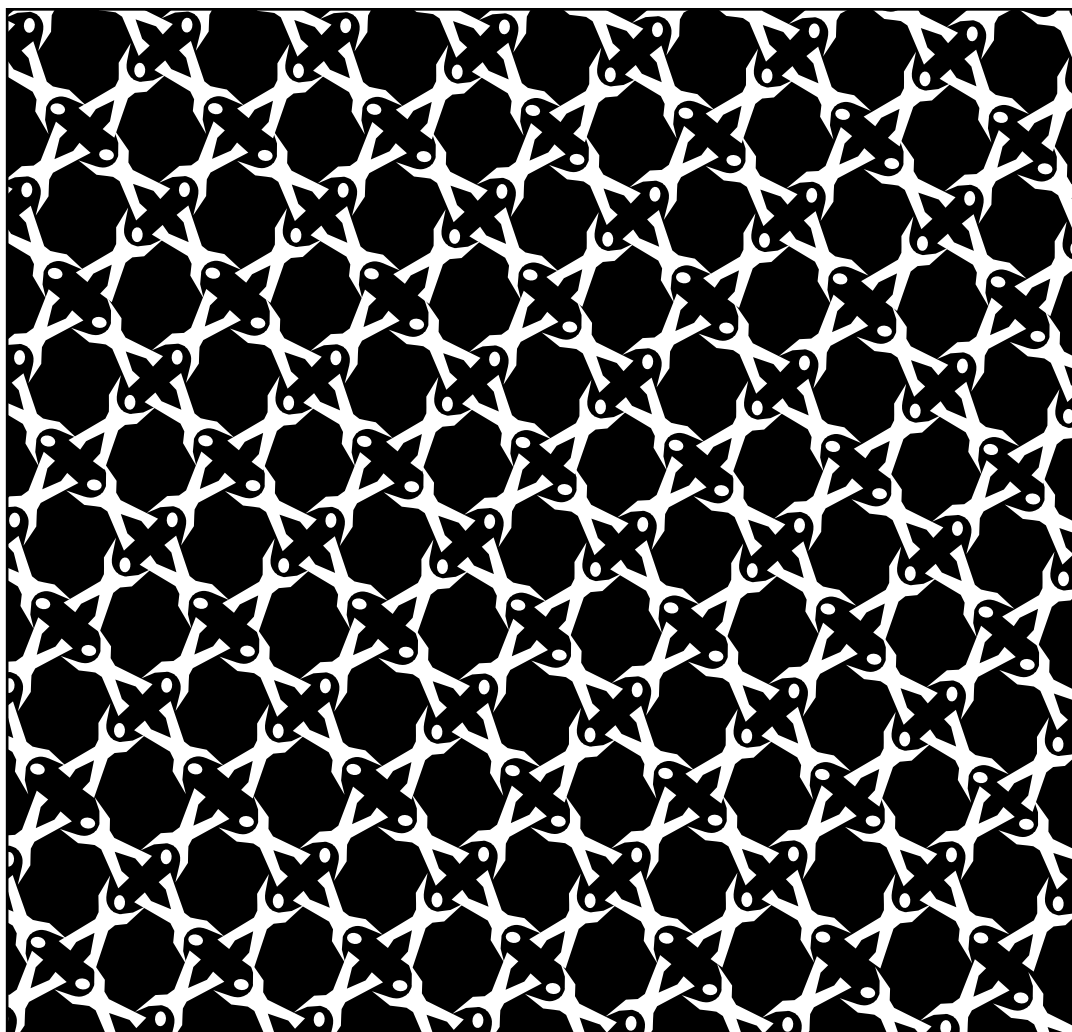
## 11-3.4: SPECIAL QUALIFICATION COMPETITIONS

FAI-sanctioned or other international meets may be scheduled which consist of events that are not included in the competitive disciplines or categories of our U.S. National Skydiving Championships.

1. In such cases, the USPA Board of Directors may grant sanction to individuals to conduct a special contest to select the most qualified personnel in that unique event to represent the U.S. as a Special Team.
2. Such competitions must meet the following specific competition guidelines:
  - a. The competition must be sanctioned by USPA.
  - b. The Board of Directors appoints a USPA official to observe the operation of the competition, to review the final scores, and to certify the winning personnel qualified to be a team.
  - c. The meet must be judged by a minimum of three Nationals-qualified judges.
  - d. Competitors must be USPA members with a current U.S. FAI D License.
  - e. The competition must be conducted using airworthy aircraft with current licenses, maintenance records, and applicable Supplementary Type Certificates and other approvals.

# *World Record Reporting Procedures*

# *Section 12*



UNITED STATES PARACHUTE ASSOCIATION<sup>®</sup>

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# 12-1: WORLD RECORD REPORTING PROCEDURES

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## 12-1.1 INTRODUCTION

The purpose of this document is to assist USPA members interested in establishing U.S. national and world skydiving records. U.S. national classes of skydiving records are the same as those in the Federation Aeronautic International (FAI) Sporting Code Section 5.

## 12-1.2: PROCEDURES

- A. The FAI Sporting Code, General Sections and Section 5, prescribes the procedures for establishing world skydiving records, and a record must be established as a national record before it can be presented to the FAI for homologation.
- B. Notification to USPA via phone, fax or e-mail with details of the record established must be made within
- 72 hours of verification of record by the Chief Judge or the panel of judges.
- Notification to:**  
*Executive Director*  
U.S. Parachute Association  
1440 Duke Street  
Alexandria, VA 22314 USA  
Telephone: (703) 836-3495  
Fax: (703) 836-2843  
E-mail: uspa@uspa.org
- C. The NAA has seven days from the completion of a record to notify the FAI.
- D. Documentation to support the record claim, including official score sheets, video evidence, etc., must be received by USPA within 10 days of the completion of record. The format in section 12-2 can be used as a guide.



# 12-2: REQUEST FOR CERTIFICATION AND REGISTRATION

## CLASSIFICATION OF RECORD: G—PARACHUTES

### CLASSES OF RECORDS (CHECK ONE):

COMPETITION:  Accuracy Landing  Freefall Style  Formation Skydiving  Canopy Formation

PERFORMANCE:  Accuracy Landing  Altitude  Largest Formation

### CATEGORY OF RECORD (CHECK ONE):

General  Female

Official sunrise: \_\_\_\_\_ Official sunset: \_\_\_\_\_

Date(s) of performance: \_\_\_\_\_ Local time(s) of jump(s): \_\_\_\_\_

Place of performance: \_\_\_\_\_

Results of attempt: \_\_\_\_\_

Name(s) of participant(s), including nationality(ies), sporting license number(s) and date(s) of expiration:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Date USPA notified (must be within 72 hours of record): \_\_\_\_\_ Date NAA notified: \_\_\_\_\_

### CERTIFICATION:

We, the undersigned, certify the record performance aforementioned above, made from \_\_\_\_\_

(type aircraft) on the date of \_\_\_\_\_ through \_\_\_\_\_ at \_\_\_\_\_ (time)

*(check one and complete, if necessary; then X-out the others:)*

- for the number of persons in one formation which was completed as submitted in advance to the judges, copy attached. The formation was 100 percent complete and held for a minimum of three seconds.
- for the number of formations completed in accordance with the current set of the formation skydiving rules approved by the IPC. The record was established at a  **world parachuting championships**,  **world cup**,  **national championships** (check one), where a video system was the primary judging system. The parachutists exited the aircraft on one passage over the drop zone from a maximum altitude of 3,500 meters AGL and working time of 50 seconds for eight persons, or 2,750 meters AGL and 35 seconds for four persons.
- for the 8-way speed formation in a time of \_\_\_\_\_ seconds, which was completed in accordance with the current set of canopy formation rules approved by the IPC.

- for the number of  **rotations**  **formations** (check one) completed in accordance with the current set of canopy formation rules approved by the IPC. The record was established at a  **world parachuting championships**,  **world cup**,  **national championships** (check one), where a video system was the primary judging system. The parachutists exited the aircraft on one passage over the drop zone from a maximum altitude of 2,100 meters AGL and a working time of 120 seconds for 4-way rotation, or 2,150 meters AGL and 180 seconds for 4-way sequential.
- of the freefall style jump was a  **1st series (L)**,  **2nd series (R)**,  **3rd series (+)** or  **4th series (R+)** (check one) completed in \_\_\_\_\_ : \_\_\_\_\_ (time) in accordance with the current set of freefall style rules approved by the IPC. The record was established at a  **world parachuting championships**,  **world cup**,  **national championships** (check one), where a video system was the primary judging system. The parachutist exited from a maximum altitude of 2,200 meters AGL with a maximum working time of 16 seconds.
- for the number of consecutive landings on the automatic measuring device (three centimeters / 1.2 inches), plus the distance from the disc of the next jump. The jumps were made from an altitude higher than 700 meters computed from the level of the drop zone and were made within a period of 14 consecutive days.

All parachutes were fully opened at an altitude of not less than 400 meters and all participants were alive and healthy after the record jump. Photographic evidence of the record accompanies this certification.

**SIGNATURES OF USPA OFFICIALS**

\_\_\_\_\_  
DIRECTING OFFICIAL

\_\_\_\_\_  
FAI JUDGE

\_\_\_\_\_  
FAI JUDGE

\_\_\_\_\_  
FAI JUDGE

\_\_\_\_\_  
NATIONAL JUDGE

\_\_\_\_\_  
NATIONAL JUDGE