

Sporting Code

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AUSTRALIAN PARACHUTE FEDERATION
SPORTING CODE

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Substantial changes from the previous issue (July 2019) are marked with a vertical marginal line. Minor changes may not be marked.

SECTION 1: CHAMPIONSHIPS & COMPETITIONS

1.1 General Conditions

- 1.1.1.** This text shall apply to all National Championships conducted in Australia or its Territories.
- 1.1.2.** This text shall apply to State Championships to the extent that time limitations and local conditions allow.
- 1.1.3.** This text includes the changes made by the APF Sport and Competition Committee (SCC) for the year indicated on the cover.
- 1.1.4.** National Championships shall be conducted annually and run as per the program approved by the SCC. Dates for National Championships shall be considered and approved by the SCC. **Paraski** may be conducted as approved by the SCC. Competition Rules for Paraski will be the current FAI rules which may be modified by the agreement of the National Competitions Officer and the National Coach to allow for local conditions and circumstances.
- 1.1.5.** The aims of the National Championships are to:
 - (a) determine the Australian Champions
 - (b) establish competition records
 - (c) promote and develop various disciplines
 - (d) exchange ideas and strengthen friendly relations between the skydivers, Judges and others
 - (e) allow participants to share and exchange experience, knowledge and information
 - (f) improve judging methods and practices.
- 1.1.6.** Should the Championships not be completed in the time allowed by the program the National Coach will set criteria for Australian Parachute Team selection. See also 1.8.2 and 5.2.
- 1.1.7.** The National Championships will take precedence over other commercial activities and boogies.

1.2. Bids to Conduct Championships

- 1.2.1.** Bids to conduct Championships shall be submitted using the standard form provided by the APF. Bids shall be submitted to the APF in the calendar year two years prior to the calendar year of the event (or the date as advertised by the APF) to be eligible for consideration. The SCC shall decide whether to accept bids, request further bids or have the APF conduct the competition.
- 1.2.2.** Where there is no bid for a Championships, the APF is required and empowered to make arrangements to ensure a Championships is conducted as appropriate.
- 1.2.3.** The Organiser nominated in a bid to conduct a Championships shall fully inform the APF of circumstances surrounding the bid and may be invited to attend a SCC meeting to support the bid and answer queries.
- 1.2.4.** The bid shall contain proposed entry fees and jump fees which must be approved by the SCC. Fee increases may only be made with the APF's approval.
- 1.2.5.** The bid may contain nominations for the positions of Meet Director, Chief Judge and DZSO but these appointments shall be approved by the SCC.
- 1.2.6.** The appointment of Chief Judge will be made after considering the recommendation of the National Judging Officer.
- 1.2.7.** The preferred timing for National Championships in all disciplines is in the first half of the calendar year and bids must include the proposed dates.

1.3. Finance and Accountability

- 1.3.1.** The cost of conducting a Championships shall be met by entry fees and jump fees, sponsorship and government subsidies. The APF will support the Championships by contributing medals, equipment, Judges' and IT Technician expenses. The APF may also support the Championships with coaching and media expenses.

NOTE: Refer APF Bid Document and Guidelines.

- 1.3.2. The Organiser shall make a written report to the APF within six weeks of the end of the Championships including team names, individual competitors' names and countries of representation, media exposure gained, APF equipment disposition and recommendations for future Championships.
- 1.3.3. The Chief Judge shall make a written report to the APF within six weeks of the end of the Championships with all results, records achieved, the result of any Jury hearings and recommendations for future Championships.
- 1.3.4. The APF Controller shall make a written report to the APF within six weeks of the end of the Championships with minutes of the Competitors' Meetings and recommendations for future Championships.
- 1.3.5. Upon notification of a successful bid to conduct a National Championships, the Organiser may be required to pay a bond of AU\$2,000 to an APF bank account. This amount may be held to ensure compliance with the following:
 - that the Organiser follows the Sporting Code and Competition Rules as they pertain to the organisation and conduct of the Championships,
 - that adequate facilities, staff and equipment are provided for the conduct of the Championships,
 - that procedures are in place for the safe and efficient conduct of the Championships, and
 - that the written report by the Organiser referred to in 1.3.2, is provided.
- 1.3.6. The APF will liaise with the Organiser prior to the competition to determine what level of facilities, staff and equipment is adequate.
- 1.3.7. (a) Approval for the full repayment or adjustment of any Organiser's bond may be given by the APF Controller immediately following satisfactory completion of 1.3.5; or
(b) If full repayment is not approved as in SC 1.3.6, then repayment or adjustment, in part or full, is at the discretion of the SCC and is dependent upon the extent to which the requirements of 1.3.5 were achieved.
- 1.4. **Pre-Competition Management**
 - 1.4.1. The APF shall publish a program of the Championships at least four months prior to the event. The program shall contain details of the venues, dates, DZ elevation, type of aircraft, exit speeds, fees, accommodation and other information useful to the competitors.
 - 1.4.2. The Organiser shall publish a Schedule of Events four months prior to the event stating the disciplines, events and proposed competition schedule.
 - 1.4.3. The Organiser shall brand, promote and advertise the Championships commencing six months prior to the event.
 - 1.4.4. The Organiser shall monthly from when registrations open send a copy of all registrations to the APF.
 - 1.4.5. The Organiser shall arrange the necessary ground staff to be on site for the competition.
 - 1.4.6. The Organiser shall be responsible for all aspects of Championships management until the Meet Director takes over. This transfer of authority should occur at least two days before the start of the competition.
 - 1.4.7. The National Judging Officer in conjunction with the Chief Judge shall organise Judges, Judges' assistants and associated judging equipment.
- 1.5. **Provision of Facilities**
 - 1.5.1. The Organiser shall arrange sufficient suitable aircraft to ensure the competition functions without delay.
 - 1.5.2. The Organiser shall arrange for training/practice jumps as required by the discipline-specific rules to be provided at least one day prior to the start of the competition from the aircraft to be used in the Championships.
 - 1.5.3. The Organiser shall arrange for meals to be available to competitors during the competition at a reasonable cost.
 - 1.5.4. The Organiser shall ensure a broadband internet connection is available for the immediate publication of results and for official media support.
 - 1.5.5. The Organiser shall provide a suitable meteorological service on the DZ.
 - 1.5.6. The Organiser shall ensure a packing area of sufficient size and suitable surface is available to the competitors.
 - 1.5.7. The Organiser shall provide adequate and sufficient judging room(s) and associated facilities.
 - 1.5.8. The Organiser shall provide shelter from the elements for competitors and their equipment at or near the DZ.
 - 1.5.9. The Organiser shall provide a suitable Formation Skydiving creeper practice area.
 - 1.5.10. The Organiser is not responsible for the cost of competitors' transportation to and from the competition nor the cost of competitors' food and accommodation.
 - 1.5.11. The Organiser is not responsible for the cost of Judges' transportation to and from the competition,

nor the cost of Judges' food and accommodation.

1.6. Management of the Championships

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

1.7. Aircraft and Flight Patterns

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

1.8. Completion of the Competition

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

1.9. Jumping at National Championships - Entries and Fees

- 1.9.1. Jump fees must be paid no later than the time of registration.
- 1.9.2. Entry fees are not refundable after the commencement of the competition.
- 1.9.3. Rejumps shall be paid for by the competitors. The Organiser is responsible for costs where the competitors elect to land in the aircraft because of poor weather conditions.
- 1.9.4. Team names for registration purposes must be suitable for media use, not cause confusion and are subject to approval by the Meet Director.

1.10. Participation

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

1.10.1.1. The National Coach and Meet Director may waive 1.10.1 for approved Formation Skydiving competitions.

1.10.2. All participants will be familiar with these rules. Misinterpretation of the regulations by a competitor shall not constitute grounds for a protest.

1.10.3. Each competitor taking part in the Championships thereby agrees to abide by these regulations and the decisions of the Jury.

1.10.4. By entering the competition, each competitor accepts the standard of facilities as provided by the Organiser.

1.10.5. All participants shall abide by the rules of good behaviour on the airfield, follow the timetable set by the Meet Director, be on time for events, take their assigned place in the aircraft, respect the Judges' decisions and adhere to their assigned order for jumping.

1.10.6. Competitors shall parachute safely in accordance with the APF Operational Regulations. Failure to do so may lead to a warning or disqualification of the competitor or team by the DZSO.

1.10.7. Failure to observe these rules or the APF Code of Ethics may, at the discretion of the Meet Director, APF Controller and Chief Judge, lead to disqualification of a competitor in one or more events.

1.11. Determination of National Champions

1.11.1. Individual Championships for men may be held provided there are at least five (5) competitors.

1.11.2. Individual Championships for women may be held provided there are at least five (5) competitors.

1.11.3. Individual Junior Championships for men and/or women may be held provided there are at least five (5) competitors. A Junior competitor is any competitor whose 24th birthday occurs during the calendar year in which the relevant competition takes place.

1.11.4. The individual Junior Champion may also be the Individual Champion.

1.11.5. Should there be insufficient competitors to hold any of the Individual Championships, the events may be combined to make up the numbers and the titles changed accordingly.

1.11.6. Team Championships may be held provided there are at least two (2) teams.

1.11.7. Contestants who are not Australian citizens or residents, or teams not comprising all Australian citizens or residents at time of registration, and who are competing for a place in the competition shall not be eligible for the title Australian Champion or eligible to become Australian representatives. This does not invalidate their entitlement to medals.

1.12. Awards

1.12.1. All champions, individual, overall and team, shall be awarded gold medals. The Australian Champions who do not place first in their events will be awarded gold medals.

1.12.2. Silver medals shall be awarded to all individuals and teams placing second in any category.

1.12.3. Provided there are at least three (3) entrants (individuals or teams), bronze medals shall be awarded to those placing third in any Championships category.

1.12.4. First, second and third placings of individuals from Junior and Female categories and Teams composed of individual disciplines are awarded certificates only.

1.12.5. First, second and third placings of 10-way speed and 16-way Formation Skydiving events (if held at National Championships) are awarded certificates only.

1.13. Presentation of Medals

1.13.1. The Chief Judge will validate all placings when each event is completed and before medals are presented.

1.13.2. Where possible, medal presentations for completed events shall take place in the evenings of the third and last days.

SECTION 2: NATIONAL CHAMPIONSHIPS GENERAL PROVISIONS

2.1. Equipment

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

2.2. Training and other Jumps

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

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

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

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

2.3. Order of Jumping

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

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

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

2.4. Order of Events

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

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

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

2.5. Flight and/or Traffic Patterns

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

2.6. Calling the Jumpers

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

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

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

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

- 2.7.2.** If, in the opinion of the majority of the Judges evaluating a team's performance, a photographer other than the team's freefall photographer interferes with the judgeability of a team's performance or through direct body contact adversely affects a team's performance, a rejump may be awarded. In this case the cameraman responsible will not be permitted to participate in further camera jumps during the competition.
- 2.7.3.** Any image transmitted to the competitors' viewing area may be the same but not superior to the quality of the image the judges are given to judge.
- 2.7.4.** A rejump may be offered if the majority of the Judges conclude that a team's performance has been adversely affected by an object in the air (e.g. aircraft, canopies). The Judges' decision is no grounds for a protest.
- 2.8. Aircraft Jump Run**
- 2.8.1.** The speed of the aircraft during the jump run and exit shall be within five (5) knots of the airspeed specified by the Organiser in the program for the competition.
- 2.8.2.** Exit altitude will be confirmed by the pilot and will be within fifty (50) metres one hundred and fifty (150 feet) of the altitude stipulated for the event.
- 2.8.3.** The competitor or team is responsible for ensuring the aircraft is at the proper altitude and airspeed and is not obliged to exit on that jump run if the altitude or airspeed are outside the limits specified above.
- 2.8.4.** Competitors should ensure clear airspace before exiting the aircraft.
- 2.8.5.** The team may choose not to exit the aircraft for any pertinent reason and land with the aircraft. Once any team member (other than the videographer) has left the aircraft after the aircraft has commenced jump run, the jump shall be evaluated and scored. A team that has elected to land with the aircraft shall be given a new opportunity to jump as soon as possible. If a jump abortion is repeated, the Judges shall decide whether the reason is pertinent.
- 2.8.6.** Rejumps shall not be awarded when competitors fail to comply with the above provisions.
- 2.9. Meteorological Conditions**
- 2.9.1.** Jumping will cease if, in the opinion of the Chief Judge and the Meet Director, there is insufficient visibility for either competitors or Judges.
- 2.9.2.** No further exits will be made following the interruption of an event until the conditions are satisfactory. The performance of jumpers or teams who have already exited will be judged.
- 2.9.3.** If the wind exceeds 9 m/s (20 knots), competitors and teams in Intermediate events will not be required to jump. Intermediate teams and competitors may elect to continue jumping if they want to. See also Canopy Piloting rules 4.10.1
- 2.10. Scoring**
- 2.10.1.** Once any competitor has left the aircraft, the jump will be evaluated.
- 2.10.2.** If a competitor or team is disqualified for a jump, the maximum/minimum score (as appropriate) is awarded for that jump. Two disqualifications in one competition of a team or an individual result in immediate disqualification for the whole event. A penalty score awarded following a disqualification in completed rounds must be included in any total score.
- 2.10.3.** The scoring of performances and the unofficial results of each round must be posted on a scoreboard as soon as they are collated. The official results of each event should be published within 24 hours of the completion of that event.
- 2.10.4.** Competitors have the right to examine any score sheets for which scores have been posted.

2.11. Rejumps

- 2.11.1. Rejumps will be made as soon as possible after the incident giving rise to the rejump.
- 2.11.2. If a rejump is granted to a competitor/team who has formally requested it, the rejump must be made. If the rejump is not made, the maximum/minimum score for that jump is given.
- 2.11.3. If jumps are made in conditions which are evidently within the spirit of the Sporting Code and Competition Rules, though some of the technical conditions stated in the rules are not strictly complied with, as for example the interruption of the power supply to the recording anemometer in nil wind conditions, there are no grounds for a rejump.
- 2.11.4. During an accuracy landing event, if an automatic measuring system becomes defective, and the round must be continued using other means of measurement, all competitors who have been scored by the automatic system in that round shall be awarded rejumps.

2.12. Jumps Per Day

- 2.12.1. Except for Blast and A Formation Skydiving and Intermediate Canopy Piloting competition, there is no maximum number of jumps for one day.
- 2.12.2. For Blast and A Formation Skydiving, five (5) jumps shall be the maximum number required each day. Practice, rejumps and tie-breaking jumps are to be included in this number. However team leaders may elect to do more than five.
- 2.12.3. For Intermediate Canopy Piloting, six (6) jumps per day shall be the maximum unless all competitors are in agreement to do more.

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

- 2.13.1. **Request for Review:** In all events other than Formation Skydiving events, competitors may request to have any competition jump, including other team's jumps, reviewed, rejudged and rescored, if applicable. In Formation Skydiving events, competitors may request to have their own competition jumps reviewed, rejudged and rescored, if applicable. The request must be made in writing within two (2) hours of the scores being posted and shall be accompanied by the prescribed fee. The fee shall be refunded if the review results in a change of assessment to the jump in question.
- 2.13.2. **Protests:** A protest must be submitted to the Chief Judge within two (2) hours of the knowledge of the grounds for protest. The protest must be signed by the competitor or Team Captain. The Chief Judge must transmit the protest to the President of the Jury as soon as possible. A Jury meeting must be called by the President of the Jury at the earliest possible opportunity.
- 2.13.3. Each protest must state the particular rule or rules under which the protest is being made.
- 2.13.4. A Judges' assessment cannot be protested. However a request for a review of a disputed score can be made under 2.13.1
- 2.13.5. A protest may be withdrawn at any time.
- 2.13.6. Each protest or request for review shall be accompanied by a fee of \$50.
- 2.13.7. If a protest or request for review is successful or is withdrawn before being presented to the Judges or the Jury, the protest fee shall be refunded.
- 2.13.8. Fees from unsuccessful reviews or protests shall be paid to the credit of the APF Team Trust Fund.

2.14. The Jury

- 2.14.1. The Jury shall consist of at least three parachutists chosen by the National Competitions Officer (or his/her nominee) for their knowledge of competition parachuting and impartiality. They shall be thoroughly familiar with these regulations and National Championship procedures.
- 2.14.2. The Jury is responsible for ensuring the provisions of these regulations are strictly observed.
- 2.14.3. Any case not provided for in these regulations shall be decided by the Jury.
- 2.14.4. The Chairman of the Jury shall ensure all Jury members are present and after reading the protest shall ask the competitor or Team Captain to add any further information or explanation that might clarify the protest.
- 2.14.5. The Chairman shall then ask the Chief Judge to add any further information or explanation which might clarify the recommendations of the Judges.
- 2.14.6. The Chairman may request the presence of the Meet Director or any other person to provide information if required.
- 2.14.7. Any Jury member may question any person appearing before the Jury.
- 2.14.8. The Jury shall discuss the protest in camera. Jury members shall not express a personal opinion, or engage in discussion of the protest in the presence of non-Jury members.
- 2.14.9. When the Jury has sufficiently discussed the protest, it shall proceed to a secret ballot for or against the protest.
- 2.14.10. The protest and the Jury's decision shall be displayed near the scoreboard.
- 2.14.11. The Jury's decision shall be final and without appeal to other bodies.

2.15. DETAILS SPECIFIC TO THE COMPETITION

The program of events is to include:

Title:

- "The [insert year] Australian Parachute Championships in
 - *Formation Skydiving
 - *Vertical Formation Skydiving
 - *Accuracy Landing
 - *Sport Accuracy
 - *Canopy Formation
 - *Freestyle Skydiving
 - *Freeflying
 - *Canopy Piloting
 - *Para-ski
 - *Wingsuit Acrobatic and Performance
 - *Speed Skydiving

Date and place

The competition will take place from:

The venue of the competition will be:

Judges conference

Will commence:

Entries

Official entries must reach the Organiser by:

The entry forms must be sent to:

Entry fees

All competitors pay an entry fee.

The entry fees are:

Organisation

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

Aircraft

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

Panel of Judges

Chief Judge is:

Chief of Judge Training is:

Other Judges are:

SECTION 3: JUDGES

3.1. APF Judges

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

3.1.1.1. APF Judge ratings, Discipline endorsements and Nationals endorsements may be issued or renewed only on the authority of the National Judging Officer (NJO).

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

Disciplines are:

- (a) Accuracy Landing
- (b) Formation Skydiving
- (c) Canopy Formation
- (d) Artistic Events
- (e) Canopy Piloting
- (f) Wingsuiting
- (g) Speed Skydiving

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

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

3.2. Judge's Log

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

3.3. Rating Requirements

3.3.1. The National Judging Officer (NJO) may issue an APF Judge rating endorsed for a particular discipline, provided that the candidate:

- (a) Has passed a written examination set by the NJO demonstrating a detailed knowledge of these regulations, especially sections 1 to 4 and Competition Rules, and has passed a practical examination as per 3.4.
- (b) Has participated as a trainee judge in at least one National Championships or other equivalent competition approved by the NJO, in the 12 months prior to making application for a Judge's rating.
- (c) Has participated as a trainee judge in at least two other competitions or a video training program approved by the NJO.
- (d) Has observed in competition and/or a video training program approved by the NJO a minimum of at least 120 jumps (at the discretion of the NJO) in each judging category. For field-based events, this number is at the discretion of the NJO.
- (e) Is recommended by at least two (2) APF Nationals-endorsed Judges.
- (f) Is at least sixteen (16) years of age.
- (g) Is able to occupy every position on the course for field-based events.
- (h) Is a fit and proper person to discharge the duties and responsibilities and exercise the rights and privileges associated with the rating; and
- (i) Is a person of good repute having regard to character, integrity, honesty and adherence to the policies and principles of the APF.

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

- (a) Holds an APF judge rating endorsed for that category for at least twelve (12) months, and
- (b) Has judged at least one National Championships (or equivalent competitions, as approved by the NJO) as an APF Judge.
- (c) Has passed an examination set by the NJO demonstrating a detailed knowledge of these regulations, especially recently changed regulations. This may include written and/or practical examinations set before the National competition.
- (d) The Chief Judge of a National competition must ensure all selected Judges have passed the relevant examinations.
- (e) Failure to pass the examination in any discipline means the Judge will not participate in any further judging of that discipline at that National competition.

Note: A candidate who has judged an ISC first category event will be considered to hold a Nationals endorsement for the appropriate discipline valid for a period of one (1) year from the start of the ISC event

3.3.1.2. Nationals endorsements issued in accordance with 3.3.1 shall be valid for one (1) year from the date of issue.

3.4. Rating Criteria

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

- (a) **Accuracy Landing:** Be endorsed by an Event Judge (Nationals-endorsed) as a proficient Accuracy Landing Judge.
- (b) **Formation Skydiving and Canopy Formation:** Obtain a score for 95% of the jumps evaluated while active as an Formation Skydiving and/or Canopy Formation Judge.
 - i. These scores must meet the following assessment standard:
 - ii. At least 75% of the scoring of formations and transitions must agree with the official score.
 - iii. At least 75% of the working time evaluations must agree with the official times.
 - iv. At least 75% of the scoring of infringements must agree with the official score. (Note: allowance is to be made for “judgement” calls).
- (c) **Artistic Events & Wingsuit Acrobatic:** the judges under evaluation must score each jump within one point of the definitive results/score in at least 75% of the jumps evaluated.
- (d) **Canopy Piloting:** as determined by the current CP Nationals Chief Judge and NJO.
- (e) **Wingsuit Performance and Speed Skydiving:** As determined by the current Wingsuit Performance or Speed Skydiving Nationals Chief Judge, Event Judge, NJO and CJT including demonstrated proficiency (accurate and speedy data entry and retrieval) with the technology, and in the management of SMDs.

3.4.2. Assessments shall be supervised by a person approved by the NJO. Comparative assessment of judging performance shall be valid only when the performance is compared with at least three (3) other APF Nationals-endorsed or FAI Parachuting Judges, or when the assessment is made against official times/scores approved by the NJO and/or CJT.

3.5. Revalidation Requirements

3.5.1. To maintain the validity of Judge ratings, APF Judges must, in addition to meeting the APF & Nationals Judge standard, annually satisfy the following conditions:

- (a) in the preceding two years, have judged at least one State Championships, or National Championships, or other equivalent competition acceptable to the NJO, in the disciplines for which the ratings are held.
- (b) In the preceding two years, have judged at least 60 competition jumps, in competition or from approved video files, in each discipline for which revalidation is required.
- (c) Satisfies the conditions of 3.3.1 (g) (h) (i).

NB: Participation in the annual Judges’ Conference, when held, or an NJO-approved Judge Training program will extend this revalidation period for twelve (12) months.

3.5.2. An APF Judge who acts as Chief Judge, Assistant Chief Judge, Event Judge, Judge or Chief of Training Judges at an FAI First or Second Category event shall be considered to have satisfied the revalidation requirement.

3.6. Judging At National Championships

3.6.1. All competition jumps at a National Championships shall be evaluated and scored in accordance with these regulations.

3.6.2. Only Judges who have acted as a Nationals-endorsed Judge in the relevant event(s) during at least two (2) National Championships shall be eligible for appointment as Event Judge or Chief of Training Judges at a National Championships. Exceptions may be considered where a Judge has judged two National Championships and, in the opinion of the NJO and Chief Judge, has:

- (a) Excellent organisational capability
- (b) Exceptional skills in the relevant discipline, possibly gained as a high-level competitor
- (c) Broader experience with competition management gained as a competitor, FAI-event Team Manager, Meet Director, etc.
- (d) Ability to lead a team
- (e) Deep knowledge of the discipline.

3.6.3. The Chief Judge is the administrative head of the Judging Panel and should be thoroughly familiar with all aspects of the conduct and operation of National Championships.

- 3.6.4. Ideally, a Chief Judge should have acted as an Event Judge at least twice at a National Championships and should hold multi-disciplinary ratings.
- 3.6.5. The Chief Judge shall appoint the Event Judges, assign Judges to judge each event, and allocate all other judging tasks.
- 3.6.6. Prior to the start of the competition the Chief Judge must confirm that all necessary equipment is available and functioning, that all preparations have been completed and that sufficient supplies, accessories, technology and technology-support are available.
- 3.6.7. The Chief Judge shall ensure prompt publication of results.
- 3.6.8. Other duties of the Chief Judge include: Verification of the Judges' qualifications, arranging judging seminars, conducting meetings of the Judging Panel and being present at the drawing of ballots.
- 3.6.9. The Chief Judge may assess jumps when other tasks permit.
- 3.6.10. The Chief Judge shall supply a written report to the NJO on the performance of the Judges. This report is to be presented within 30 days of the conclusion of the competition.
- 3.6.11. The Chief Judge shall supply a written report to the NJO, for further advice to the APF, on the efficiency of the judging aspects of the competition and make any recommendations for improvements. This report should be submitted via the NJO to the APF CEO and relevant Committee at the meeting following the competition.
- 3.6.12. An appointed Chief Judge should hold the position for a minimum of two and a maximum of three consecutive National Championships.
- 3.6.13. The Chief Judge has the right to dismiss a Judge from the Panel of Judges if his/her work or behaviour is found unacceptable. The decision requires NJO and APF Controller approval.
- 3.6.14. **The Assistant Chief Judge** is the official representative of the Chief Judge and is appointed to give the Chief Judge administrative flexibility. The Chief Judge may delegate all or part of his/her duties to the Assistant Chief Judge. In the absence of the Chief Judge, the Assistant Chief Judge shall assume administrative responsibility for the judging of the competition.
- 3.6.15. **An Event Judge**, in co-operation with the Chief Judge, is responsible for the briefing and technical direction of the Judges assigned to that event and the allocation of tasks to them.
- 3.6.16. The Event Judge, in co-operation with the Chief Judge, is responsible for any necessary interruption of the event.
- 3.6.17. The Event Judge shall ensure that scores are promptly published.
- 3.6.18. The Accuracy and Canopy Piloting Event Judges, in co-operation with the Chief Judge, shall control the target and landing areas and supervise the Judges.
- 3.6.19. The Event Judge, in co-operation with the Chief Judge, shall supervise the Judges.
- 3.6.20. The **Chief of Judge Training (CJT)** shall conduct a Training Seminar for Trainee Judges, ensure they have maximum exposure to the judging environment and report to the NJO on their activities and results. Ref: 3.7 (b).
- 3.6.21. All **Judges** shall have a detailed knowledge of the rules, technical conditions and scoring systems relevant to National Championships.
- 3.6.22. The Judges must not provide any person with result information until that information has been declared official and may not discuss the judging process with anyone other than the other judges on their panel.
- 3.6.23. Other than for clarification of interpretation, Judges shall not discuss competitors' or teams' performances, nor influence any other Judge directly or indirectly, until either all Judges have completed their assessment of the jump or the EJ requests it.

3.6.24 The Judges will work as directed by the Chief Judge and Event Judge(s).

3.6.25 The Judges will present to the Chief Judge at the start of the Judges' Conference, their Judge logbook, which must meet the standard of FAI Section 5, 6.1.1 (3)

3.7. Judges' Conferences and Training Seminars

- (a) A Judges' Conference will be held prior to the National Championships. The Chief Judge and/or their delegate will assess the currency and competence of all attending Judges at this conference. All appointed and Trainee Judges must attend.
- (b) Ideally, a Judge Training Seminar will be held at least at every second National Championships.
- (c) A Judges' Conference may also be held annually, in conjunction with the APF Symposium. Participation in this Conference will revalidate an APF Judge rating for 12 months.

3.8 International Judges

3.8.1 Rating Requirements

The NJO will assess a candidate's application, including considering their status as a fit and proper person to hold the rating, and will then nominate to the FAI/ISC a Nationals-endorsed Judge for an FAI Parachuting Judge rating, provided that the candidate:

- (a) Has held an APF Judge Rating (Nationals-endorsed) for at least two (2) years, in the appropriate discipline.
- (b) Has judged at least two (2) APF National Championships or other equivalent competitions to the satisfaction of the NJO in the previous three years.
- (c) Satisfies the requirements of the FAI/ISC for issue of an FAI Parachuting Judge rating.
- (d) Has acted as Trainee Judge at a First Category Event or an ISC-sanctioned FAI Judge Training Course, and has been assessed as suitable.

3.8.2 Revalidation

To maintain validity, FAI Parachuting Judges shall annually satisfy all APF and FAI revalidation requirements.

3.8.3 To facilitate revalidation, all FAI Parachuting Judges shall report their judging activities to the NJO. Scanned copies of their Judge's Logbook may be accepted as sufficient. This report must be made by the end November each year.

3.9 FAI Trainee Judges

3.9.1 Enrolment

APF Judges who, after meeting the criteria described in ISC Sporting Code Section 5 – 6.2 and 6.7.6 Judges in Training, wish to nominate for enrolment in an ISC-sanctioned FAI Judge Training Course should lodge their request for nomination with the APF NJO prior to the deadline of 31 December in the year preceding the year of the scheduled FAI Judge Training Course.

3.9.2 Funding

Judges who have met the criteria for enrolment will be eligible to receive the following funding:

- (a) cost of the entry fee for the FAI Judge Training Course; and
- (b) travel expenses in line with the following:
 - travel between continents - assistance of \$1,000 toward travel, plus a further up to \$1,000 based on receipts if the trainee FAI judge passes their evaluation and achieves their FAI Judge rating; or
 - travel within Australia - assistance of up to \$500 based on receipts toward travel to the FAI Judge Training Course.

3.10 Chief of Judge Training

A Chief of Judge Training (CJT) may be appointed by the NJO to assist in the training and development of Judges in line with the NJO's goals and the APF Strategic Plan.

- (a) The appointment may be made on a permanent basis (subject to APF Board Approval) or as required for a National Championships.
- (b) The CJT must be completely familiar with current developments in the discipline and have sound training skills.
- (c) The CJT will build training courses, acquire training materials, create presentations and add value with their own knowledge and experience
- (d) The CJT should conduct training seminars at the Nationals
- (e) The CJT should run training programs throughout the year
- (f) The CJT will maintain the library of course materials and examination materials

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- (g) The CJT will develop and maintain examination materials in conjunction with other discipline specialist Judges, and conduct or assist with the conduct of all examinations and revalidations with a view to ensuring a nationally consistent Judge standard.
- (h) Expenses for the CJT roles will be funded from the NJO Budget.

SECTION 4: NATIONAL RECORDS

4.1. General Conditions

- 4.1.1. This section lays down the conditions under which National Parachuting Records may be attempted and claimed.
- 4.1.2. The APF Secretariat shall note all successful record attempts in the APF Book of Records. The APF Book of Records shall be updated and made available to all members at least annually.
- 4.1.3. The organiser shall arrange to have three (3) APF Judges monitor the event, two (2) of which shall hold APF Judges ratings in the discipline of the record attempt. The third judge need only have a valid APF Judges rating. At least one (1) Judge (Principal Judge) must be physically present at the record attempt site. At least two (2) Judges must hold a rating in the discipline of the record attempt. If the other Judges are not present at the record attempt site, they must be able to receive and view the images required to assess the record attempts electronically, and communicate their findings back to the Principal Judge within thirty (30) minutes of the Principal Judge communicating it to them. For High Altitude records, any APF Judges may monitor the attempts.
- 4.1.4. Contravention of any APF regulations shall render the record attempt void.
- 4.1.5. A group of a larger number of parachutists achieving an equal or better record than a smaller group shall be recognised as the holder of the record previously held by a smaller group.
- 4.1.6. A significant change of the conditions in the Competition Rules, for example the working time or size of the Dead Centre Disc, creates a new set of competition records. The old records are retired. The National Competitions Officer and the National Coach jointly shall determine if a change is significant.
- 4.1.7. An Australian Record may be set providing at least 75% of the participants hold Australian Citizenship or Residency (with reference to FAI standards).
- 4.1.8. An Australian Record may be set at any location in the World.

4.2. Classes of Records

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

4.3. Competition Records

- 4.3.1. All Competition Records must be established during the scheduled competition rounds at competition run in accordance with the APF Sporting Code. Training jumps as defined in the APF Sporting Code are defined not to be scheduled competition jumps. Except in Accuracy Landing, the record performance may only be established during a scheduled competition where the judging system used is as described in the APF Sporting Code.
- 4.3.2. Joint Record holders.
Joint Record holders in Accuracy Landing, Formation Skydiving, Canopy Formation, Artistic Events, Wingsuit, Speed and Canopy Piloting:
 - (a) If two or more competitors or teams achieve the same record performance during the same round and thereby break an existing record, the new record shall be registered in the names of all the competitors or teams involved.
 - (b) If a competitor or team achieves a performance during a later round in the same event, which is equal to a new record performance achieved during an earlier round in that event, no recognition will be given to that performance as being a record performance.

4.4. Performance Records

4.4.1. Accuracy Landing Records.

- (a) The record performance of accuracy jumps is the number of consecutive landings on the dead centre disc plus the next score made.
- (b) In a team jump, the performance is the number of consecutive landings on the disc of the whole team plus the next score made. The record must be made by a team of the same five individuals for the whole record.
- (c) The jumps must be made within a period of 14 consecutive days.
- (d) The record jump series may not be interrupted by other jumps except, when some or all of the jumps are made during an International Sporting Event or a National Championship, the jump series may be interrupted by competition jumps made in another officially scheduled event.

4.4.2. Altitude records - Individuals or Teams.

- (a) The height of a parachute jump made for an altitude record shall be measured from mean sea level to the height at which the first parachutist exits the aircraft.
- (b) Parachutists making an attempt on an altitude record shall have undergone aeromedical indoctrination and will show evidence of physical fitness for the attempt which is acceptable to the ASO.
- (c) Proof of exit height acceptable to the APF SDO must be submitted with the application for

recognition.

- (d) The aircraft used for an altitude record shall establish air-to-ground radio communication and the air crew shall indicate the time of exit to the Judges by way of a count down.
- (e) Recognition of altitude records shall be subject to:
 - a. Having gained an increase of at least 5% over an existing record for altitudes up to 25,000 feet.
 - b. Having gained an increase of at least 3% over an existing record for altitudes from 25,000 feet to 35,000 feet.
 - c. Having gained an increase of at least 2% over an existing record for altitudes above 35,000 feet.
- (f) If two or more individuals or teams achieve an identical record performance on the same calendar day and thereby break an existing record, the new record shall be registered in the name of all the individuals or teams involved.

4.4.3. Largest Formation Records

- 4.4.3.1. The record performance for the largest formation is the number of persons in one formation. A written plan describing the formation to be attempted and the personnel involved must be submitted in advance to the Judges. The formation must be completed as described with all named personnel in the formation.
- 4.4.3.2. The exit procedure for the largest formation is the same as for the longest sequence except that more than one aircraft may be used.
- 4.4.3.3. If two or more teams achieve an identical record performance on the same calendar day and thereby break an existing record, the new record shall be registered in the name of all the individuals or teams involved.

4.5. Australian Record Classification

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

High Altitude with delayed opening	Class A
High Altitude with immediate opening.....	Class B
Accuracy Landing.....	Class C
Highest 4-Way Formation Skydiving Score	Class E
Highest 8-Way Formation Skydiving Score	Class F
Highest 16-Way Formation Skydiving Score.. ..	Class G
Fastest 10-Way Star Formation.....	Class H
Largest Freefall Formation.....	Class I
Largest "Star" Formation	Class J
Highest 4-Way Canopy Formation Score.....	Class K
Fastest 8-Way Canopy Formation.....	Class L
Largest Canopy Formation	Class M
Highest Freefly Speed round score	Class N
Largest Freefly (Head down orientation) Formation.	Class O
Longest Canopy Piloting distance	Class P
Fastest Canopy Piloting speed	Class Q
Highest 2-Way Canopy Formation score.....	Class R
Largest Freefly (Head Up orientation) Formation	Class S
Highest Acrobatic Wingsuit Skydiving Score	Class T
Large Formation Sequential Record	Class U
Vertical Speed Record – Individual	Class V
Largest Wingsuit Formation – No Grip	Class W

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

4.5.3. All classifications may be further classified as:

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

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

- 1. Day
- 2. Night
- 3. Night shall be defined as the time between one (1) hour after official sunset and one (1) hour before official sunrise.

4.5.5. Classification E shall be further classified as:

- (a) Vertical Formation Skydiving

4.5.6. Classification K shall be further classified as:

- (b) Rotations
- (c) Sequential

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

- (a) Intermediate
- (b) Open

4.5.8. Classification U shall be further classified as:

- (a) Large Formation Sequential - The record performance for the large formation sequential record is the number of persons (not less than 25% (rounded up) of the size of the largest formation record at the time the sequential record is performed. VFS is also subject to a minimum number of 24) to complete a sequence of two or more formations, giving a separate record performance for each number of formations completed. One written plan describing the formations and the transitions to be attempted and the personnel involved must be submitted in advance to the judges. The formations and the transitions must be completed as described with all named personnel in the formations. All persons in the completed formations must be connected by at least one grip either taken by the person or taken on the person. A grip is a handhold on an arm or leg (both as defined in the relevant Competition Rules) of another person. In the transition from one formation to the next, at least 35% of the persons in the first formation must either release all of their grips and all grips on them must also be released or be a member of a released sub-group, consisting of no more than four persons. None of the released grips included in this 35% may be retaken in the next formation. Each subgroup must be clearly presented and remain intact as a subgroup from the grip release until the correct completion of the next formation. Simultaneous separation during the transition is not required but total separation must be shown at some point in time during the transition as shown in the written plan.

- (b) Full Break Large Formation Sequential – As in **4.5.8 (a)** except that in the transition from one formation to the next, all grips must be released. No new grip may be taken by any person until all grips held by or on that person have been released. Simultaneous separation between persons is not required. None of the grips may be retaken in any of the subsequent two formations in the sequence. After the group has completed three different formations, the group may elect to return to the first formation (allowing the first set of grips to be retaken) and repeat the sequence or may elect to continue the sequence with three, new different formations.

4.6. Application for Recognition

4.6.1. Applications for recognition of national parachuting records shall be made to the APF SDO. Applications can be made by any of the following:

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

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

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

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

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

- (a) The name, sex, residency or citizenship and sporting licence number of each parachutist
- (b) The type of the ascent vehicle(s)
- (c) Exit height used
- (d) Where the performance took place
- (e) Time and date of the performance record
- (f) Chief Judges' certification that the performance record was conducted and achieved in accordance with the APF Sporting Code
- (g) DZ details including height above sea level.

4.6.4. For A and B class records, the above information must also be accompanied by the following:

- (a) Judges' certification of the landing point(s)
- (b) Judge's certification of the time delay

Information About World Records

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

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

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

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

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

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

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

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

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

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

The National Airsports Control organisation must certify the World Record within three (3) months unless permission has been granted for a time extension because of serious difficulty.

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

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

SECTION 5: AUSTRALIAN PARACHUTE TEAM

5.1. Authorisation

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

5.2. Australian Parachute Team Selection

- 5.2.1.** Eligibility for automatic selection in Formation Skydiving (including Vertical Formation Skydiving) and 4-Way Canopy Formation events is restricted to teams placing 1st or 2nd at the most recent National Championships.
In Formation Skydiving, eligibility for the Women's 4-Way event will be restricted to the all female (excluding Videographer) team placing highest in the Open 4-Way competition.
- 5.2.2.** Eligibility for automatic selection for Freestyle, Freeflying and 2-Way Canopy Formation events is restricted to teams placing 1st, 2nd or 3rd at the most recent National Championships.
In Artistics, if no competition is held, the National Coach may decide team selection based on assessment of team's performances at the most recent National Championships by an FAI rated Artistics Judge.
- 5.2.3.** Eligibility for automatic selection in Accuracy Landing events is restricted to the first five Accuracy placings, men and women separately, at the most recent National Championships. The National Coach may make additional selections based on competitions acceptable to him/her in the previous year.
- 5.2.4.** Eligibility for automatic selection in Canopy Piloting events is restricted to the first eight overall placings at the most recent National Championships. The placings for the event (from 2013) will be recalculated to include only the results of Australian residents for the purpose of selecting the Australian Team.
- 5.2.5.** The National Coach is to decide team selection for a Paraski team to represent Australia in an International Competition.
- 5.2.6.** Inclusion of competitors below these levels shall be at the discretion of the TSC.
- 5.2.7.** When a mixed male/female team is to be selected to compete in Accuracy events, the results for men and women in the most recent APF National Championships will be combined and the procedure outlined above shall apply
- 5.2.8.** Where one team is invited to take part in two events which are not related, eg. Accuracy and Formation Skydiving, competitors who took part in those events at the most recent APF National Championships may nominate for the team and if there are more nominations than are needed the Management Committee shall decide upon the method of elimination.
- 5.2.9.** To compete with the Australian Parachute Team in FAI sanctioned competition, an APF member shall meet the eligibility requirements of the FAI Sporting Code.
- 5.2.10.** The composition of a Formation Skydiving, Freeflying or Canopy Formation team may be changed after selection provided at least 60% of the original team members remain.
For teams in Freestyle events, only the Videographer may change.
For the purpose of this regulation, the original team shall be those parachutists shown in the registration records of the most recent APF National Championships as members of the team.

5.3. Conditions Of Australian Parachute Team Membership

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

5.4. Delegation Officials

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

5.5. Duties And Responsibilities

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

5.6. Reports

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

5.7. Organisation Prior To The Team's Departure

- 5.7.1. The APF National Coach shall act as Team co-ordinator until such time as a hand over to the Team Manager appointed by the SCC occurs.
- 5.7.2. After consultation with the Team Manager, the Team Captains shall decide the venue and dates for the official training camp prior to departure for the competition. The Team Manager shall advise the APF National Coach of the decision.
- 5.7.3. The Team Manager will be responsible for the collection of video and photographs of the team in training and team details for media purposes. This will be held by the APF for release to the news media if a notable event occurs. The Team Manager and Head of Delegation are responsible for ensuring the APF is informed of newsworthy events promptly.
- 5.7.4. The Team Manager will be provided with an allowance for miscellaneous expenses incurred while travelling or at the Championships. The Team manager is to account for the allowance and return any unspent funds to the APF. The allowance is \$100 per person including the Team Manager.

NATIONAL ACCURACY LANDING CHAMPIONSHIPS

1. APF Authority

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

2. DEFINITIONS of words used in these Rules

- 2.1 **Tuffet:** landing area on which the AMD is placed.
2.2 **Intermediate:** a person with a maximum of 500 jumps at the start of the competition.

3. THE EVENTS

- 3.1 The events will comprise the following disciplines:

- Team Accuracy Landing
- Individual Accuracy Landing

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

3.2 Objective of the event

- 3.2.1 **Accuracy Landing:** competitors aim to land on, or as close as possible to the centre of a target. Competitor is responsible to present clearly the first contact with the target to the judges.

3.3 Performance requirement

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

4. GENERAL RULES

4.1 Training jumps

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

4.2 Order of jumping

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

- 4.2.1 The order of jumping in the first Accuracy Landing round will be determined by reverse order of placing, separately for men and women, based on final results of National team Accuracy Landing during the last World / Continental Championship. National teams which are not covered by this procedure will jump at the beginning of the first round, with order determined by draw, at the discretion of the Meet Director. Individuals, who did not take part in the team event, will be gathered in "mixed groups" determined properly by the Meet Director and will jump at the end of the round, in order determined by draw. In all other rounds, the jump order will be in the reversed rank of the last completed round.

4.3 Determination of the Winner

4.3.1 Accuracy event

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

4.4 Overall winner

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

5. RULES SPECIFIC TO THE EVENTS

5.1 Team and Individual Accuracy Landing Events

5.1.1 Wind Drift Indicator

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

(2) The wind drift indicator must have approximately the same rate of descent as the parachutes used by most of the competitors. Competitors must be given an opportunity to observe the descent of the wind drift indicator and its landing point must be marked on an aerial photo or plan of the drop zone available to competitors at the boarding area.

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

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

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

5.1.2 Exit Point

Each competitor or team selects their own exit point.

5.1.3 Wind Speed

The maximum allowable wind speed at ground level in the accuracy events is set by the Chief Judge, APF Controller and Meet Director within the range of between 6 m/s and 8 m/s. This limit will be given to the competitors at the initial briefing and will remain for the duration of the competition.

A competitor who lands during the period fifteen (15) seconds before the wind speed exceeds the limit, while the wind speed is over the limit and thirty (30) seconds after the wind speed has returned below the limit, and does not score a dead centre, may accept a re-jump. The competitor must make an immediate decision and must inform the Event or Chief Judge of their decision, otherwise the competitor must do a re-jump.

The event will be automatically interrupted for a minimum of five (5) minutes, if the ground wind speed exceeds 9 m/s (20 knots).

5.1.4 Wind Direction on the Ground

(1) The windsock must be capable of responding to winds of at least 2 m/s and be acceptable to the Chief Judge. It should have a minimum height of six (6) m, and a minimum diameter at the inlet of 600 mm. The Chief Judge will determine its location, which is at a fixed place, approximately fifty (50) m from the target centre. This decision is not subject to any protest.

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

5.1.5 Target

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

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

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

Diameter: app. 5 m

Thickness: a minimum of 30 cm

Colour: any colour

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

(5) The AMD must be repositioned immediately after the landing of any competitor who moves or covers its location, except during team jumps when there is insufficient time between the landings of team members.

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

5.1.6 Presence on the Target

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

(2) Team Managers and guests of the Organisers are allowed in a reserved area of the 20 m circle designated by the Event Judge and not closer than 15 m to the Automatic Measuring Device. Accredited press, radio and TV officials are allowed at a position within 20 m circle but not closer than 5 m, decided by the Event Judge.

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

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

5.1.7 Re-jumps

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

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

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

(3) If there is a change in ground wind direction of more than 90 degrees within 2 seconds when the wind speed is more than 3 m/s and automatically recorded by an electronic device, during the period commencing 30 seconds before and ending 15 seconds after the competitor's landing, the competitor has the choice of accepting the score for the jump or making a re-jump. The competitor must make an immediate decision and must inform the Event or Chief Judge of their decision; otherwise a re-jump must be made.

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

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

(6) Only the affected competitor(s) will make a re-jump and get a new score, the re-jump counting for both the individual and team accuracy events. The exit altitude for re-jumps will be decided by the Meet Director and be between 700 and 1,000m (~2,300 and 3,300 feet).

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

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

5.1.8 Scoring Accuracy Landing

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

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

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

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

(5) The best four (4) scores of each round shall be the score for the team for that round, unless one or more members of the team were disqualified for that round.

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

5.1.9 Team Accuracy Landing Event

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

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

(3) The exit altitude is 1000 metres (~3300 feet). The team must jump from the same aircraft, during the same passage of the aircraft over the target (re-jumps are treated as individual jumps).

If meteorological conditions do not allow jumping from 1000 metres (~3300feet), the altitude may be lowered to 900 metres (~3000 feet).

(4) In the team accuracy event, the jump order, determined in 4.2 will be used for the first round only. Thereafter the jump order shall be in reverse order of placing after each round.

In the case of tie-breaking jumps, the initial jumping order will apply.

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

5.1.10 Individual Accuracy Landing Event

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

(2) The exit altitude for the semi-final and final rounds is 800 metres (~2,600 feet) and there will be two (2) competitors per pass. If meteorological conditions do not allow jumping from 800 metres (~2,600 feet) the altitude may be lowered to 700 metres (~2,300 feet) (one competitor per pass).

6. WORK OF THE JUDGES IN THE DISCIPLINES

6.1 Accuracy Landing

6.1.1 Decision on landing point

- 6.1.1.1 Three judges positioned at or near the target will independently assess the landing and signal a valid result putting one hand on the chest and an invalid result pointing to the ground. The decision of the judges will be made by simple majority.
- 6.1.1.2 A Video Viewing system may be used for all competition jumps (for example: tablet with slow motion) at the discretion of the event-/chief judge for any decision found necessary. This decision is not ground for protest.
- 6.1.1.3 Trainee Judges may work with the Judges in the target area, but their opinion or assessment will not be considered

6.1.2 Other Responsibilities

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

7. TITLE OF THE COMPETITION

"The (insert year) National Championships in Accuracy Landing"

7.1 Aims of the National Championships

To award the title of Australian Champion in:

Individual Accuracy Landing and Overall for men, women, and Juniors men and women separately or combined.

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

7.2 Program of events

The National Championships will comprise the following events:

- (1) **Team Accuracy Landing:** The event consists of eight (8) rounds. The minimum number of rounds for a valid event is five (5). A junior male/female competitor may be a part of a National team only for team accuracy.
- (2) **Individual Accuracy Landing:** The event consists of eight (8) rounds plus a semi-final and final round. The scores for the first 8 rounds are those obtained in the Team Accuracy Landing event. The minimum number of rounds for a valid event is five (5).
 - (a) The top 30 male and 15 female competitors after round 8 continue into the semi-final.
 - (b) The top 10 junior male and 8 junior female competitors after the round 8 continue into the semi-final.
 - (c) The top 15 male and 8 female competitors, placed in round 9 (semi-final) qualify for the final round.
 - (d) The top 8 juniors and 6 junior female competitors, placed in round 9 (semi-final) qualify for the final round.
 - (e) If adverse weather conditions dictate, and there is insufficient time to complete all rounds (after the minimum number has been completed), the Meet Director, in consultation with the Chief Judge, may decide in the interest of the event, to move straight into the final round with the top (15 male/8 female) and the (8 male/6 female junior) competitors.
- (3) In the event of a **tie for the first three places** in the Team or Individual Accuracy Landing the following rules apply:
 - (a) If the minimum number of rounds has been completed and in the opinion of the Meet Director, in consultation with the Chief Judge, there is not enough time left to complete the next round with all competitors, where possible, tie-break jumps shall be made.
 - (b) If this does not break a tie then the competitor or team with the greater number of low scores (i.e. dead centres, 1cm, etc.) from all completed rounds, including the tie-breaking jumps, obtains the higher placing.

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- (c) If the tie remains, the competitor or team with the lowest score, starting with the last completed round, including tie-breaking jumps, and continuing in reverse order, round by round until the tie is broken, obtains the higher placing.
- (d) If the tie cannot be broken, the competitors or teams concerned shall be declared co-medallists.
- (e) All other ties will be ranked equal.

SPORT ACCURACY RULES

1. PURPOSE AND OBJECTIVE:

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

2. EVENT DESCRIPTION:

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

3. LANDING POINT:

- 3.1** The landing point is the first point of body contact with the ground or ‘Dead Centre’ Target Pad surface.

4. NUMBER OF ROUNDS:

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

5. EXIT ALTITUDE and PROCEDURES:

- 5.1** Exit altitude will be from 1,000 metres (3,300 feet), (maximum number of four (4) jumpers per pass), which may be lowered to 760m / 2500 ft (individual passes) by the Meet Director to negotiate weather.
- 5.2** Competitors are personally responsible for selecting a proper exit point that will permit a safe and successful target approach.

6. SCORING:

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

7. LANDING PENALTIES are assessed as follows:

- 7.1** Failure to execute a stand-up landing, with any point of contact other than the feet;
Penalty is fifteen (15) metres added to the landing point score. (see 8.4.1)
- 7.2** Failure to contain the complete landing from first point of contact to a complete stop within the fifteen (15) metre radius circle;
Penalty is 15 metres added to the maximum landing point score of 15 metres (total 30 metres).
- 7.3** Total penalties as per para 7.1.and para. 7.2 will amount to forty-five (45) metres.

8. JUDGING AND RECORDING:

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

9. MAXIMUM SCORE:

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

10. DISQUALIFICATION:

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

11. METEOROLOGICAL CONDITIONS:

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

12. WIND DIRECTION ON THE GROUND

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

13. REJUMPS:

- 13.1 Any malfunction of the main parachute canopy, which creates a control problem for a competitor, may merit a re-jump. In this case the competitor must indicate immediately that he has such a problem by signalling with his arms or legs outstretched, or other suitable signal, throughout most of the descent and must make no attempt to land in the target area.
- 13.2 A competitor who lands during the period 10 seconds before the wind speed exceeds the limit, while the wind speed is over the limit and 30 seconds after the wind speed has returned below the limit, and does not score a dead centre, may accept a re-jump. The competitor must make an immediate decision within 15 seconds of landing and before the next competitor lands and must inform the Event or Chief Judge of their decision, otherwise that competitor must do a re-jump.

14. TARGET

- 14.1 The target is a 15 centimetre diameter 'Dead Centre' Target Pad centred within a marked circle of fifteen (15) metre radius.
- 14.2 Other circles to be marked to aid the judging measurements are at FIFTY (50) centimetre radius, FIVE (5) metre radius, ten (10) metre radius.
- 14.3 A circle with a twenty (20) metre radius from the edge of the target should be marked as a spectator line. The spectator barrier circle is to be distinguishable from the 15 metre circle to avoid confusion (e.g. different colour or dashed line).
- 14.4 The landing area surrounding the target will be a flat, open, unobstructed, preferably grass covered area for a minimum radius of thirty (30) metres from the centre of the target.
- 14.5 The dead centre disc can be made from brightly coloured red, orange or white plastic or similar. Some heavy duty plastic plates may be suitable. There should be at least three dead centre discs on hand to allow replacements for any damage. The Dead Centre disc should be securely centralised with 1m length of twine threaded through the centre of the disc and attached to a tent peg or similar, with the peg buried at safe depth under the ground.

15. CANOPY LIMITATIONS: Handicap Standards:

- 15.1 Competitors with fewer than 200 jumps may jump any single canopy.
- 15.2 All other Competitors must compete with a single canopy loaded at greater than 1.1 pounds per square foot of canopy area (SFC);
- 15.3 The loaded weight is based on the jumper's weight at exit, using the manufacturer's published wing area for the canopy.
- 15.4 The jumper is responsible to ensure correct SFC for the canopy.

15.5 The jumper's exit weight with gear and verification of the canopy's area may be checked and determined by a person nominated by the Meet Director, at any time during the competition and/or at the target area after landing.

16. CLASSIFICATION OF FINAL RESULTS:

16.1 Each individual competitor's score for the five (5) rounds will be added to determine the winners of the event.

16.2 Tie: In the case of a tie in the top three (3) places, the following results will apply:

16.2.1 The tie will be broken by a jump-off round where possible.

16.2.2 If this is not possible then the competitor with the greatest number of Dead Centres, 1 cm etc. obtains the higher placing.

16.2.3 If the tie remains, the competitor with the lowest score, beginning at the last completed round and continuing in reverse order through each completed round, until the tie is broken, will obtain the higher placing.

16.2.4 If a tie still exists the competitor will receive equal placing and awards.

17. SPORT ACCURACY WING LOADING

17.1 $Wing\ Loading = Wing\ Load \times Sq.\ Ft.\ Canopy = Minimum\ exit\ weight$

17.1.1 Wing loading is a means of levelling the entire playing field for all competitions so as not to give an advantage to a lightweight jumper with a much larger canopy.

17.2 $Exit\ Weight = Competitors\ weight\ plus\ complete\ rig\ at\ exit$

17.2.1 A competitor's exit-weight must be equal to or greater than the product of square feet of their canopy, times the wing loading of their listed handicap.

17.3 Wing Loading - Table 1

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

**SPORT ACCURACY
LAYOUT**

Diagrammatic Only

•SCORING:

- Landing distance score is measured in metres and centimetres from the Dead Centre disc to the first point of landing contact up to a maximum of 15 Metres.

- Minimum score is 0.00 metres
- Maximum score is 45.00 metres (including all penalties)

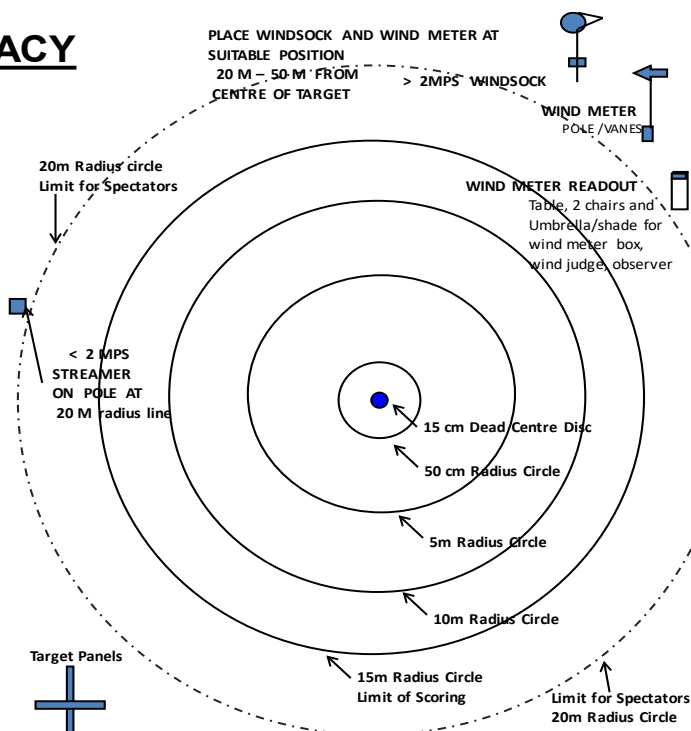
PENALTIES:

- * Non stand-up landing (any part of the body contacting first, other than the feet), will receive a 15 metre penalty added to the landing distance score.

- * If first point of landing contact is outside the 15 Metre radius circle, there will be a 15m penalty added to the landing distance score of 15m.

NOTES:

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



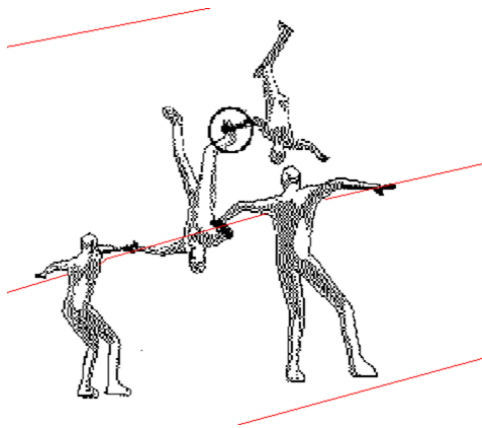
NATIONAL FORMATION SKYDIVING CHAMPIONSHIPS

1 APF AUTHORITY

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

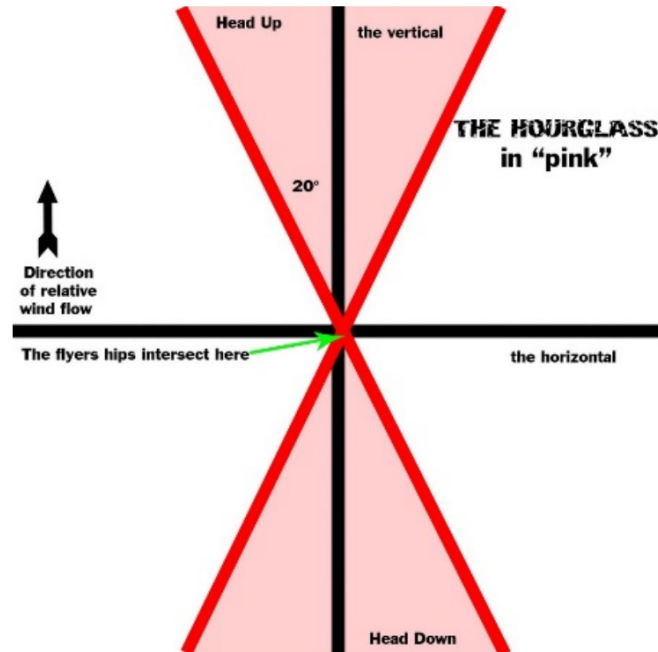
2 DEFINITIONS OF WORDS AND PHRASES USED IN THESE RULES

- 2.1. Formation:** consists of competitors linked by grips. For VFS with each competitor in the correct orientation.
- 2.2. Grip:** consists of a handhold on an arm or leg of another jumper as shown in diagram 7.2. As a minimum, a grip requires stationary contact.
- 2.3. Grip line:** This is the line linking the torsos of two competitors via their arms or legs and feet and the grip that joins them.
- 2.3.1. For VFS Clarification regarding random O) – There is an imaginary vertical plane passing through the handgrips, with outside competitors having hand grips on one side of the vertical plane and the competitor taking the leg grip on the other side of the vertical plane. No grip line may cross the vertical plane within the formation.



- 2.4 Body:** consists of the entire competitor and their equipment.
- 2.5 Dive Pool:** consists of the Random Formations and Block Sequences depicted in the addenda to these rules.
- 2.6 Subgroup:** is the individual jumper, or linked jumpers, required to complete a designated manoeuvre during the inter of a block sequence
- 2.7 Sub-group's centrepoint:** is one of the following:
- the defined grip, or the geometric centre of the defined grips within a sub-group of linked jumpers.
 - the geometric centre of an individual's torso.
- 2.8 Total Separation:** is when all competitors show at one point in time they have released all their grips and no part of their arms have contact with another body.
- 2.9 Inter:** is an intermediate requirement within a block sequence which must be performed as depicted in the dive pools.
- 2.10 Sequence:** is a series of random formations and block sequences which are designated to be performed on a jump.
- 2.11 Scoring formation:** is a formation which is correctly completed and clearly presented either as a random formation or within a block sequence as depicted in the dive pool, and which, apart from the first formation after exit, must be preceded by a correctly completed and clearly presented total separation or inter, as appropriate.
- 2.12 Infringement:** is one of the following:
- an incorrect or incomplete formation which is followed within working time by
 - either total separation or
 - an inter, whether correct or not.
 - a correctly completed formation preceded by an incorrect inter or incorrect total separation;
 - a formation, inter or total separation not clearly presented.
- 2.13 Omission** is one of the following:
- a formation or inter missing from the drawn sequence
 - no clear intent to build the correct formation or inter is seen and another formation or inter is presented and there is an advantage to the team resulting from the substitution.

- 2.14 Working Time:** is the period of time during which teams are scored on a jump. Working time starts the first moment any team member other than the videographer separates from the aircraft, as determined by the Judges and terminates a number of seconds later as specified in 3.1.
- 2.15 NV:** formations, inters or total separations not visible on screen due to meteorological conditions, or factors relating to the Videographer's freefall video equipment that cannot be controlled.
- 2.16 Judgement Call:** An assessment by the judges of a formation, infringement or omission that is not unanimous.
- 2.17 Orientation:**



- 2.17.1** “The Vertical”: An imaginary line running parallel to the relative wind (see diagram)
- 2.17.2** “The Horizontal”: An imaginary line running perpendicular to the relative wind (see diagram)
- 2.17.3** “The Flyer’s Line”: An imaginary, straight line of infinite length, roughly following the flyer’s spine, from the centre of the flyer’s hips through the centre of the flyer’s head and beyond.
- 2.17.4** “The Hourglass”: The acceptable range of deviation from The Vertical that a Flyer’s Line may take when meeting an orientation requirement (head up or head down). A flyer’s orientation shall be judged with The Vertical and The Horizontal intersecting at the flyer’s hips.
- 2.17.5** “Head Up”: The Flyer’s Line must fall within, and remain within, the upper portion of the Hourglass
- 2.17.6** “Head Down”: The Flyer’s Line must fall within, and remain within, the lower portion of the Hourglass
- 2.17.7** “Bellyflying” or “Belly to Earth” orientation requires that the competitor’s torso is in a horizontal (prone) position, with the front of the torso toward the earth.
 (“Bellyflying” is not currently used in VFS formations)
- 2.17.8** “Backflying” orientation requires that the competitor’s torso is in a horizontal (prone) position, with the back of the torso toward the earth.
 (“Backflying” is not currently used in VFS formations).
- 2.18 Zenith:** Point of the celestial sphere located vertically above the head of an observer.

3 THE EVENTS

3.1. The discipline will comprise the following events:

- 3.1.1.** 8-Way Event: Open and Intermediate. Exit altitude is 3,960 meters / 13,000 feet. Working time is 50 seconds.
- 3.1.2.** 4-Way FS Events: Exit altitude is 3,200 meters / 10,500 feet AGL. Working Time is 35 seconds.
- 3.1.3.** 4-Way VFS Event: Exit altitude is 3,960 meters / 13,000 feet AGL. Working Time is 35 seconds.
- 3.1.4.** 2-Way VFS Event: Exit altitude is 3,960 meters / 13,000 feet AGL. Working Time is 35 seconds.
- 3.1.5.** For meteorological reasons only, and with the consent of the APF Controller and the Chief Judge, the Meet Director may change the exit altitude and/or working time and continue the competition.
- 3.1.6.** In this case the following conditions will apply:
- 3.1.6.1. The working time will be:
- i. 30 or 50 seconds for the 8-Way events
 - ii. 20 or 35 seconds for the 4-Way events
 - iii. 20 or 35 seconds for the 2-Way events

The reduced working time must be used if the exit altitude is lowered (ref 3.1.1, 3.1.2 and 3.1.3).
The next round must commence if working time is changed.

3.1.6.2. The minimum exit altitude will be:

- i. 2,750 metres / 9,000 feet AGL for the 2-Way VFS, 4-Way VFS and 8-Way events
- ii. 2,290 metres / 7,500 feet AGL for the 4-Way event

3.1.7. The maximum exit altitude will be 3,960metres / 13,000 feet for all events. Changing of exit altitude should only be considered if it is unlikely that the event/s will reach completion within the time allowed in the program.

3.1.8. Where possible the Meet Director will attempt to schedule 4-Way VFS rounds at times when the sun is not within 20 degrees of the Zenith to allow the team videographer to clearly video their team.

3.2 Objective of the event

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

3.2.2 The accumulated total of all rounds completed is used to determine the placing of teams.

Only one (1) completed round is required to declare champions.

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

- i. One tie break round, if possible (for the first three placing's only).
The tie break round will be the next drawn round of the competition,
- ii. The highest score in any completed round.
- iii. The highest score starting with the last completed round and continuing in reverse order, round by round until the tie is broken,
- iv. The fastest time (measured to hundredths of a second) to the last formation scored without infringement by both teams in the last completed round.
Starting time must be that used for original evaluation of the jump.

3.3 Performance requirements

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

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

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

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

3.3.5 Where degrees of turn are shown, (180°, 270°, 360°, 540°), this indicates the approximate degrees and direction of turn required to complete the inter as intended. The degrees shown are approximately that amount of the circumference of the sub-group's centre-point to be presented to the centre-point(s) of the other sub-group(s). For judging purposes, the approximate degrees and direction of turn of sub-groups centre-point will be assessed using only the two dimensional video evidence as presented. Degrees of turn must be in a single direction.

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

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

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

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

3.3.10 For VFS no grip line (ref. 2.3) may cross another grip line within a formation.

4 GENERAL RULES

4.1 Teams may consist of competitors of either or both sexes, except in the female event where (except for the videographer) all competitors must be female

4.2 The Draw

4.2.1 The Draw of the sequences will be supervised by the Chief Judge. Teams will be given not less than two hours knowledge of the results of the draw before the competition starts. A computer may be used to create the Draw.

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

2-Way VFS Open event: Each round will be drawn so as to consist of four or five scoring formations, whichever number is reached first.

2-Way VFS Intermediate event: Each round will be drawn so as to consist of three or four scoring formations, whichever number is reached first.

4-Way FS AAA and 4-Way VFS Open event: Each round will be drawn so as to consist of five or six scoring formations, whichever number is reached first.

4-Way VFS Advanced event: Each round will be drawn so as to consist of three or four scoring formations, whichever number is reached first.

4-Way FS AA event: Each round will be drawn so as to consist of four or five scoring formations, whichever number is reached first.

4-Way FS A event: Each round will be drawn so as to consist of three or four scoring formations, whichever number is reached first.

4-Way FS Blast event: Each round will be drawn so as to consist of three scoring formations.

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

8-Way Inter FS event: Each round will be drawn so as to consist of four or five scoring formations, whichever number is reached first.

Separate draws will occur for all events.

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

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

4.4 Jump Order

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

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

4.5 Video Transmission and Recording

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

4.5.2 For the purpose of these rules, "freefall video equipment" shall consist of the complete video system(s) used to record the video evidence of the team's freefall performance, including the camera(s), recording media and battery(ies). The freefall video equipment must be able to deliver a High Definition 1080 type digital signal with a minimum frame rate of 25 frames per second, through a compatible video connection approved by the Video Controller. The videographer is responsible for ensuring the compatibility of the freefall video equipment with the scoring system.

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

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

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

4.5.6 A Video Controller will be appointed by the Organiser, prior to the start of the official training jumps. Prior to the competition starting, the Video Controller may inspect a team's video equipment to verify that it meets the competition requirements as determined by him/her. Inspections that do not interfere with a team's performance may be made at any time during the competition, as determined by the Chief Judge. If any video equipment does not meet the requirements determined by the Video Controller, this equipment will be deemed to be unusable for the competition.

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

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

4.6 Exit Procedure

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

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

4.7 Scoring

- 4.7.1 A team will score one point for each scoring formation performed in the sequence within the allotted working time of each round. Teams may continue scoring by continually repeating the sequence.
- 4.7.2 For each omission, three points will be deducted. If both the inter and the second formation in a block sequence are omitted, this will be considered as only one omission.
- 4.7.3 If an infringement in the scoring formation of a block sequence is carried into the inter (ref 2.8), this will be considered as one infringement only, provided that the intent of the inter requirements for the next formation is clearly presented and no other infringement occurs in the inter.
- 4.7.4 The minimum score for any round is zero points.
- 4.7.5 Should scores not be posted for the immediate past two rounds, a meeting of team captains by majority vote may suspend the competition.

4.8 Rejumps

- 4.8.1 In an NV situation, the video evidence will be considered insufficient for judging purposes, and the Video Review Panel will assess the conditions and circumstances surrounding that occurrence. In this case a rejump will be offered unless the Video Review Panel determines that there has been an intentional abuse of the rules by the team, in which case no rejump will be granted and the team's score for that jump will be zero.
- 4.8.2 Contact, or other means of interference, between competitors in a team and/or their Videographer shall not be grounds for the team to request a rejump
- 4.8.3 Adverse weather conditions during a jump is not grounds for protest. However a rejump may be granted at the discretion of the Chief Judge.
- 4.8.4 Problems with a competitor's equipment (including freefall video equipment) shall not be grounds for the team to request a rejump.
- 4.8.5 In the event of a dive that is partly non-judgeable, teams are allowed to accept the score that can be evaluated or take the rejump. This decision to accept the score or rejump must be made within 30 minutes of being informed of eligibility for rejump.

4.9 Training Jumps

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

5 JUDGING

- 5.1 The official training jump and competition jumps will be judged as the Videographer provides the video evidence. The Chief Judge may modify this procedure with the consent of the APF Controller.
- 5.2 The judging will, as far as practical circumstances allow (landings out, re-jumps etc.), be judged in the reverse order of placing.
- 5.3 At least three, and where possible five Judges, must evaluate each team's performance. At a National Championship, the judging panel should have a majority of Judges who are Nationals-endorsed for Formation Skydiving.
- 5.4 The Judges will watch the video evidence of each jump (1) one time at normal speed to determine points in time. The moment of freeze frame at the end of working time will be determined at the first viewing. If a judgement call occurs, a second viewing of the jump will be conducted at normal or reduced speed between 50-90 percent of normal speed. At the request of the Event Judge a (3rd) third view of part(s) of the jump can be conducted at normal or reduced speed. The speed of the second and third viewings (normal or reduced) will be determined by the Event Judge. The Chief Judge will decide prior to the start of the Competition the percentage of reduced speed to be used for the different Events. The freeze frame from the first viewing will be applied on each viewing.

5.4.1 If, after the viewings are completed, and within fifteen seconds of the knowledge of the result, the Chief Judge, Event Judge or any Judge on the panel considers that an absolutely incorrect assessment has occurred, the Chief Judge or Event Judge will direct that only that part(s) of the jump in question be reviewed at reduced speed if nominated in accordance with 5.4.

If the review results in a minimum 4 to 1 decision by the Judges on the part(s) of the performance in question, the score for the jump will be adjusted accordingly.

Only one review is permitted for each jump.

5.5 The Judges may use an electronic scoring system to record their evaluation of the performance. The Judges may correct their evaluation record after the jump has been judged. Corrections to the evaluation record can only be made before the Chief Judge signs the score sheet. All individual Judges' evaluations will be published

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

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

5.7 The chronometer will be operated by the Judges or by a person(s) appointed by the Chief Judge, and will be started as determined in 2.14. If Judges cannot determine the start of the working time, the following procedure will be followed. Working time will start as the videographer separates from the aircraft and a penalty equal to 20% (rounded down) of the score for that jump will be deducted from the score for that jump.

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

Situation:

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

5.9 The Chief Judge will designate someone to monitor and keep a written record of the time of exit for each team.

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

6 RULES SPECIFIC TO THE EVENT

6.1 Composition of Teams:

Each team may have the following number of members:

8-Way Team:- Ten (10) Competitors

4-Way Team:- Six (6) Competitors

2-Way Team:- Four (4) Competitors

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

6.1.1 Intermediate 8-Way Event: To be eligible to enter this event, four of the team must not have won Inter or competed in the Open 8-Way event at the National level during the last five (5) years.

The other four members and the videographer have no restrictions.

6.2 Program of Events:

6.2.1 The Australian Open Formation Skydiving Championships may be comprised of the following rounds:

In 4-Way and 8-Way events up to 8 rounds, considered as selection rounds and one semi-final and one final round (e.g. 10 Rounds total). The Meet Director will make this decision in consultation with the Team Captains.

The Advanced VFS Competition is composed of up to six (6) rounds. 3.2.2 will apply to decide final placings.

The 2-Way Open and Intermediate VFS competitions are composed of six (6) rounds. 3.2.2 will apply to decide final placings.

In the Blast, A, and AA events, all teams will complete all rounds in the event (i.e. There is to be no cut in these Events, and the Meet Director will decide whether there is to be a cut in the AAA and 4VFS Events).

Time must be reserved before the end of competition to allow for the completion of the semi-final, final and tie-break round.

- 6.2.2 The semi-final round will consist of the teams with the ten (10) highest placing's from the selection rounds.
 - 6.2.3 The final round will consist of the teams with the six (6) highest placing's after the semi-final.
 - 6.2.4 A selection round left incomplete must be completed as soon as possible, but after the round in progress has been completed.
 - 6.2.5 If all the selection rounds are not completed at the starting time of the semi-final, the round in progress will become the semi-final or final round as appropriate. Where this is the semi-final, the next drawn round will be used for the final round. The following procedures will apply
 - i) The round in progress will be completed if ten or less (in the case of semi-finals) or six or less (in the case of finals) teams remain to jump. All scores for this round will count.
 - ii) The round in progress will be performed by only the ten (10) (in the case of semi-finals) or six (6) (in the case of finals) highest placed teams if more than ten (in the case of semi-finals) or six (6) (in the case of finals) teams remain to jump. The scores of any other teams in this round will be discarded.
 - 6.2.6 Start of Competition: Formation Skydiving events shall not be started before a time agreed to by the APF Controller, the Chief Judge and the Meet Director.
- 6.3 Determination of Australian Champions:**
The 2-Way VFS (Open and Intermediate), 4-Way (VFS, VFS Advanced, FS A, AA, AAA, and Blast), 8-Way (Open and Intermediate) Australian Champions are the teams with the highest scores in the completed rounds. (See 3.2.2).

7 DEFINITIONS OF SYMBOLS IN THE DIVE POOL

7.1 Coding in the Dive Pool annexes is as follows:

7.1.1 Indicates direction of turn by the sub-group:



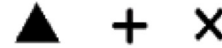
7.1.2 Indicates turn by the sub-group in either direction:



7.1.3 Indicates turns by all sub-groups:



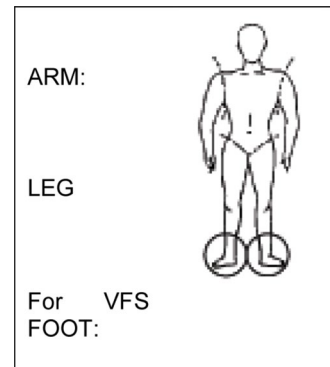
7.1.4 a Indicates clarification of intent VFS:



7.1.4 b Indicates clarification of intent FS:



7.2 Visualisation for grip positions (ref 2.2)



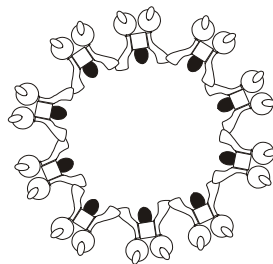
10-WAY SPEED STAR RULES

- 1.1 Exit Altitude:** 2,450 metres / 8,000 feet.
- 1.2 Working time:** 25 seconds.
- 2.1 The Objective:** To complete a 10-Way Star formation in the fastest possible time.
- 2.2 Number of Rounds:** Five (minimum of one to complete the event).
- 3.1 Scoring Formation:** is the largest star formation which is completed within the allotted working time of each round. A scoring formation need not be perfectly symmetrical, but it must be performed in a controlled manner.

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

- 4. Scoring:** One point will be awarded for each person in the scoring formation. Completion time will be awarded for a 10-Way Star formation held for a minimum of three (3) seconds (holding time may run over working time). Formations are defined as being correctly completed when they have been evaluated as "correct" by at least half of the evaluating Judges.
- 5. Determination of Champions:** The 10-Way Speed Star event champion is the team with the highest number of 10-Way Stars with an awarded completion time. If two or more teams have an equal number of 10-Way Star formations, placings will be determined by (in order of priority):
 - (a) the lowest accumulated time for completed 10-Way Star formations,
 - (b) fastest time of any completed 10-Way Star formation.Further placings will be determined by the highest number of accumulated points.
- 6. Composition of Teams:** Each team may comprise eleven (11) team members, any ten (10) of which may participate in any one jump (plus freefall videographers as necessary).

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



NATIONAL CANOPY FORMATION CHAMPIONSHIPS

1 APF AUTHORITY

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

2 DEFINITIONS OF WORDS AND PHRASES USED IN THESE RULES

2.1 **Formation:** consists of two (2) or more jumpers and canopies linked by grips.

2.2 **Grip:** Consists of a hand hold or a **foot hook on an 'A' line**, or front riser so that a formation is built in accordance with the **configurations** as depicted in the dive pool.

2.3 **Configurations:**

2.3.1 **STACK:** The shoulder of the upper jumper must be above the upper surface of the lower canopy. A grip must be on an 'A' line attached to the centre cell.

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

2.3.3 **PLANE:** The head of the upper jumper must be below the lower surface of the lower canopy. The grip must be on the front risers or an 'A' line attached to the centre cell.

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

The above configurations only apply to complete formations.

2.4 **Total Separation:** Total separation is when all competitors show at one point in time they have released all their grips and no part of their arms or feet have contact with another canopy.

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

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

2.7 **Infringement:** Is one of the following:

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

If an infringement in the scoring formation of a block sequence is carried into the inter, this will be considered as one infringement only, provided that the intent of the inter requirements for the next formation is clearly presented and no other infringement occurs in the inter.

2.8 **Sequence:** A series of blocks and random formations that are designated by the draw.

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

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

2.10.1 A formation or inter missing from the drawn sequence.

2.10.2 No clear intent to build the correct formation or inter is seen and another formation or inter is presented and there is an advantage to the team resulting from the substitution.

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

3 THE EVENTS

3.1 The discipline will be comprised of the following events:

- 3.1.1 2-Way Sequential Event -8 Rounds
- 3.1.2 2-Way Intermediate Sequential Event -8 Rounds (to be held in “off” years only)
At least 1 team performer (not videographer) MUST NOT have won the Intermediate 2-Way Sequential Event previously for the team to be qualified as Intermediate
- 3.1.3 4-Way Sequential Event -8 Rounds
- 3.1.4 4-Way Rotation Event -8 Rounds

- 3.2 A minimum of one (1) round must be completed to establish winners in any event.

- 3.3 **Objective of the events:** The accumulated total of all completed rounds is used to determine the final rank of the teams and declare the winner.

- 3.4 **Performance requirement:**
 - 3.4.1 **2-Way sequential events:** Each round consists of a repeatable sequence drawn from the dive pool.
 - 3.4.2 **4-Way sequential event:** Each round consists of a repeatable sequence drawn from the dive pool.
 - 3.4.3 **4-Way rotation event:** Each round consists of successive 4-Way plane/stack formations made by rotations. Rotations must be made by the top competitor in the complete formation dropping grips, flying to the bottom of the formation and again completing a 4-way plane/stack formation. The inter is the remaining correctly completed 3-Way plane/stack formation.

- 3.5 **Determination of Winners**

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

 - 3.5.1 one tie break round, if possible (for the first three placings only). The tie break round will be the next drawn round of the competition,
 - 3.5.2 the highest score in any completed round,
 - 3.5.3 the highest score starting with the last completed round and continuing in reverse order, round by round until the tie is broken,
 - 3.5.4 the fastest time (measured to hundredths of a second) to the last formation scored without infringement by both teams in the last completed round. Starting time must be that used for original evaluation of the jump.
 - 3.5.5 Tied teams placed lower than third remain tied.

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

 - 4.2. **Meteorological Conditions**
 - 4.2.1. When air turbulence is apparent or clouds at lower altitudes affect visibility, the Meet Director may decide to raise the exit altitude. The Meet Director must inform all jumpers of the decision. This decision is not open to protest.
 - 4.2.2. Teams may refuse to jump in rain, turbulent conditions, or for any pertinent reason as per Section 2, 2.8.5. Whenever possible, evidence must be provided. The Meet Director, APF Controller and the Chief Judge *after consultation with all Team Captains*, by unanimous decision may decide to continue the event. If a team aborts a jump a second time for the same reason, that team shall not jump that round and will be awarded the maximum or minimum score whichever is worse.
 - 4.2.3. Rain occurring any time after the first team member exits the aircraft is no grounds for protest.

 - 4.3. All forms of Canopy Formation jumping must cease by 750 metres (2,500 feet). The APF Controller has the authority to disqualify a team that breaks this rule, for that round or the whole event.

 - 4.4. After working time has elapsed, only the drawn sequence for that round may be performed. If any other canopy formation is performed the team will receive a score of zero for that round. The Organiser may supply a qualified person to monitor teams for this possible occurrence. This decision is no grounds for a protest.
 - 4.4.1. To prove that this is followed, the team's videographer shall regularly sweep the horizon showing a complete separation of all performers.
 - 4.4.2. The recordings of all competition jumps by the team shall be stored by the team's videographer until the completion of the Meet, and presented to the Chief Judge at request, if needed to validate the sequence performed after working time arises.

4.4.3. If the same team is found to have broken rule 4.4 on two occasions in the same competition, the team concerned will be disqualified from that competition. This decision is no grounds for a protest.

4.5. The Draw

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

4.6. Practice Jumps

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

4.7. Jump Order

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

4.8. Exit Procedure

4.8.1. There is no limitation on the exit other than those imposed by the Chief Pilot for safety reasons. The pilot must maintain the altitude and direction until the aircraft is well clear of the jumpers.

4.8.2. Teams will be responsible for their own exits once the aircraft has commenced jump run and the team has been cleared to exit.

4.8.3. The chronometer will be operated by the Judges or by a person(s) appointed by the Chief Judge, and will be started as determined in 2.11. If Judges cannot determine the exit time, the following procedure will be followed. Exit time will start as the videographer separates from the aircraft and a penalty equal to 20% (rounded down) of the score for that jump will be deducted from the score for that jump.

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

4.9. Video Transmission and Recording

4.9.1. Each team shall provide the video evidence required to judge each round. Each Videographer must use the video transmission system provided by the Organiser.

4.9.2. The Organiser must provide the teams with a way of identification of the team showing the date, round, and team number to be recorded by the Videographer just before exit. The recording should continue with the jump without a stop in recording.

4.9.3. The video equipment must be able to deliver a High Definition 1080 type digital signal with a minimum frame rate of 25 frames per second, through a memory card (minimum class 10). The Videographer is responsible for ensuring the compatibility of their video equipment with the scoring system.

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

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

4.9.6. The dubbing area will be as close to the landing area as possible.

4.9.7. A Video Controller will be appointed by the Organiser, prior to the start of the official training jumps. Prior to the competition starting, the Video Controller may inspect a team's video equipment to verify that it meets the competition requirements as determined by him/her. Inspections that do not interfere with a team's performance may be made at any time during the competition, as determined by the Chief Judge. If any video equipment does not meet the requirements determined by the Video Controller, this equipment will be deemed to be unusable for the competition.

4.9.8. A Video Review Panel will be established consisting of the Chief Judge, President of the Jury and Nationals Controller. Decisions rendered by the Video Review Panel shall be final and not subject to protest or review by the Jury.

4.9.9. If the Video Review Panel determines that the video equipment has been deliberately tampered with, the team will receive no score for all rounds involving this tampering.

4.10. Rejumps

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

- 4.10.2. Problems with a team's equipment are not reasons for a rejump except as determined in an NV situation, and in 4.10.3.
- 4.10.3. In the event of an equipment malfunction, or for any other safety reason, only one rejump may be granted per team, per competition event. This rejump will not be granted if the team builds a complete formation (correct or not) at any time during the jump. Evidence of the malfunction or intention to abort the jump before the first complete formation for safety reasons must be provided by the team. The Meet Director in conjunction with the Chief Judge will assess the conditions and circumstances surrounding the occurrence. A rejump will be granted unless it is determined that there was an intentional abuse of the rules by the team; in which case, no rejump will be granted and the team's score for that jump will be zero.
- 4.10.4. Contact or other interference between a team and its videographer are not reasons for the team to request a rejump.

4.11. Scoring

- 4.11.1. All formations and inter requirements must be completed and recorded in such a manner that the Judges may determine that the required performance has been achieved. Provision of video evidence for judging purposes is the responsibility of the team.
- 4.11.2. If a competitor or team is disqualified for a jump, they will receive zero points for that jump.

5 RULES SPECIFIC TO THE EVENTS

5.1. 2-Way Sequential Event

- 5.1.1. Exit altitude shall be 2,150 m (7,000 ft) AGL with a working time of 60 seconds.
- 5.1.2. **The Draw of the sequences:** Each round consists of five (5) formations that have been drawn from the dive pool of 12 formations (two (2) of each). After each sequence is drawn, the five formations will be immediately returned to the dive pool so that they may be drawn again.
- 5.1.3. **Scoring:** Teams will be awarded one point for each correctly completed formation which, apart from the first formation, is preceded by total separation within the working time. Teams will not be awarded points for incorrect formations. There will be no penalty.
- 5.1.4. **Omissions:** For each omission of a formation in a round, the team will not score the point for the omitted formation, and an additional two points will be deducted from that round as a penalty. However, the scoring will not be affected if the team goes back to correctly complete the omitted formation.
- 5.1.5. Each formation must be performed in accordance with the illustrations in the drawn sequence. Jumper position for each random is set by the draw, i.e. the dark canopy position on the first formation built within a round must remain in the dark canopy position on all subsequent formations of that round. There must be release of all grips between each formation. No mirror formations are allowed. All formations shall be performed as shown in the dive pool, as seen from behind.

5.2. 4-Way Sequential Event

- 5.2.1. Exit altitude is 2,750 metres (9,000 feet) AGL with a working time of 120 seconds.
- 5.2.2. **The Draw of the sequences:** Each block sequence or random from the dive pool will be drawn only once for each competition. All rounds shall consist of four (4) or five (5) scoring formations, whichever number is reached first.
- 5.2.3. **Scoring:** Teams will be awarded one point for each correctly completed formation which, apart from the first formation, is preceded by an inter correctly completed within the working time. Teams will not be awarded points for incorrect formations. There will be no penalty.
- 5.2.4. **Omissions:** For each omission of a formation in a round, the team will not score the point for the omitted formation, and an additional one point will be deducted from that round as a penalty. However, the scoring will not be affected if the team goes back to correctly complete the omitted formation.
 - 5.2.4.1. 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, will be judged as an incorrect formation, not as an omission.
- 5.2.5. Each formation and inter requirement must be performed in accordance with the drawn sequence. Where there is no inter requirement between formations, there must be release of all grips between all canopies at one point in time. Mirror images are acceptable for complete blocks and random formations. Formations need not be symmetrical. At the end of a sequence there must be release of all grips before restarting the sequence as drawn.

5.3. 4-Way Rotation Event

- 5.3.1. Exit altitude is 2,500 metres (8,000 feet) AGL with a working time of 90 seconds.
- 5.3.2. **Scoring:** Teams will be scored from the first point, whether correct or not. Teams will be awarded one point for the first correctly completed formation and every correctly completed 4-Way plane/stack formation within the working time, according to the performance requirement. Team

members rotating from the top of the plane/stack formation before the bottom team member has taken a grip will not receive credit for that formation. The following formation (the rebuild) shall be scored as zero (0) points, except for the formation following the first formation after the start of working time.

5.4. 2-Way Intermediate Sequential Event

5.4.1. Exit altitude shall be 2,150 m (7,000 ft) AGL with a working time of 60 seconds.

5.4.2. **The Draw of the sequences:** Each round consists of four (4) formations that have been drawn from the APF CF 2-Way Sequential dive pool of 12 formations (two (2) of each). Formations A, B, and C will be placed in container 1, and formations D, E, and F will be placed in container 2. Formations will be drawn alternately from container 1 and 2 (i.e. Either A, B, or C will be followed by either D, E or F). After each sequence is drawn, the four formations will be immediately returned to the dive pool so that they may be drawn again.

5.4.3. **Scoring:** Teams will be awarded one point for the first correct formation and each subsequent correct formation that is preceded by total separation within the working time. Teams will not be awarded points for incorrect formations. There will be no penalty.

5.4.4. **Omissions:** For each omission of a formation in a round, the team will not score the point for the omitted formation, and an additional two points will be deducted from that round as a penalty. However, the scoring will not be affected if the team goes back to correctly complete the omitted formation.

5.4.5. Each formation must be performed in accordance with the illustrations in the drawn sequence. Jumper position for each random is set by the draw, i.e. the dark canopy position on the first formation built within a round must remain in the dark canopy position on all subsequent formations of that round. There must be release of all grips between each formation. No mirror formations are allowed. All formations shall be performed as shown in the dive pool, as seen from behind.

6 JUDGING RULES

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

6.2. The judges shall start the timing when the first team member (including the team's Videographer) leaves the aircraft. At the end of working time, freeze frame of the video image shall be applied.

6.3. The judges will watch each performance once at normal speed. At the request of any working judge, a second viewing at normal speed or reduced speed at 70% may be made. A third (3rd) view of part(s) of the jump at normal or reduced speed at 70%, may only occur at the discretion of the Event Judge.

6.3.1. If, after all viewings are complete, and within 15 seconds of knowledge of the result, the Chief Judge, Event Judge or any Judge on the panel considers that an absolutely incorrect assessment has occurred, the Chief Judge or Event Judge will direct that only that part(s) of the jump in question be reviewed. If the review results in a minimum four to one judge decision by the Judges that an absolutely incorrect assessment has occurred on the part(s) of the jump in question, the score for the jump will be adjusted accordingly. Only one review is permitted for each jump.

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

6.5. A majority of Judges must agree in the evaluation in order to

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

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

6.6.1. Situation:

6.6.1.1.1.1. Correct scoring formation	✓
6.6.1.1.1.2. Infringement	0
6.6.1.1.1.3. Omission	X
6.6.1.1.1.4. NV situation	NV
6.6.1.1.1.5. End of Working Time	//

6.7. All Judge's scores shall be posted.

7 COMPOSITION OF TEAMS

A 2-Way team consists of up to four (4) members, any of whom may be the team videographer.
A 4-Way team consists of up to six (6) members, any of whom may be the team videographer.

8

8 DIVE POOL CLARIFICATION:

8.1 Definitions used in the formation diagrams are as follows:

8.1.2 Canopy identification



8.1.3 Block sequence numbers **1 2 3 4**

8.1.4 Random formation letters **A B C D**

8.1.5 Intermediate requirement **INTER**

NATIONAL CANOPY PILOTING CHAMPIONSHIPS

1. APF AUTHORITY

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

All participants accept these rules and regulations as binding by registering in the competition.

2. DEFINITIONS OF WORDS AND PHRASES USED IN THESE RULES

AIW—Additional individual weight that a competitor can carry as determined by the chart in addendum E.

Body—The physical structure of a person, including clothing and footwear.

Canopy down (CD)—A situation in the Speed Event when a competitor's canopy makes surface contact prior to the competitor stopping the timing by breaking the sensor beam at G5 with his body. A pilot chute is not considered part of the canopy.

Closed course—If for any reason the Chief Judge (CJ), Event Judge (EJ) or the APF Controller decides to close the course, an orange smoke canister and/or other suitable indicators will be placed at the beginning of the course or in another appropriate location. The indicator type and location will be described during the pre-event competitors' briefing.

Control problem—A condition of the parachute that makes it impossible to attempt a safe approach to the course.

Course—The designated path that competitors must navigate that is formed by gates and marked by sidelines in accordance with the details in Addenda A, B, C and D. Sidelines are part of the course.

Course marker—Devices that mark and indicate the boundaries of the course as shown in Addendum A.

Course Technical Director (CTD)—A person appointed by the Organiser and accepted by the ISC Canopy Piloting Committee for that position. The CTD is responsible for the planning, setup and maintenance of the courses before and during the competition.

Default result (DR)—A DR in all events is three points.

Down-landing (DN)—A landing where surface contact is made during the landing by any part of the body, other than the feet.

DWIPE—Normal dressed weight including clothing, footwear, parachute equipment and all other equipment worn on the jump but excluding AIW. See §5.3. "Equipment and Weights".

Entry gate (G1)—See gate. The first gate on the course. In Freestyle, the water surface is the entrance to the course.

Exit gate (G5)—See gate. The last gate on the course.

Gate—Consists of two course markers or electronic sensors separated laterally by a variable distance as specified in Addendum A.

Kiting/Kited—The competitor keeps the canopy (excluding the pilot chute) flying without any surface contact by the canopy.

Landing—A landing starts when any part of the competitor's body makes surface contact, excluding contact due to water drag, and ends with a complete stop.

Landing zone—In the Zone Accuracy event, landing zones, denoted as Z1-Z9 and CZ, are defined areas within the boundaries of the course with assigned point values as specified in Addendum D.

Marker Strike (MS)—In all events, when any part of the competitor's body or equipment comes into contact with a course marker, sensor, transmitter or any other fixed judging device and causes it to become non-functional or to need repair of any kind, as determined by the CJ or EJ.

Minimum result (MR)—The MR in all events is zero points.

Missed entry (ME)—Not scoring G1 for any reason, or in the Freestyle event, not touching water.

Missed Exit (MX)—Not scoring the Exit Gate for any reason.

No water drag (NW)—Not clearly showing surface contact with the water with any part of the body.

Off-course landing (OC)—A situation when part of a competitor's body makes surface contact outside the course while not simultaneously maintaining surface contact within the course.

OPP—Official practice period

Out-flying (OF)—A situation when no part of a competitor's body remains within the course and no surface contact occurs.

Parachute equipment—For the purpose of weight calculations described in §5.3.3., the parachute equipment is the parachute system (rig) and helmet.

Red card (RC)—A penalty issued by authorized persons during the competition for actions that are or flying that is deemed unsafe or for unsporting behaviour.

Result—The point value of a score, after applying the calculation procedure in §6.8 or the points resulting from a DR or MR.

Safety zone—The areas outside the course as specified in Addendum A5.

Score—An evaluation by the judges of a competitor's achievement while navigating the course; e.g. time in seconds in Speed, distance in metres in Distance, points in Zone Accuracy, and points in Freestyle. The minimum score is zero (0).

Scoring a gate—A gate is scored when any part of the competitor's body breaks the imaginary plane between the course markers that make up the gate, or breaks the gate's electronic sensor beam.

Scoring a water gate—To clearly show uninterrupted surface contact by performing a water drag with any part of the body, when passing through the imaginary line running between the leading (front) edge of the course marker of a water gate.

Stand-up landing (UP)— A landing where no part of the body other than the feet makes surface contact.

Surface contact—The point at which any part of the competitor's body comes in contact with any part of the earth's surface including natural and/or man-made structures and materials.

Vertical extension (VE)—When a competitor passes between, but above the course markers that make up a gate, failing to score a gate. VE applies to gates as specified in the rules in paragraphs 6.1 to 6.7.

VR—video review.

VRP—video review panel.

Water gate (G1-G4)— The gates located on the water portion of the course.

Water drag—Surface contact made by dragging any part of the body on or through the water portion of the course.

Water landing (WL)—A landing in the water portion of the course.

Yellow card (YC)—A penalty, often recognized as a warning, issued by authorized persons during the competition for actions or flying that is deemed unsafe or for unsporting behaviour as described in these rules and in the Sporting Code: General Section. A YC may, but is not required to, be issued before a red card. Two yellow cards issued during a single competition are equivalent to and will have the same result as the issuance of a red card.

3. RULES SPECIFIC TO THE COMPETITION

3.1. Aims of the Competition

3.1.1. To determine the Australian National Champions of Canopy Piloting

3.1.2. To promote safety and develop canopy piloting training and competition

3.1.3. To allow participants to share and exchange experience, knowledge, and information.

3.1.4. To improve judging methods and practices.

3.2. Program of Events

3.2.1. The competition shall be comprised of three rounds in each of the events Speed, Distance and Accuracy.

3.2.2. The host must specify in the bid the type of the events and in case of Carved Speed, the direction of the carve, left or right.

3.2.3. Freestyle may be included as an additional event to the standard format events.

3.3. The minimum number of rounds required for a valid event is one round. A valid competition requires one valid event.

4 THE EVENTS

4.1 Event Description and Objectives of Standard Format Events

4.1.1 **Carved Speed:** To navigate a parachute through G1 and to continue within the boundaries of the carved course through G5 in as fast a time as possible.

4.1.2 **Drag-Distance: To navigate a parachute through G1 and continue to a landing within the boundaries of the course, having met the Water-Drag requirements.**

4.1.3 **Zone Accuracy:** To achieve a precision landing in the Landing Zones by navigating a parachute through gates G1 to G4, whilst dragging the water surface through as many of the water gates G1, G2, G3, G4 as possible.

4.2 Divisions

4.2.1 **Open Class:** These are competitors with the most experience and who have met the highest qualifications.

4.2.2 **Intermediate Class:** These are competitors who are not qualified to compete in the Open class.

4.3 Qualifications

4.3.1 A competitor is considered to have qualified if they have competed in an Australian Canopy Piloting Nationals or State Championships, a FCE during the past or present calendar year or if a competitor has had membership of the Australian Team in the last two (2) calendar years.

4.3.2 Qualifying Rounds

- 4.3.3 Competitors must have at least 500 jumps before attempting to qualify or fulfil the criteria below before attempting to qualify:
 - Attend the pre nationals training camp, and
- Have the recommendation of two current members of the Australian CP team attesting to their ability and safety.
- 4.3.4 Prior to the start of scoring rounds, competitors must qualify by making up to six (6) qualifying runs on a 70 metre speed course with a 1.5 metre entry gate as detailed in Appendices A and B.
- 4.3.5 Competitors must attempt the qualifying course on at least three (3) of six (6) jumps without a red card violation or two yellow card violations to qualify for the competition. For an attempt to be successful, the competitor must fly between the gates but vertical extensions are allowable.
- 4.3.6 A yellow card violation will carry over to competition. A yellow card during qualification will be considered as a failed attempt.
- 4.3.7 Competitors may elect to enter either intermediate or open if they have qualified.
- 4.3.8 Competitors who fail to qualify will receive their entry fee refunded less an amount to cover the costs of the qualifying rounds.
- 4.3.9 All attempts must be supervised by a Canopy Piloting judge to be deemed valid.
- 4.3.10 In the case of lack of opportunity to qualify during set period, a candidate competitor may be recommended by a judge or a current Australian team member who has witnessed their ability recently.

5. GENERAL RULES

5.1. Wind Conditions and Indicators

- 5.1.1. The maximum allowable wind speed in Canopy Piloting, measured by an anemometer, is 7 m/s in any direction on the competition course, except for Zone Accuracy where it is 5 m/s in any direction.

For Intermediate, the maximum allowable wind speed is 5m/s for all events unless all intermediate competitors are in agreement to raise the limit. The APF Controller may set lower wind limits for certain directions or areas. At Picton, for National Championships, the maximum allowable wind speed from the NE to the SE Quadrant is 4m/s

- 5.1.2. There must be an anemometric wind measuring system, which shall be checked at 10-minute intervals. If the winds exceed 5 m/s, it shall be monitored constantly until the winds have remained below 5 m/s for at least 5 minutes. In Zone Accuracy, if the winds exceed 3m/s, it shall be monitored constantly until the winds have remained below 3m/s for at least 5 minutes.
- 5.1.3. A windsock, being capable of responding to winds of at least 2 m/s shall be positioned within 50 metres of the course.
- 5.1.4. A wind direction indicator (streamer), being capable of responding to winds of less than 2 m/s and mounted on a pole within 20 metres of G1.
- 5.1.5. The CJ will decide the positions of the wind indicating devices, ensuring that both are fully visible for competitors approaching the course. This decision is not subject to protest.

5.2. Exit Altitude The minimum exit altitude on one pass shall be:

- 5.2.1. The minimum exit altitude with two (2) to four (4) competitors on one pass shall be **1,700 metres (5,500 feet) AGL.**
- 5.2.2. The minimum exit altitude with one (1) competitor shall be 1,200 metres (3,900 feet) AGL.

5.3. Equipment

- 5.3.1. A hard-shell protective head cover must be worn by all competitors.
- 5.3.2. Protective equipment may be worn and is strongly recommended. This must be of the type that will not hinder the competitor's parachute equipment or compromise safety, as determined by the APF Controller.
- 5.3.3. At the time of the weighing carried out by the APF Controller, or a person designated by the APF Controller, DWIPE is calculated and recorded. DWIPE is the basis to define the maximum amount of additional individual weight allowed in accordance with the list in Addendum E.
- 5.3.4. A deviation of one kilogram on DWIPE measured in 5.3.3 will be allowed. This deviation is allowed to cover discrepancies between different scales used or a competitor being wet if weighed after the jump.
- 5.3.5. Any additional weight components must have a single-handle quick-release system. The release handle must be located on the front part of the competitor's torso, be freely

accessible and be made in such a way as to allow it to be easily operated by a rescue person in case of an emergency. It must not come loose by itself and must be acceptable to the APF Controller.

- 5.3.6. A scale capable of indicating the weight in increments of 1/10 of a kilogram must be provided to the competitors. A second identical scale must be available to the APF Controller, if requested.
- 5.3.7. The APF Controller will determine random-competitor-weight-check selection prior to and during the competition.

5.4. Official Practice Period (OPP)

- 5.4.1. The period of at least 1 day before the official date of the start of the competition, which must be included in the Official Information Bulletins.
- 5.4.2. The Organiser must provide the opportunity for practice jumps for the competitors on all event courses during the OPP and the scale for competitor's weight determination must be available. The schedule and details of the different event courses must be agreed by the CJ and the Meet Director and be announced at the beginning of each day so that competitors and judges may take advantage of the training period.
- 5.4.3. During the OPP all competitors must make at least one training jump on the course. It is the responsibility of the competitor to comply with this rule in order to compete. This rule may be waived by mutual agreement of the APF controller, Chief Judge and the Jury for a pertinent reason.
- 5.4.4. During the OPP and before the start of the competition, an official course closing drill must be conducted by the Chief Judge. The time of which must be announced in advance, so that all officials and competitors can attend. This must be a full practice, and is mandatory for all Judges and Officials, including the use of the smoke, the emergency medical personnel, and a simulated call to the ambulance. The APF Controller must approve of the system that was practiced and report the results to the Jury prior to the start of the competition.

5.5. Jump Order and Exit Assignment

- 5.5.1. The jump order for the first round shall be determined from the results of the most recent FCE (WPC/World Cup). Those participants will be grouped in reverse order of placing and will jump at the end of the round. Those, who did not compete in the most recent FCE, will be grouped by blind draw and shall jump at the beginning of the round. Number consolidation may take place if a previous competitor is not in attendance.
- 5.5.2. Within an exit pass, the exit order assignment will be determined by the competitors of this pass, supervised and recorded by a person designated by the CJ.
- 5.5.3. Any subsequent change in the order of exit must be notified to the EJ or CJ before the 15-minute- call prior to boarding to avoid receiving a MR.
- 5.5.4. The order of exit passes will be rotated by 20%, rounded down, with the start of a new round on a later day and may be rotated also between events, applying the same procedure, at the discretion of the CJ.
- 5.5.5. The Meet Director may make an updated reverse order of placing for the final round (last round) of the competition.
- 5.5.6. By mutual agreement of the Meet Director and the CJ, one event may be completed prior to the beginning of another. No event holds priority over any other event.

5.6. Safety Violations

- 5.6.1. Competitors shall exit the course immediately after landing. A yellow card may be issued by the CJ or EJ or failing to comply with this rule and consequently creating a hazard for another competitor unless the circumstances are beyond the competitor's control as determined by the CJ or EJ
- 5.6.2. A CJ may issue a yellow card to a competitor for a safety violation. They will be issued in general for unsafe actions, lack of sufficient canopy control, or erratic canopy handling.
- 5.6.3. A second yellow card is the equivalent of the issuance of a red card as per 5.6.5
- 5.6.4. The CJ and the APF Controller together, by mutual agreement, may issue a red card without a prior yellow card for any action that presents immediate danger and safety hazard to the competitor or others on the ground. Examples of this include, but are not limited to low approaches over the crowd or flying the canopy in an uncontrolled manner into any person or objects inside or outside of the course.
- 5.6.5. The issuance of a red card will result in the disqualification of the competitor from further participation in the competition, including the deletion of any results already achieved during the competition. The competitor will be marked as "disqualified" and will be listed in the ranking list after all other competitors.

5.7. Safety Issues

- 5.7.1. The CJ, Meet Director, or the APF Controller may suspend a competition at any time, if wind- or weather-conditions are deemed to pose a safety hazard to the competitors, even if the conditions are within the limits of 5.1. The Meet Director must then notify the pilot to stop dropping competitors.
- 5.7.2. The aircraft pilot will signal the competitors when they are clear to exit. All the competitors will be briefed on the specific exit and spotting signals at the pre-event competitors' meeting.
- 5.7.3. The Meet Director will inform the competitors via the pilot of any exit order or exit altitude changes or that the dropping of competitors must be stopped. The Meet Director must inform the CJ/EJ of any such changes or stopping of jumping.
- 5.7.4. Competitors must enter the course in order of exit. There must be sufficient exit delay between competitors to ensure safe separation and allow time for any judging and course maintenance. However, if it is not possible to enter the course in order of exit due to circumstances beyond the control of the competitor, the competitor may enter the course (provided there is no conflict with other competitors) and receive the assessed score as determined by the Judges. Otherwise, 5.6 will be applied.
- 5.7.5. During all events, a person, equipped with an audible warning device of sufficient decibel levels shall be appointed to a position to make competition personnel aware of approaching competitors by
 - 5.7.5.1. Three (3) short signals indicating the exit of competitors out of the aircraft
 - 5.7.5.2. One (1) long signal, when the competitor initiates the turn into the final approach. At this time, competition personnel must clear the course and take positions alongside the course.

5.8. Equipment Control Problem

- 5.8.1. A competitor experiencing a control problem or malfunction requiring the use of the reserve canopy must make no attempt to navigate the course and must utilize an alternate landing area, if safely possible.
- 5.8.2. A competitor experiencing a malfunction of the main parachute canopy that creates a control problem without requiring a canopy release shall make no attempt to land on the course.
- 5.8.3. A qualified person, appointed by the CJ, shall make an inspection of the equipment immediately after the competitor has landed to confirm that the competitor did suffer a malfunction that was not created by the competitor himself (i.e. packing error). The competitor will not disturb the canopy condition prior to inspection.

5.9. Re-Jumps Due To Equipment Problems

- 5.9.1. For equipment related factors a competitor will be granted only one re-jump during the competition, otherwise the actual score of the affected jump will be applied.

5.10. Re-Jumps Related to Weather Conditions.

- 5.10.1. If the winds exceeds the maximum limit at any time in the period after the competitor initiates the turn to final approach and ends with the landing of the competitor the following applies:
 - 5.10.1.1. In Distance and in Speed no score will be awarded and the competitor shall make a re-jump for this round.
 - 5.10.1.2. In Zone Accuracy and Freestyle, the competitor may accept the achieved score within 10 seconds after having received this information, otherwise a re-jump for this round shall be made.
 - 5.10.1.3. If there is a sudden change in the wind direction of more than 90 degrees within 2 seconds at a wind speed of more than 5 m/s (or 3m/s in Zone Accuracy)—automatically recorded by an electronic device—a competitor landing within 30 seconds after the wind change must be offered a re-jump by the EJ or CJ. The competitor's decision for the re-jump must be made within 10 seconds of being advised of this offer; otherwise the score is automatically accepted and recorded.
- 5.10.2. If a competitor experiences adverse weather conditions as determined by the CJ or EJ, the competitor will be offered a re-jump. The competitor's decision for the re-jump must be made within 10 seconds of being advised of this offer; otherwise the score for the jump is automatically accepted and recorded

5.11. Related to Outside Interference

- 5.11.1. A competitor who suffers interference, on the ground or in the air from other competitors, jumpers, or temporary objects, as determined by the CJ or EJ, will be offered a re-jump.
- 5.11.2. At the sole discretion of the CJ or EJ, any other competitor suffering interference as a result of a competitor not clearing the course will be offered a re-jump.
- 5.11.3. At the sole discretion of the CJ or EJ, if two or more competitors approach and/or enter the course close together and in the process create interference between each other, a re-jump may be offered to one, both, or neither competitor(s).
- 5.11.4. The competitor's decision for the re-jump must be made within 10 seconds of being advised of this offer; otherwise the score for the jump is automatically accepted and recorded.

5.12. Related to Technical Factors

- 5.12.1. If the electronic timing and scoring system in the Speed event malfunctions and is unable to produce a score, a re-jump will be awarded to those competitors affected.
- 5.12.2. If a course marker or any technical scoring equipment has been rendered non-functional for any reason and cannot be repaired before the next competitor navigates the course, the next competitor(s) will be awarded a re-jump only if the damaged course marker or technical scoring equipment adversely affects the scoring process for a competitor as determined by the CJ or EJ.
- 5.12.3. In the event of a closed course, competitors are not allowed to enter or navigate the course.
- 5.12.4. If it is not safe to stay outside of the course and/or an alternative landing area is not available, the competitor may make a normal, non-aggressive landing on the course.
- 5.12.5. A competitor complying with the above will be granted a re-jump as decided by the EJ or CJ, otherwise the MR for that round will be applied.

5.13. Re-Jump Procedures: Each competitor, who is granted a re-jump must receive a Re-Jump Form from the EJ or CJ to be handed in to the Meet Director or competition manifest. The competitor must make the re-jump at the earliest opportunity and must inform the CJ, before the 15-minute-call prior to boarding the aircraft, on which load and in which exit order the re-jump will be performed, otherwise 5.5.3 will be applied.

6. SCORING

6.1. Scoring in All Events

- 6.1.1. If not otherwise specified, 6.1 applies to all events.
- 6.1.2. Scoring G1 in all events will yield at least a default result (DR), unless there is a disqualification.
- 6.1.3. Except in the case of an ME or disqualification, if out flying, marker strike, off-course landing, canopy down, vertical extension, or no water drag (OF, MS, OC, CD, VE, NW) penalty is applied for a jump after G1 has been scored, the result for the jump will be a DR.
- 6.1.4. A Minimum result (MR) applies for a jump in the following situations:
 - 6.1.4.1. Missed entry (ME) assessed, no matter where the competitor lands
 - 6.1.4.2. Failure to wear a protective helmet while navigating the competition course
 - 6.1.4.3. Failure to notify a change in the jump order or creating interference, as determined by the CJ or EJ (see §5.5.3)
 - 6.1.4.4. Exceeding the AIW allowed as per Addendum E

6.2. Scoring in Carved Speed

- 6.2.1. The competitor must break the sensor beam(s) with some part(s) of the body at G1 to start and at G5 to stop the timing and at least some part of the competitor's body must remain within the boundaries of the Carved Speed course from G1 through G5. Out flying (OF) and vertical extension (VE) will be applied at gates G2 through G5 and off-course landing (OC) applies after G1 has been scored, but before G5 has been scored.
- 6.2.2. Surface contact by the competitor within the boundaries of the course is permitted as long as the competitor keeps the canopy kited so that no canopy down (CD) occurs before the competitor has scored G5 with some part of the body. CD after G5 has been scored does not affect the score achieved.
- 6.2.3. A competitor's score for the jump is the time taken to navigate the course and is measured to the thousandth of a second.

6.3. Drag-Distance

6.3.1. The competitor must drag water at some point before or at G1, otherwise no water drag (NW) applies.

Intermediate competitors do not have to drag water at or before the entry gate to receive a score

6.3.2. Touching water within the course is allowed.

6.3.3. Off-course landing (OC) applies. Vertical extension (VE) will be applied at G5 at 50 metres

6.3.4. The competitor's landing must start and come to a complete stop within the boundaries of the course. Off- course landing (OC) applies if surface contact occurs outside of the course and no part of the competitor's body remains in surface contact within the boundaries of the course at the same time

6.3.5. A competitor's score for a landing as in 6.3.4 will be:

6.3.5.1. 35 metres if the landing is between G1 and G5 or surface contact was made with the land portion of the course before G5.

6.3.5.2. 50 metres if the landing is at G5

6.3.5.3. The measured distance for landing farther than 50 metres to the point on the course that has been touched during landing which is closest to G1, measured in metres to the second decimal.

6.3.6. Intermediate competitors Entry Gate is G3 (the same entry gate as for Intermediate Zone Accuracy)

6.3.6.1.1. An Intermediate competitor's score for a landing in the water between G3 (Inter Entry Gate) and G5 will be when the landing stops in the area

6.3.6.2. G3 and G5..... 15 metres, or when having surface contact in the land-portion of this area.

6.3.6.3.at G5.....25 metres

6.3.6.3.1. The measured distance for landing farther than 25 metres to the point on the course that has been touched during landing which is closest to G1, measured in metres to the second decimal.

6.4. Zone Accuracy

6.4.1. The competitor's landing must start and come to a complete stop within the boundaries of the course. OC applies if surface contact occurs outside of the course and no part of the competitor's body remains in surface contact within the boundaries of the course at the same time.

6.4.2. A competitor must earn Water Gate Drag points for at least one Water Gate to be awarded landing zone points. Points are awarded for each Water Gate Drag of a Gate. Point values for Water Gates are as in Addendum F

Intermediate competitors: Do **NOT** have to earn water-gate points in order to be awarded landing zone points. All Intermediate competitors are awarded 5 points for water dragging whether water was dragged or not.

6.4.3. A competitor must earn landing zone points for at least one landing zone to be awarded Water Gate Drag points. Landing in water after scoring G1 will yield a DR. Landing Zone point values are as in addendum F. The competitor is awarded the score of the zone with the lowest point value that was touched during the landing.

6.4.4. A competitor's score for a round in Zone Accuracy is the sum of Water Gate points and Landing Zone score minus 10 points for failure to perform a stand-up landing (UP).

7. JUDGING

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

7.2. All other Judges should be APF rated Canopy Piloting Judges, Canopy Piloting Judges in training, or Judges who have had experience or training in judging canopy piloting.

7.3. Each performance shall be judged by at least 3 members of the Panel of Judges.

7.4. At the discretion of the CJ practice jumps will be judged. The time period during which the relevant events will be judged during the OPP will be announced by the CJ.

7.5. Judges will be strategically positioned at the course according to the needs of the specific event and to the technical equipment in use for the specific event as determined by the CJ or EJ.

7.6. In all events scores are indicated with the respective signals or methods applied by the assigned judges in all events as determined by the CJ.

7.7. Failure to score the gates is indicated by the assigned judge with the respective signal.

7.8. Scores for the landing in Zone Accuracy incl. UP and in Drag-Distance are indicated and noted on independent score sheets by 2 different scorers and are transmitted to the scoring processor by means determined by the CJ.

- 7.9. The judges must record any rule violation of a competitor (i.e., ME, MS, OF, OC, VE, CD, exit order mixup, interference, control problems, etc.) as well as the need for a video review (VR), for any reason
- 7.10. All Judges shall watch for unsafe canopy flight by competitors. If a Judge witnesses what they feel was an unsafe act they shall inform the Chief Judge, so a YC or RC may be issued, if so decided.

8. USE OF VIDEO CAMERAS

8.1. In each event there must be a video camera system set up, which must be capable of reduced speed playback.

- 8.1.1. The Video Camera System or electronic system will be used as an additional tool to verify the score at the discretion of the CJ/EJ in any event.
- 8.1.2. The positioning of the cameras shall be event related for course surveillance in general and for the specific requirements in each event for gates, entries into the course and landing areas. The positioning of the cameras will not be grounds for protest.
- 8.1.3. If the CJ decides that the video set-up at the course allows for video judging of all or parts of the course, the minimum evaluation principles (§7.3.) apply for video judging.

8.2. Video Review At the request of a member of the judging panel and if the VR has been recorded on the judge's score sheet, the Chief Judge or Event Judge shall order a review of the jump in question at the earliest opportunity.

- 8.2.1. The Video Review request will be noted on a Video Review Form, which must be handed to the Chief Judge, to initiate the VR procedure.
- 8.2.2. The VR panel of three persons is composed of the CJ and/or EJ, if possible the panel member that requested the review, and/or one other judge.
- 8.2.3. A VR cycle is composed of a maximum of three viewings of part(s) of the jump in question and reduced speed playback may be used after the first viewing.
- 8.2.4. At any time during the review process and without discussion, the judges may render their decision using the following procedure:
 - 8.2.4.1. Confirmation of the assessment on the judge's original score sheet
 - 8.2.4.2. Determination of the method of the voting process by the CJ/EJ. Any decision must be rendered clearly by YES or NO only, i.e. by thumbs-up-thumbs down on command or by indication of a "Y" or an "N" on paper etc., without any application of in-between decision possibilities or other options than YES or NO.
 - 8.2.4.3. Only with a unanimous decision of the VRP can the initial assessment on the score sheets be changed.
 - 8.2.4.4. A majority decision of a VRP leaves the initial assessment unchanged, except in the situation, in which initially there has been NO assessment made for any reason on the score- sheet. Then, the majority vote will be used as the decision.
- 8.2.5. The CJ will take appropriate use of the decision of the VRP, will document the result on the Video Review Form and adjust the competitor's score on the score and result list, if applicable.
- 8.2.6. The scores will not be final until the data and/or recording media are reviewed, if necessary. The Chief Judge shall be responsible for determining a competitor's final result and place.

8.3. Challenges

- 8.3.1. Competitors shall be entitled to invoke a video review challenge in the distance, carved speed, and zone accuracy events
- 8.3.2. Competitors may only challenge judging calls assessed to their own performance.
- 8.3.3. The challenge must state the single gate, zone, or penalty indicator that is being challenged.
- 8.3.4. No challenge shall be accepted for which the gate, zone, or penalty indicator is not covered by a functioning official camera covered under section 8.1. If a video review was already performed on the gate, zone, or penalty indicator by request of a judge before the official score was posted, it cannot be challenged by the competitor.
- 8.3.5. The fee to invoke a challenge is \$50.
- 8.3.6. The video review form and fee must be submitted to the chief judge within one hour of posting of the relevant score.
- 8.3.7. The video review for a challenge will be conducted in accordance with section 8.2. regarding Video Review
 - 8.3.7.1. The competitor will be given the opportunity to watch the video(s) in question after the completion of the review.
 - 8.3.7.2. If during the review process, the video cannot be retrieved or is deemed un-judgeable, the score will remain unchanged, the fee returned to the competitor,

and the competitor shall retain their right to further challenges during the competition.

8.3.7.3. If the judges' decision is upheld by the review, the score shall remain unchanged, the challenge fee shall be retained by the CJ, and the competitor will no longer have the right to invoke further video review challenges again during the competition.

8.3.7.4. If the video review results in a decision favorable to the competitor, the posted score shall be changed as appropriate, the challenge fee shall be returned to the competitor, and the competitor shall retain their right to further challenges during the competition.

8.3.8. Competitors may submit multiple challenges for the same jump for the single fee

8.3.8.1. Each separate challenge is processed in the order requested by the competitor.

8.3.8.2. After the first failed challenge, the remaining challenges will not be reviewed, the posted score will be changed for the prior successful challenges, and otherwise 8.3.7.3 will apply.

8.3.8.3. If all challenges are successful, 8.3.7.4 will apply.

9. CALCULATION OF POINTS

9.1. The calculation to turn measured scores of each round into points is as follows:

9.2. The competitors are ranked in each round of each event in order of the actual score collated for this round (Distance and Accuracy, highest score first, Speed, lowest score first).

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

9.4. In Speed each recorded time-score is raised to the power of 1.333, calculated and displayed to the third decimal with no rounding applied. The ensuing time-score of the top ranked competitor in each round is set to 100%, expressed as 100 points. The remaining competitors' scores for the round are calculated as the inverse percentage of the top ranked competitor's result - expressed in points and calculated to the third decimal place with no rounding applied.

10. WINNERS, CHAMPIONS, AWARDS

10.1. Determination of Winners/Champions:

10.1.1. In each event, Carved Speed, Drag Distance or Zone Accuracy, the winner of an event is the competitor with the highest total number of points after the completed rounds in each event. The maximum number is 300 points for an event.

10.2. The Combined Champion: The competitor with the highest total number of points from all valid events. The maximum number is 900 points.

10.3. Tie-Breaks

10.3.1. In a specific event, if two or more competitors have the same cumulative total number of points in the first 3 places of an event the higher placing in the completed rounds in the event will have the higher standing (i.e. two first-place ranks and a third-place rank beat one first-place rank and two second-place ranks).

10.3.2. For the Combined Champion, the competitors having the same cumulative total number of points the higher placing in the completed rounds will have the higher standings as described in 9.

10.3.3. If there is still a tie, the single best distance score in a completed round, will have the higher standing.

10.4. Medals will be given for the following, in both Open and Intermediate Divisions:

10.4.1. Carved Speed Champion: 1st Place, 2nd Place, 3rd Place

10.4.2. Drag-Distance Champion: 1st Place, 2nd Place, 3rd Place

10.4.3. Zone Accuracy Champion: 1st Place, 2nd Place, 3rd Place

10.4.4. Combined Champion: 1st Place, 2nd Place, 3rd Place

ADDENDUM A – GENERAL COURSE SPECIFICATIONS

1. All courses must be 10 metres wide over the total length of the course.
2. All courses must begin over a body of water as specified in these rules.
 - 2.1. The body of water must be at least 15 metres wide, at least 65 metres long and at least one metre deep over this area. If the water is more than 1.5 metres deep a safety boat and rescue personnel are mandatory.
 - 2.2. The body of water must include at least 20 metres of safety area before the entry gate in all events.
3. All courses must have a five (5) metre wide safety zone along both sides and at the end of the course between the course outline and the spectators.
4. **Course Markers**
 - 4.1 Course markers for G1 in all events, G2, G3, G4 and G5 in Carved Speed and in Drag-Distance must be a minimum of 0.20 metres in diameter and be 1.5 metres in height +/- 5 cm, measured from the surface They must be fixed in position in such a way that the centre axis of the marker may only move a maximum of 10 cm from their approved position.
 - 4.2. Course markers must be designed in such a manner that they cannot injure competitors, must be able to breakaway and/or be flexible. All markers must be accepted by the Course Technical Director.
 - 4.3. Safety zone markers must not be higher than five (5) metres.
 - 4.4. The course outline must be indicated by lines or markings clearly visible from above.
 - 4.5. The marker line must indicate the beginning of Zone 0 between the water-to-land transition areas.
 - 4.6. The distance between G1 and the demarcation line between Zone 1 and Zone 2 is 50 metres.
5. All courses must be accepted by the Course Technical Director.

ADDENDUM B – SPEED COURSE GENERAL

1. At G1 and G5 a double sensor system shall be installed
2. The electronic sensors shall be placed inside (after) G1 and outside (after) G5, maintaining Open or Inter course requirements between the sensors.
3. Sensors on G1 and G5 must be at a height of approximately, but not lower than 1.5 m and at approximately 0.6 metres.
4. There shall be 5 pairs of course markers incl. G1 and G5 evenly spaced over the length of the course. The course markers on the inside of the course shall be of a contrasting and darker colour than on the outside curve, visible from above.
5. The course markers of G1 and the inside curve course markers in the water portion of the course, should be of the inflatable type, providing an approx. clearance between the markers of 10 metres.
6. A minimum of 10 metres at the end of the course must be out of the water.
7. The direction of curve must be specified in the accepted bid for the event and must be published in the Official Information Bulletins.

ADDENDUM B (O) OPEN SPEED COURSE

1. The Open Speed course must have an angle of 75° and be 70 metres long measured along the centre-line of the course (see addendum F). The carving course must have a radius of 53.48 metres.

ADDENDUM B (I) INTERMEDIATE SPEED COURSE

1. The Intermediate Speed course must have an angle of 60° and be 56 metres long measured along the centre-line of the course (see addendum F). The carving course must have a radius of 53.48 metres.

ADDENDUM C – DRAG DISTANCE COURSE SPECIFICATIONS

1. The measuring device (metric tape) must run down the edge of the land portion of the course and be laid flat on the surface with attaching devices placed at each end and at least every five (5) metres. The measuring tape and attachments must not create an obstacle for the competitors or judging staff. Position of the measuring tape must be acceptable to the Chief Judge.
2. Electronic sensors shall be placed at the entry gate (G1). The height of the sensors shall be 1.5 metres.
3. Water gates: two rows of course markers that form a series of four gates on the surface of the water. The distance between the water gates must be 12 metres. The distance between the course marker G4 and course marker G5 shall be 14 metres. Course markers shall be 1.5 meters in height.
2. The Distance course must be 50 metres longer than the current Australian record.
3. A clearly visible course out-line must extend from the entry gate to the end of the course.

ADDENDUM D – ZONE ACCURACY COURSE SPECIFICATIONS

1. The body of water must cover 44 (+/- 1m) metres from entry gate to shoreline.
2. Water gates: Two rows of course markers that form a series of four gates on the surface of the water. The distance between the water gates must be 12 metres. The distance from water gate G4 to the shoreline shall be 8 +/- 1 metres.
3. Landing zones
 - 3.1. The shape and dimensions of the scoring and penalty zones must be laid out as described in Addendum F.
 - 3.2. Lines must mark the area separating each zone so they are clearly visible. The lines should be approximately 8 centimetres in width, designed to minimise injury, fast to repair and acceptable to the Course Technical Director and Chief Judge. Centre Zone grid lines must be of a contrasting colour (other than red) to other grid lines and the centre zone must have side line markers to indicate its location (i.e. flags).

Zone Lines

The zone demarcation lines belong to the zone with higher scoring points.

The line ending zone 10 is defined as part of zone 10.
 - 3.3. The zones must be covered with a material designed to minimize injury and must be acceptable to the Course Technical Director. *Recommended course material is shown in Addendum H.*

ADDENDUM E OPEN

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

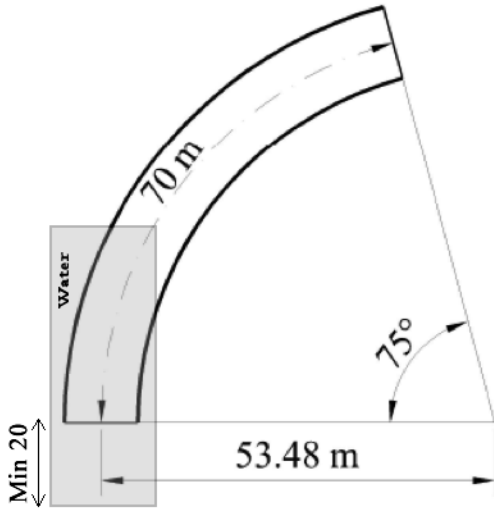
DWIPE (Exit weight w. equipment kg)	AIW (Maximum extra weight kg)	Total Weight (Maximum exit weight kg)
<77.2	15.9	93.1
<77.6	15.6	93.2
<78.1	15.3	93.4
<78.5	15.0	93.5
<79.0	14.6	93.6
<79.5	14.3	93.8
<79.9	14.0	93.9
<80.4	13.7	94.1
<80.8	13.4	94.2
<81.3	13.0	94.3
<81.7	12.7	94.5
<82.2	12.4	94.6
<82.6	12.1	94.7
<83.1	11.8	94.9
<83.5	11.5	95.0
<84.0	11.1	95.1
<84.5	10.8	95.3
<84.9	10.5	95.4
<85.4	10.2	95.6
<85.8	9.9	95.7
<86.3	9.5	95.8
<86.7	9.2	96.0
<87.2	8.9	96.1
<87.6	8.6	96.2
<88.1	8.3	96.4
<88.6	8.0	96.5
<89.0	7.6	96.6
<89.5	7.3	96.8
<89.9	7.0	96.9
<90.4	6.7	97.1
<90.8	6.4	97.2
<91.3	6.0	97.3
<91.7	5.7	97.5
<92.2	5.4	97.6
<92.6	5.1	97.7
<93.1	4.8	97.9
<93.6	4.5	98.0
<94.0	4.1	98.1
<94.5	3.8	98.3
<94.9	3.5	98.4
<95.4	3.2	98.6
<95.8	2.9	98.7
<96.3	2.5	98.8
<96.7	2.2	99.0
<97.2	1.9	99.1
<97.6	1.6	99.2
<98.1	1.3	99.4
<98.6	1.0	99.5
<99.0	0.6	99.6
<99.5	0.3	99.8
<99.9	0.0	99.9
100+	0.0	

ADDENDUM E INTER

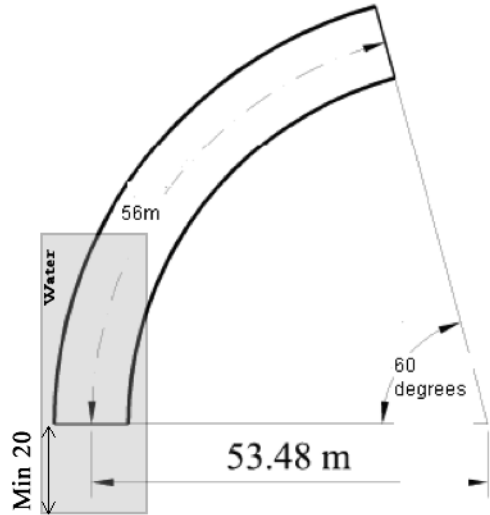
If a competitor's weight with equipment is lower than 77.2 kg, the maximum extra weight will apply.

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

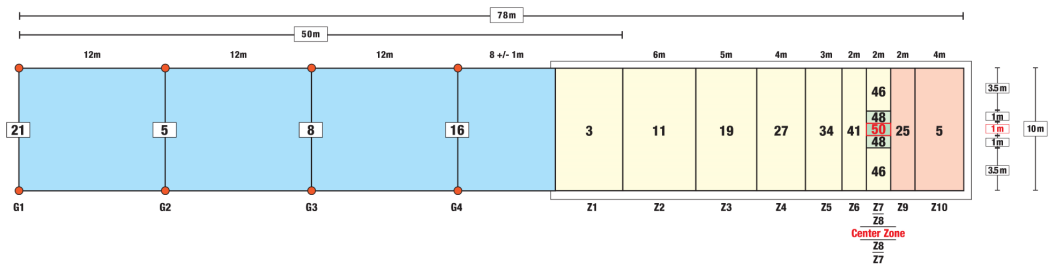
**ADDENDUM F
OPEN SPEED COURSE**



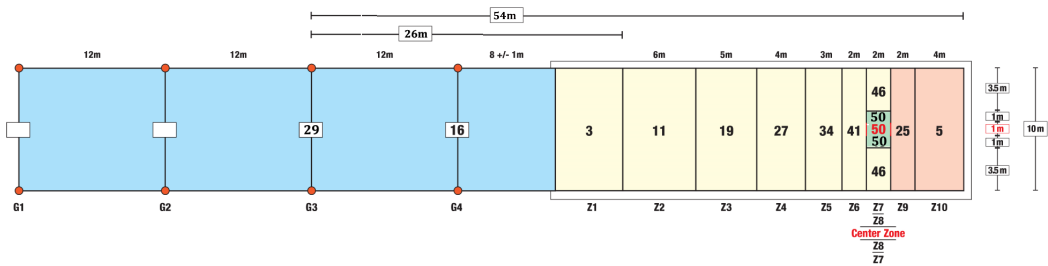
INTER SPEED COURSE



OPEN ZONE ACCURACY COURSE



INTER ACCURACY COURSE



INTER DISTANCE COURSE

Intermediate Distance course Entry Gate is G3
 Inter distances are measured from G3
 Inter competitors DO NOT HAVE TO DRAG WATER AT OR BEFORE G3 to receive a score

ADDENDUM G – RECOMMENDED STANDARD JUDGING SIGNALS



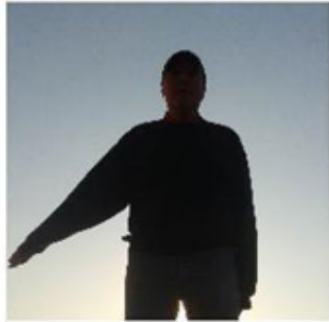
Missed Entry (ME)



**Vertical Extension (VE)
No Water Drag (NW)**



**Out of Course Landing (OC)
Out of Course Flying (OF)**



Canopy Down (CD)



ACC Zone-down (DN)

(FAI / ISC Competition Rules for Canopy Piloting 2020)

ADDENDUM H – RECOMMENDED COURSE MATERIAL

Note that a materials specialist has recommended that course (landing) material be within ranges as shown below. This course material is optional for venue providers, but preferred by APF for canopy piloting events. Further information can be obtained from the APF national office.

Fine Aggregate

Table of preferred Particle Size Distribution (PSD) for a fine aggregate. PSD outside that mentioned below are able to be used but consideration and extra precautions need to be undertaken.

Sieve Size (mm)	Nominal PSD (% Passing)	Nominal PSD Envelope (%)
4.75	100	95-100
2.36	92	82-100
1.18	75	60-90
0.600	46	31-61
0.425	27	N/A
0.300	11	5-21
0.150	2	0-7
0.075	1	0-5

Coarse Aggregate Requirements

Table of preferred Particle Size Distribution (PSD) for a coarse aggregate. PSD outside that mentioned below are able to be used but consideration and extra precautions need to be undertaken. Eye protection for Judges is highly recommended.

Sieve Size (mm)	Nominal PSD (% Passing)	Nominal PSD Envelope (%)
13.2	100	95-100
9.5	90	85-100
6.7	30	20-40
4.75	5	0-15
0.075	0	0-2

Wind Limits Summary

	Zone Accuracy	Distance	Speed
Open	5 m/s	7 m/s	7 m/s
Inter	5 m/s	5 m/s Unless 100% agreed	5 m/s Unless 100% agreed

Re-Jump Authorization	Load Information
Competitor Name: _____ Start #: _____ Round #: _____ CJ/EJ Signature: _____	1 st Call Time: _____ Boarding Time: _____ Aircraft: _____

Re-Jump Authorization	Load Information
Competitor Name: _____ Start #: _____ Round #: _____ CJ/EJ Signature: _____	1 st Call Time: _____ Boarding Time: _____ Aircraft: _____

Re-Jump Authorization	Load Information
Competitor Name: _____ Start #: _____ Round #: _____ CJ/EJ Signature: _____	1 st Call Time: _____ Boarding Time: _____ Aircraft: _____

VIDEO REVIEW REQUEST	ORIGINAL ASSESSMENT
Competitor Name: _____	Examples: G3 NW; Z5 DN; VE G5
Competitor #: _____	
Round #: _____	
CP Event: Speed <input type="checkbox"/> Distance <input type="checkbox"/> Accuracy <input type="checkbox"/>	

VIDEO REVIEW PANEL	DECISION SYSTEM
Requesting Judge: _____	Determined by CJ
CJ: _____	Thumbs Up/Down <input type="checkbox"/>
Additional Judge: _____	Paper <input type="checkbox"/>
	Other <input type="checkbox"/>

FINAL DECISION	Original Assessment Exists
Majority Vote (2:1) <input type="checkbox"/> No Change to Initial Assessment	Original Assessment Exists
Unanimous (3:0) <input type="checkbox"/> No Change to Initial Assessment	
Unanimous (3:0) <input type="checkbox"/> Change to Initial Assessment	

FINAL DECISION	No Original Assessment Exists
Majority Vote (2:1) <input type="checkbox"/> Final Assessment: _____	No Original Assessment Exists
Unanimous (3:0) <input type="checkbox"/> Final Assessment: _____	
<i>Note: A majority decision of a VR leaves the initial assessment unchanged, except in the situation in which initially no assessment has been made for any reason on the scoresheet. Then, the majority vote will make the decision.</i>	

CERTIFICATION	FINAL ACTION
Chief Judge: _____	CJ Initials
Date: _____	In accordance with the decision of the VRP, the CJ has documented the

NATIONAL FREESTYLE SKYDIVING AND FREEFLYING CHAMPIONSHIPS

1 APF AUTHORITY

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

2 DEFINITIONS OF WORDS AND PHRASES USED IN THESE RULES

- 2.1 **Team:** a Freestyle Skydiving Team is composed of a Performer and a Videographer. A Freeflying Team is composed of two (2) Performers and a Videographer.
- 2.2 **Heading:** the direction in which the front of the torso of the Performer faces.
- 2.3 **Move:** a change in body position, and/or a rotation around one or more of the three (3) body axes, or a static pose. See Addendum B.
- 2.4 **Grips and docks.**
- 2.5 **Grip:** a recognisable stationary contact of the hand(s) of one Performer on a specified part of the body of the other Performer, performed in a controlled manner.
- 2.6 **Dock:** a recognisable stationary contact of the foot (feet) of one Performer on a specified part of the body of the other Performer, performed in a controlled manner.
- 2.7 **Routine:** a sequence of moves performed during the working time.
- 2.8 **Compulsory routine:** a routine composed of compulsory sequences and moves chosen by the Team.
- 2.9 **Free routine:** a routine composed of moves chosen entirely by the Team.
- 2.10 **Working time:** the period of time during which Teams may perform a routine during a jump.
- 2.11 Working time starts the instant any Team Member separates from the aircraft, as determined by the Judges, and terminates 43 seconds later for Freefly, and 45 later for Freestyle.

3 THE EVENTS

- 3.1 **Discipline:** the discipline comprises Freestyle Skydiving and Freeflying. There is no gender separation.
- 3.2 **Objective of the events:** the objective for the Team is to record a sequence of moves in freefall with the highest possible merit.
- 3.3 **Exit altitude:** 13,000 feet (3,960 m.) AGL.
- 3.4 **Champions:**
 - 3.4.1 After all completed round(s), Australian Champions in Freestyle Skydiving and in Freeflying, will be declared.
 - 3.4.2 The Freestyle Skydiving Champions and the Freeflying Champions are the Teams with the highest total score for all completed rounds. If two (2) or more Teams have equal scores, then if time permits, the first three (3) places will be determined by a tie-break Free Round.
 - 3.4.2.1 If a tie still exists, the following procedure will be applied until a clear placing is determined:
 - i) the best score, then the second best score, then third best score, etc., of any completed free rounds.
 - ii) the best score, then the second best score, of any completed compulsory rounds.

4 GENERAL RULES

- 4.1 **Exit procedure:** There are no limitations on the exit other than those imposed by the Chief Pilot for safety reasons.
- 4.2 **Jump order:** The jump order for the first competition round of each event will be in the reverse order of the placings in that event at the most recent Ausatralian National Championships. All teams not covered by this procedure will jump at the beginning of the round, with their jump order determined by a draw. After round five (5) the final rounds will start. The final rounds will be executed by an updated reverse-order-of-jumping which shall be implemented after round five (5) and six (6). The relevant jump order will be maintained throughout the competition, except for any logistical changes deemed necessary by the Chief Judge and the Meet Director.
- 4.3 **Jump abortion:** The Team may choose to abort a jump for any pertinent reason and may descend with the aircraft. If a jump-run is aborted and the Meet Director decides the reason is pertinent, the jump must then be made at the earliest opportunity.

4.4 Air-to-air video recording:

- 4.4.1 The Videographer shall provide the video evidence required to judge each jump and to show the Team's performance to third parties. It is the responsibility of the Videographer to show start of working time.
- 4.4.2 A Video Controller will be appointed by the organiser, and approved by the Chief Judge prior to the start of the official training jumps. Prior to the competition beginning, the Video Controller may inspect a Team's freefall video equipment to verify that it meets the performance requirements as determined by him/her. Inspections that do not interfere with a Team's performance may be made at any time during the competition, as determined by the Chief Judge. If any freefall video equipment does not meet the performance requirements as determined by the Video Controller, this equipment will be deemed to be unusable for the competition.
- 4.4.3 For the purpose of these rules, "freefall video equipment" shall consist of the complete video system used to record the video evidence of the Team's freefall performance, including the camera(s), recording media, cables and battery. The freefall video equipment must be able to deliver a High Definition 1080 type digital signal with a minimum frame rate of 25 frames per second through memory card (minimum class 10), approved by the Video Controller.
- 4.4.4 The Videographer is responsible for assuring the compatibility of the freefall video equipment with the scoring system.
- 4.4.5 The camera(s) must be fixed static to the helmet. No roll, pitch or yaw movements of the camera(s), mechanical and/or digital zoom adjustment, or any digital effects (excluding "steady shot" or other image stabilization feature) may be used during competition jumps. Failure to meet any of these requirements will lead to a score of zero (0) points.
- 4.4.6 As soon as possible after each jump is completed, the Videographer must deliver the freefall video equipment (including the recording media used to record that jump) for dubbing at the designated dubbing station. The video evidence must remain available for viewing or dubbing until all scores are posted as final.
- 4.4.7 Video Review Panel (VRP). A VRP will be established prior to the start of the official Training Jumps, consisting of the Chief Judge, the President of the Jury, and the APF Controller. The VRP may enlist the help of the Video Controller. Decisions rendered by the VRP shall be final and shall not be subject to protest or review by the Jury.
- 4.4.8 The Videographer must record, just before exit, the means inside the airplane with the relevant round number and date. The recording should continue with the jump without a stop in recording. Failure to meet this requirement will lead to a score of zero (0) points.
- 4.4.9 The Organizer must provide the Teams with a way of identification of the Team, showing the team number to be recorded by the Videographer just before exit. The recording should continue with the jump without a stop in recording.

4.5 Rejumps:

- 4.5.1 In a situation where the video evidence is considered insufficient for judging purposes by a majority of the Judging Panel, the freefall video equipment will be handed directly to the VRP for assessing the conditions and circumstances of that occurrence. In this case, a rejump situation will be handled as follows;
 - 4.5.1.1 In the case the VRP determines that there has been an intentional abuse of the rules by the Team, no rejump will be granted and the Team's score for that jump will be zero (0).
 - 4.5.1.2 In the case the VRP determines that the video's evidence insufficiency is due to weather conditions or any other cause not controllable by the Team, a rejump will be given.
 - 4.5.1.3 In the case the VRP determines that the video's evidence insufficiency is due to a factor that could be controlled by the Team, no rejump will be granted and the Team will receive a score based on the video evidence available.
- 4.5.2 Contact or other means of interference between (a) Performer(s) and/or the Videographer in a Team shall not be grounds for a rejump.

- 4.5.3 Problems with any of the competitor's equipment shall not be grounds for a rejump.
- 4.5.4 Adverse weather conditions during a jump are no grounds for protest. However, a rejump may be granted at the discretion of the Chief Judge.
- 4.6 Wind tunnel: competitors are not allowed to use a wind tunnel (freefall simulator) after the commencement of the competition.

5 RULES SPECIFIC TO THE EVENT

5.1 Teams:

- 5.1.1 Teams may consist of either or both sexes.
- 5.1.2 Team members are allowed to change their position in the Team.
- 5.1.3 Each Team Member may compete in maximum two (2) Teams per Event, in different events only (Freestyle Skydiving and Freeflying), as Performer or as Videographer.

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

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

- 5.2.2 Free Routine. The content of the Free Routine(s) is chosen entirely by the Team.

5.2.3 For Inter Freeflying,

- 5.2.3.1 The first Compulsory Block Routine consists of four (4) of the five (5) compulsory sequences marked A to E in the relevant Addendum A
- 5.2.3.2 The second and third Compulsory rounds are speed rounds consisting of three (3) randoms each from the compulsory sequences marked 1 to 6 in the relevant Addendum A.

5.2.4 The Draw for Inter Freefly draw will be as follows

- 5.2.4.1 All Compulsory Sequences, A to E as shown in Addendum-A, will be placed in one container. The Compulsory Block Round consists of four (4) Compulsory Sequences which will be drawn one at a time from this container, without replacement.
- 5.2.4.2 All Compulsory Sequences, 1 to 6 as shown in Addendum-A, will be placed in one container. Each Compulsory Speed round consists of three (3) Random sequences which will be drawn one at a time from this container without replacement. After all the compulsories have been drawn, those not in the current compulsory round (which is incomplete) will be replaced in the container and the draw will continue for the remainder of that round.
- 5.2.4.3 Free Routines: The content of the Free Routine(s) is chosen entirely by the Team.

- 5.2.5 Teams must deliver a video of their Free Routine(s) to the Chief Judge at least 24 hours before the start of the competition. (Teams may optionally include a written list of elements and/or present and explain their Free Routine to the panel.) Teams must deliver the order of the Compulsory Sequences and their chosen Max Values (for both Compulsory Rounds) to the Chief Judge before the beginning of the competition. For this purpose, the Chief Judge should provide a standard form (see Addendum D).

- 5.2.6 Failure to provide the order of the Compulsory Sequences and their Max Values will lead to a score of zero (0) points for that round.

- 5.2.7 Failure to provide the video of the Free Routine(s) will lead to a score of zero (0) points for Difficulty for all Free Routines

5.3 Number of rounds

5.3.1 Full competition:

- Compulsory Routines: 2 Rounds
- Free Routines: 5 Rounds

Minimum Competition: 1 Round

5.3.2 Intermediate Competition:

Full Competition: Inter Freefly

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

Free Routines: 4 rounds

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

(C = Compulsory Routine, F = Free Routine) *Jump order of the Inter Freefly routines must be: F - CB - F - CS - F - CS - F (CB= Compulsory Block Routine, CS = Compulsory Speed Routine, F = Free Routine)*

5.5 Finals: The 6th and 7th round shall be the final rounds, and should be judged in a reverse order of standing.

6 SCORING

6.1 **General:** Once any Team Member has left the aircraft, the jump shall be evaluated and scored.

6.2 Free Routines.

Before the start of the competition, the Judges will view the submitted videos and determine the initial technical score, between 0.0 and 10.0 expressed as a number up to one decimal point, taking into account the following guidelines:

- Variety of orientations used (Head-up, Head-down, Belly-down, Back-down, Sideways, Diagonal, Angle, etc.)
- Variety of moves and styles (Carving, Eagles, Tricks, Acrobatics, etc.)
- The degree of difficulty of all moves and transitions (e.g., movements and spins in both directions, multiple simultaneous rotations, combined moves, original moves, etc.)
- Team Work: The ability to combine technical skills and create complex effects of movement, including the degree of the Videographer's involvement in the routine.
- See Addendum C.

During the competition, three (3) Judges determine Execution deductions, according to the following guidelines:

Freestyle Skydiving:

Up to 2.0 points deduction	Overall routine: body position and control
Up to 1.0 point deduction	For each missing element (for example, single instead of double twist)
0.1 to 0.3 points deduction	For each instance, the Performer is off heading / off level / wobble

Freeflying:

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

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

Presentation:

- Creativity: Routine composition is original with new moves, original choreography and/or new presentation of old moves. Routine has a nice flow with a definite beginning and a definite ending and full use of working time. Routine is aesthetically pleasing to watch throughout, with/without dynamic variety.
- Camera Work: Good use of video angle(s), creative interactivity and/or lighting to enhance vision. Clean image and clear focus shown.

During the competition, two (2) Judges determine Camera deductions, according to the following guidelines:

Up to -2.0 points	Proximity overall jump: Performer(s) too far away from camera
Up to -1.0 points	Proximity overall jump: Performer(s) at medium distance from camera.

-2.0 points	For each instance, both Performer(s) are completely out of the frame.
-1.0 points	For each instance, one Performer is completely out of the frame.

-0.1 to -0.5 points	For each instance, Performer(s) is/are off centre frame
-0.1 to -0.5 points	For each instance of unintentional cropping body part(s) off frame.
-0.1 points	For each instance, any part of the videographer body/equipment is in the frame

- To encourage enhanced video, when "full frame" close video of the Performer(s) is shown, there will be no deduction for cropping the hands, feet, or part of the helmet out of the frame.
- Each of the two (2) Judges will total all their camera deductions.

6.3 Scoring Compulsory Routines

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

	Deduction UP TO:	Explanation:	Example:
Major part of the compulsory	Up to 50%	The part that defines the sequence	The twist in the loop twist; Angle position; body orientation; etc.
Set-up	Up to 10%	Facing the correct direction; In the correct body position. Camera in place.	Whatever is described as "at the beginning..." for orientation, body position, and camera place
Static Camera Work: (on top of the setup)	Up to 50% Up to 20%	When the camera is too far to judge the move Camera is moving when static image is required	When not on the specified level or not at the right angle
Required Camera move	Up to 30%	When camera is doing the wrong move	Wrong roll direction, synchronization, carving, etc.
Image Orientation	30%	The video image must be upright with the sky in the upper portion of the frame throughout each compulsory sequence, except where the Sequence specifically prescribes	
Specific body position requirements	Up to 30%	When the move required specific body position or specific level between flyers	Layout position Straddle position
Specific Grips	30%	When specific grip/docks are wrong	Hand to hand / feet on shoulder / lower legs on the cat move
Execution mistakes	Up to 30%	Flow, Wobble, Off heading, Off center	
Specific Judging Guidelines	See Addendum A	As specified for each compulsory	See Addendum A

Presentation in the Compulsory Routines is scored for the beginning and the end of the routine, and move(s) performed between the Compulsory Sequences. If the Judges cannot identify any Presentation element, the score for presentation will be 0.0 points.

6.3.1 The Judges will only score the Compulsory Sequences they recognise. If an attempt is made for a Compulsory Sequence and the Judges recognise this as such, scoring for that sequence will commence. The judging of each sequence begins when the Judges see the Team beginning the sequence from the described beginning position (after a transition from the previous move with or without a momentary stop). The judging of each sequence ends when the Judges see the Team completes or abandons the performance requirements of that sequence.

6.4 Score calculation: The score for each round is calculated as follows:

- **Compulsory Rounds:** the highest and lowest Judges' scores of each Compulsory Sequence and Presentation will be discarded, and then the remaining three (3) scores will be averaged with no rounding applied.
- **Each compulsory move is worth 22.5% and the presentation is 10%**

- **Free Rounds:** the three (3) total scores for the Execution criterion will be added, and the result will be divided by three (3), with no rounding applied. The two (2) total scores for the Camera deductions will be added, and the result will be divided by two (2), with no rounding applied. The highest and lowest Judges' scores for the Presentation criterion will be discarded, the remaining three (3) scores for Presentation will be averaged separately, with no rounding applied.

- To determine the Technical score, the averaged Execution score will be deducted from the Difficulty score. The minimum possible score for Technical is zero (0) points.

- To determine the final Presentation score, the averaged Camera score will be deducted from the averaged Presentation score, with no rounding applied. The minimum possible score for Presentation is zero (0) points.

- The Technical and Presentation scores will be added, and the result will be divided by two (2), then rounded to the first decimal place.

6.4.1 Rounding must be done as follows: intermediate values must be converted from two decimal places to one, by rounding to the nearest tenth, except where the second decimal digit is exactly halfway between the two values, where it must be rounded to the higher of the two.

6.4.2.1 Total scores for the events are calculated by adding the Team's official scores of all completed rounds, excluding the lowest scoring Free Routine before Round 5.

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

6.4.3.1 The scores for Difficulty will be published before the start of the competition.

6.5 Speed Compulsory Routine Inter Freelying

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

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

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

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

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

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

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

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

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

6.4.9 Calculation of the scores: all the scores for this compulsory round will be recalculated by means of the following formula: The total of scoring formations plus one (1) will be taken. This result will be raised to the power of four (4); of this result the natural logarithm will be taken and deducted by two (2). The mathematical formula is: $\text{MAX}(\text{LN}(\text{Number of points turned}+1) \wedge 3.68) - 2.0$ The formula means to take the maximum value, the result of the equation or the value 0. The result of this will be rounded to the first decimal place, as stated in 6.1.

Freelying compulsory (speed) round score chart

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

6.6 For all events the score for each round (except the speed Compulsory Rounds Freelying) is calculated as follows **if there are 5 judges on the panel:**

- **Compulsory Rounds:** the highest and lowest Judges' scores of each **Compulsory Sequence and Presentation** will be discarded, and then the remaining three (3) scores will be averaged with no rounding applied. The *National Freestyle Skydiving and Freelying Championships*

average scores will be added, and the result will be divided by five (5), then rounded to the first decimal place.

- **Free Rounds:** Free Rounds: the highest and lowest Judges' scores for Execution and Presentation criteria will be discarded, the remaining three (3) scores of both Execution and Presentation will be averaged separately with no rounding applied. To determine the Technical score, the scores for Difficulty and Execution will be added, and the result will be divided by two (2), with no rounding applied. The Technical and Presentation scores will be added, and the result will be divided by two (2), then rounded to the first decimal place.

- 6.6.1 Rounding must be done as follows: intermediate values must be converted from two decimal places to one, by rounding to the nearest tenth, except where the second decimal digit is exactly halfway between the two values, where it must be rounded to the higher of the two.
- 6.6.2 Total scores for the events are calculated by adding Team's official scores of all completed rounds.
- 6.6.3 The scores of all Judges must be collated immediately after the Judges have scored the jump for evaluation by the scoring section. The results of the collation will be checked by at least one Judge.
- 6.6.4 All scores for each Judge will be published.
- 6.6.5 If in the opinion of the Event Judge there is an unacceptable difference between any scores, the Judges may confer. After conferring, any Judge may change their score.

6.7 JUDGING RULES

- 6.7.1 The jumps shall be judged using the video evidence as provided by the videographer.
 - 6.7.2 At least three, {and preferably five} Judges must evaluate each team's performance. This team should not be changed during a round unless deemed necessary by the Chief Judge. At a National Championship, the judging panel should have a majority of Judges who are Nationals-endorsed for Artistic events.
 - 6.7.2.1 Compulsory Routines: all three (3) {or five} Judges will evaluate the routines.
 - 6.7.2.2 Free Routines: three (3) Judges will evaluate the Execution criterion. Two (2) Judges will determine Camera deductions. All five (5) Judges will evaluate the Presentation criterion.
 - 6.7.2.3 Inter Freeflying Compulsory Block Round: the average scores for each sequence will be added, and the result will be divided by four (4) and rounded to the first decimal place as described in 6.5.1.
 - 6.7.3 The Judges will watch each jump once with a second viewing optional.
 - 6.7.4 All viewings must be at normal speed. At the discretion of the Event Judge, a third view of a Compulsory Round jump, or part of it, is allowed, in normal or reduced speed (70%).
 - 6.7.5 The Judges will use the electronic scoring system to record the evaluation of the performance. At the end of working time, freeze frame will be applied on each viewing, based on the timing taken from the first viewing only. The Judges may correct their evaluation record after the jump has been judged. Corrections to the evaluation record can only be made before the Chief Judge signs the score sheet.
 - 6.7.6 The chronometer will be operated by the Judges or by (a) person(s) appointed by the Chief Judge, and will be started when a Team Member leaves the aircraft. If Judges cannot determine the start of the working time, the following procedure will be followed. Working time will start as the Videographer separates from the aircraft and a penalty equal to 20% (rounded down) of the score for that jump will be deducted from the score for that jump.
- ## 6.8 Training Jumps:
- 6.8.1 Each Team in each event will be given the option of two (2) official training jumps prior to the competition. The aircraft type and configuration plus the judging and scoring systems to be used in the competition will be used for the official training jumps.
 - 6.8.2 Before the start of the training jumps, the Team Captain has the option to explain the delivered Free Routine description sheet(s). If, for weather reasons, no training jumps are possible, Teams can deliver a maximum of two (2) previous training jumps for scoring and move explanation. For (previous and official) training jumps, no scores for Presentation will be given.

ADDENDA A - to - D

- Addendum A1: Freestyle Skydiving Compulsory Sequences

APF Sporting Code 2020

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

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

- The order in which these Compulsory Routines can be performed is determined by the Team.
- The Team is requested to submit the order of the Compulsory Sequences at the start of the competition to the Chief Judge. (See para 5.2.5. and addendum D).
- Each Team must ensure that clothing and/or the camera do not hinder the ability for judges to clearly see the performance requirements being met. (E.g. if Judges cannot see straight arms and/or legs then they may assume that the Performer does not have straight arms and/or legs).
- Toes must be pointed and knees must be straight, except as noted in descriptions. Otherwise, the maximum possible score for the compulsory sequence is 90% of the Max Value.
- The judging of each sequence begins when the Judges see the Team beginning the sequence from the described beginning position (after a transition from the previous move with or without a momentary stop).
- The judging of each sequence ends when the Judges see the Team completes or abandons the performance requirements of that sequence.
- The Videographer must maintain proximity to the Performer throughout each Compulsory Sequence, except where the Sequence description specifically prescribes otherwise.
- The video image must be upright with the sky in the upper portion of the frame throughout each Compulsory Sequence, except where the Sequence description specifically prescribes otherwise.
- Otherwise, the maximum possible score for the Compulsory Sequence is 70% of the Max Value
- The definition of each body position is described in Addendum B.

FIRST COMPULSORY ROUND (ROUND 2)

FR-1 Eagle Sequence

Half Eagle

At the beginning, the Performer is in a head-down orientation.

Legs must be in line with the torso (when viewed from the side).

The Performer goes below the Videographer as the Videographer goes over the top, moving around an imaginary centre between them so that both end up in opposite positions and orientations than they originally began.

The Eagle should be performed as one continuous movement.

The Eagle must remain on the same heading.

Videographer requirements:

- Videographer must show Performer from his/her front during the whole sequence.

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

Max Value 7.5 pts: Full Eagle

The movement continues until the Performer and the Videographer end up in their relative beginning positions.

Max Value 10 pts: Full Eagle with Trick

The movement continues until the Performer and the Videographer end up in their relative beginning positions.

The Performer must perform a tight tuck front loop (trick) in the middle of the second part of the Eagle (when he/she is above the Videographer).

Videographer must show Performer from his/her front during the whole sequence, with the exception of the full tight tuck front loop.

Judging guidelines

- When no front loop, when required, is performed, the maximum score will be 60% of the Max Value.
- When the tuck is not tight for the front loop, the maximum score will be 8.5 points.
- When the front of the Performer is not shown throughout the whole sequence (except for the front loop), two (2) points will be deducted.
- When the front loop is not performed above the Videographer in the middle of the second part of the Eagle, 1.5 points will be deducted.

FR-2 Carving Sequence

Carve

- The Performer must be in a head-down orientation, facing the Videographer.
- The Performer and Videographer must orbit 360° around an imaginary centre.

Videographer requirements

Videographer must show the front of the Performer throughout the sequence.

Videographer must show the image as if the Performer remains static with only the background moving.

Videographer must be on the same level as the Performer throughout the sequence and show a portion of the ground within the video frame.

Videographer must maintain the same distance from the Performer throughout the sequence.

Max Value 3 pts: Carve is performed as described above.

Max Value 7.5 pts: Layout Carve with 360° Carousel

Carve is performed as described above.

The Performer must maintain the layout position throughout the sequence.

In the middle of the 360° carve, the Performer must perform a 360° pirouette.

Videographer must show the front of the Performer throughout the sequence, except for the Carousel.

Max Value 10 pts: Switching Layout Carve

Carve is performed as described above, but in layout position and switching to outfacing.

The Performer must maintain the layout position throughout the sequence.

In the middle of the 360° carve, the Performer must pirouette 180° to outfacing.

If the Performer is carving toward their right shoulder, a left pirouette must be performed or vice versa.

Without stopping, the Performer must continue 180° of out-face carving

Videographer must show the front of the Performer for the first 180° of carving and the back of the Performer for the second 180° of carving.

Judging guidelines

- When the Performer makes the 180° Pirouette in the wrong direction (Switching Layout Carve) the maximum score will be 6.0 points.
- When the Performer is not in layout position when it is required, the maximum score will be 70% of the Max Value.
- If the Performer, during the outface carving, flies in a straight line instead of carving, the maximum score will be 6.0 points.

FR-3 Horizontal Twisting Sequence

Videographer requirements

The image must be upright with the sky in the upper portion of the frame.

Videographer must stay on the same level, remain in place and show the Performer from the front.

Max Value 5 pts: Three (3) Flip Throughs

At the beginning, the Performer is in belly-down orientation.

For a complete Flip Through, torso must roll through 360° while simultaneously turning through 360° horizontally.

The torso must be belly-down at the start of the rotation, on its side when 90° of the turn is complete, on its back when 180° of the turn is complete, and on the other side when 270° of the turn is complete.

Legs must remain together and straight.

There must be at least a 160° angle between the front of the torso and the thighs throughout the sequence.

The face must remain facing the Videographer (Performer looking into the camera lens) and maintain the same direction throughout all the rotations.

Three (3) complete rotations, without stopping, must be performed.

Max Value 7.5 pts: Three (3) Thomas Flairs

At the beginning, the Performer is in belly-down orientation.

Three (3) Thomas Flair rotations must be performed.

Thomas Flair:

For one complete Thomas Flair, the torso must roll through 360° while simultaneously turning through 360° horizontally.

The torso must be belly-down at the start of the rotation, on its side when 90° of the turn is complete, on its back when 180° of the turn is complete, and on the other side when 270° of the turn is complete.

Legs must remain straddled apart, with at least 90° between them, with the knees straight.

The face must remain facing the Videographer and maintain the same direction throughout all the rotations.

Max Value 10 pts: Thomas Flair into Head-down Split

At the beginning, the Performer is in belly-down orientation.

Three (3) Thomas Flair rotations must be performed.

The toes must be pointed throughout the sequence.

Thomas Flair

For one complete Thomas Flair, the torso must roll through 360° while simultaneously turning through 360° horizontally.

The torso must be belly-down at the start of the rotation, on its side when 90° of the turn is complete, on its back when 180° of the turn is complete, and on the other side when 270° of the turn is complete.

Legs must remain straddled apart, with at least 90° between them, with the knees straight.

The face must remain facing the Videographer and maintain the same direction throughout all the rotation.

Half Thomas Flair to Head-down Split

Without stopping, an additional half Thomas Flair is performed into a head-down split.

FR-4 Looping Sequence

Back Layout Loops

Beginning is from a layout position in head-up orientation.

Three (3) complete 360° layout back loop rotations, without stopping, must be performed.

Looping movement must remain about a horizontal axis, without tilting or changing heading.

- Torso must be straight and legs in line with torso, without any bend at the waist.

Videographer requirements

Videographer must be on the same level with the Performer and show the Performer from his/her side at start of the sequence, must remain in place.

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

Max Value 7.5 pts: Layout Loops with Half Twist

First back loop is performed as described above.

A half twist must be performed within and evenly executed throughout the second loop.

After a momentary stop in the head-up orientation, a full front loop must be performed.

Max Value 10 pts: Layout Back Loops with Full Twist

Layout Back Loops are performed as described above but:

A full twist must be performed within and evenly executed throughout the second loop.

Looping motion must be smooth.

The sequence must end in a layout position in head-up orientation, on the same heading as the beginning.

Judging guidelines

When the half or full twist is not within the second loop, the maximum score will be 50% of the Max Value.

When the twist is not evenly executed throughout the second loop, the maximum score will be 60% of the Max Value.

If there is stopping between the loops, 1.5 points will be deducted.

SECOND COMPULSORY ROUND (ROUND 5)

FR-5 Reverse Eagle Sequence

Half Reverse Eagle

At the beginning, the Performer is in a head-up orientation.

The Performer goes below the Videographer as the Videographer goes over the top, moving around an imaginary centre between them so that both end up in opposite positions and orientations than they originally began.

The Reverse Eagle should be performed as one continuous movement.

The Reverse Eagle must remain on the same heading.

Videographer requirements

- Videographer must show Performer from his/her front during the whole sequence.

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

Max Value 7.5 pts: Full Reverse Eagle

Half Reverse Eagle is performed as described above, then:

The movement continues until the Performer and the Videographer end up in their relative beginning positions.

Max Value 10 pts: Full Reverse Eagle in Layout Position

Half Reverse Eagle is performed as described above, then:

The movement continues until the Performer and the Videographer end up in their relative beginning positions.

Legs must be in line with the torso (when viewed from the side) throughout the sequence.

Judging guidelines

When not in layout position when it is required, the maximum score will be 6.0 points

When the front of the Performer is not shown throughout the whole sequence, two (2) points will be deducted

FR-6 Angle Flying

THIS COMPULSORY SEQUENCE MUST **NOT** BE THE FIRST ONE PERFORMED!

Performer is in approximately 45° diagonal orientation with the head low.
Performer must be in a layout position, without any bend at the waist, throughout the sequence.
Videographer must demonstrate an on-level position with respect to the approximately 45° diagonal orientation throughout the sequence.

Max Value 3 pts: Angle Flying Pose

Performer is facing upward.
This angle flying must be maintained for a minimum of 3 seconds.
Videographer must show Performer from his/her side throughout the sequence.
Videographer must show the horizon at an approximately 45° diagonal angle.

Max Value 7.5 pts: Angle Flying with 360° Barrel Roll

At the beginning and the end, the Performer must be facing upward.
The Performer will make a 360° rotation on the Body Head-Tail axis while maintaining an approximately 45° diagonal orientation.
The video image must be upright with the sky in the upper portion of the frame (horizon horizontal in the frame) throughout the sequence.
Videographer must show the horizon at an approximately 45° diagonal angle.
At the beginning and the end, the Videographer must show Performer from his/her side.

Max Value 10 pts: Angle Flying with 180° barrel roll with Videographer Carving

At the beginning, the Performer must be facing upward.
The Performer will make a 180° rotation on the Body Head-Tail axis while maintaining an approximately 45° diagonal orientation.
The Performer must end facing downward.
At the beginning and the end, the Videographer must show the horizon at an approximately 45° diagonal angle.
The Performer must appear vertical in the video frame throughout the sequence.
Videographer must carve over Performer during the 180° rotation.
Videographer must show an image as if the Performer remains static with only the background moving.
Videographer must maintain a direct side view of the Performer.

Judging guidelines

When this Compulsory Sequence is performed first in the compulsory routine, the maximum score will be 30% of the Max Value.
When not in layout position when it is required, the maximum score will be 70% of the Max Value.
When the Performer does not remain static in the image (with the background moving) when required, the maximum score will be 6.0 points.
If the angle is not approximately 45° where specified, the maximum score will be 50% of the Max Value.

FR-7 Cartwheel Sequence

Cartwheel

Beginning is a straddle position in head-up orientation.
Torso must be straight, without any bend at the waist throughout the sequence.
Head, shoulders and torso must be in line, facing the same direction throughout the Cartwheel (without any twist in the torso).
The sequence must end in a straddle position in head-up orientation.
Videographer must show the front of the Performer and be on the same level throughout the sequence.

Max Value 3 pts: Single Cartwheel

One complete 360° cartwheel rotation in the straddle position must be performed.
The legs may be in the sit position and/or the knees bent.

Max Value 5 pts: Single Straddle Cartwheel

One complete 360° cartwheel rotation in the straddle position must be performed.

Max Value 7.5 pts: Two Cartwheels

Two complete 360° cartwheel rotations (in the same direction, without stopping) in the straddle position must be performed.

Max Value 10 pts: Two Cartwheels with Synchronised Roll

Two complete 360° cartwheel rotations (in the same direction, without stopping) in the straddle position must be performed.

Videographer must make a synchronised roll with the Performer during the second Cartwheel, showing an image as if the Performer remains static with only the background moving.

Judging guidelines

When the legs are clearly not straddled at least 90° apart when straddle required, the maximum score will be 50% of the Max Value.

If the Performer does not maintain the straddle when required, 1.5 points will be deducted.

If the Videographer's synchronised roll is more than 90° out of sync with the Performer, the maximum score will be 7.0 points.

FR-8. Head-Up Straddle Spins

Performer is in straddle position, without any bend at the waist, in head-up orientation.

Spins can be in either direction.

At the beginning and the end, the Videographer must show the front of the Performer.

Max Value 3 pts: Head-Up Straddle Spins

The straddle must spin rapidly, with three (3) pirouette rotations performed within five (5) seconds from the start of the first rotation.

Videographer must be on the same level throughout the sequence.

Max Value 5 pts: Head-Up Straddle Spins with Synchronised Carve

The straddle must spin rapidly, with three and a half (3.5) pirouette rotations performed within five (5) seconds from the start of the first rotation.

Synchronous with the Performers' rotations, the Videographer must carve 180° opposite the Performer's rotation.

Videographer must be on the same level throughout the sequence.

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

The straddle must spin rapidly, with three and a half (3.5) pirouette rotations performed within five (5) seconds from the start of the first rotation.

Synchronous with the Performers' rotations, the Videographer must perform a half Eagle passing under the Performer with half (180°) camera roll at the lowest point, the roll in the opposite direction as the Performer's rotation.

At the end, the Videographer must be on the same level.

Judging guidelines

When the Videographer passing under the Performer, during the Half Eagle, makes the camera roll to the wrong direction, the maximum score will be 50% of the Max Value.

When the legs are clearly not straddled at least 90° apart, the maximum score will be 50% of the Max Value.

If there is a bend at the waist, the maximum score will be 50% of the Max Value.

ADDENDUM – A2

FREEFLYING COMPULSORY SEQUENCES

PERFORMANCE REQUIREMENTS & JUDGEMENT CRITERIA

- The order in which these Compulsory Sequences can be performed is determined by the Team.
- The Team must submit the order of the Compulsory Sequences and their chosen Max Values before the start of the competition to the Chief Judge. (see para 5.2.3. and addendum D)
- The face to face requirement means that the Performers must be with their heads at the same level and looking at each other.
- Being on the same level means that the centres of the bodies are at the same level.
- The judging of each sequence begins when the Judges see the Team beginning the sequence from the described beginning position (after a transition from the previous move with or without a momentary stop).

- The judging of each sequence ends when the Judges see the Team completes or abandons the performance requirements of that sequence.
- The Videographer must maintain a consistent distance from the Performers' centre point throughout each Compulsory Sequence, except where the Sequence description specifically prescribes otherwise.
- The video image must be upright with the sky in the upper portion of the frame throughout each Compulsory Sequence, except where the Sequence description specifically prescribes otherwise.

The definition of each body position is described in Addendum B.

FIRST COMPULSORY ROUND (ROUND 2)

FF-1. Double Joker Reverse

Double Joker

- One Performer is in a head-up orientation, the other in a head-down orientation, face to face.
- A right hand-to-right hand (or left hand-to-left hand) grip is taken and must be maintained during the entire sequence.
- The formation is rotated 180° over the top, i.e. the head-up Performer moves directly over the other Performer into a head-down orientation. At the same time, the head-down Performer moves directly underneath into a head-up orientation. (No sideways rotation is allowed.) This 180° rotation must be continuous.
- The Performers end in the opposite orientations and on the opposite heading.
- After this 180° rotation (the stop in between is only momentary), the formation is rotated in the reverse direction, (180° over the top) until the Performers end on the original heading in their original orientations.

Videographer requirements

- The Videographer must show the Performers from the side.
- The Videographer must be on the same level with the Performers' centre point.

Max Value 5 pts: Double Joker Reverse is performed as described above.

Max Value 7.5 pts: Double Joker Reverse with Synchronised Roll

- Double Joker Reverse is performed as described plus the following:
- The Videographer must make a synchronised roll with the Performers, showing an image as if the Performers remain static with only the background moving.

Max Value 10 pts: Double Joker Reverse in Layout Position with Synchronised Roll

- Double Joker Reverse is performed as described plus the following:
- The Performers must maintain a layout position, without any bend at the waist, with the knees straight, throughout the entire sequence.
- The Videographer must make a synchronised roll with the Performers, showing an image as if the Performers remain static with only the background moving.

Judging guidelines

- Wrong grip location (not right-to-right hand or left-to-left hand), the maximum score will be 70% of the Max Value.
- Wrong grip is not hand-to-hand, the maximum score will be 70% of the Max Value.
- When the Videographer makes the roll in the wrong direction, the maximum score will be 50% of the Max Value.
- When the Performers rotate in the wrong direction, the maximum score will be 50% of the Max Value.

FF-2. Cat Barrel Roll

Cat position

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

Videographer requirements

- At the beginning, the Videographer must be in line with the body Left-Right axes of the Performers showing a side of the Performers.
- Videographer must be on the same level as the Performers' centre point and remain in place throughout the sequence.

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

Max Value 7.5 pts: Double Cat Barrel Roll

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

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

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

Judging guidelines

- One or both grips in wrong location (i.e., not on lower leg), the maximum score will be 70% of the Max Value.
- If the two (2) barrel rolls are not consecutive and smooth, the maximum score will be 80% of the Max Value.
- When one Performer is not in layout position when it is required, the maximum score will be 75% of the Max Value.
- When both Performers are not in layout position when it is required, the maximum score will be 60% of the Max Value.

FF-3.

Turning Totem

Totem

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

Videographer requirements

- The Videographer must show the front of both Performers on level with the head of the lower Performer and remain in place throughout the sequence.

Max Value 5 pts: Turning Totem is performed as described above.

Max Value 7.5 pts: Layout Top Turning Totem

- Turning Totem is performed as described plus the following:
- The Performer on the top must be in a layout position, without any bend at the waist, with the knees straight throughout the sequence.

Max Value 10 pts: Layout Turning Totem

- Turning Totem is performed as described plus the following:
- Both Performers must be in a layout position, without any bend at the waist, with the knees straight throughout the sequence.

Judging guidelines

- Wrong body position (when not in layout position when it is required), the maximum score will be 50% of the Max Value.
- For assisting grip(s) (i.e. hands on feet), the maximum score will be 70% of the Max Value.

FF-4. Head-Down Carve

Head-Down Carve

- Both Performers are in head-down orientation, facing one another on the same level.
- Both Performers start carving around an imaginary centre between them.
- A minimum of 360° of carving must be performed by the Performers.
- The carving orbits must be round (not elliptical).
- The Performers must maintain the same distance from each other and remain facing one another during the sequence.

Videographer requirements

- Videographer must be carving around in the opposite direction of the Performers, maintaining the same distance and the same level.
- A minimum of 360° of carving must be performed by the Videographer, at the same speed as the Performers.
- Videographer must stay on the same level as the Performers.

Max Value 3 pts: 360° Head-Down Carve is performed as described above.

Max Value 5 pts: Head-Down Carve with Carousel

- Head-Down Carve is performed as described above and then a Carousel.
- Upon completing 360° of carving, the Performers, each perform an individual 360° Pirouette while arched at the hips.
- The Videographer must be stationary, showing the sides of the Performers at the beginning and end of the Carousel

Max Value 7.5 pts: Out-face Head-Down Carve with Videographer Carving

- Head-Down Carve is performed as described above, but outfacing (without a Carousel).
- Both Performers are in head-down orientation, outfacing with their backs to one another, and on the same level.
- A minimum of 720° of carving must be performed by the Performers.
- A minimum of 360° of carving must be performed by the Videographer.

Max Value 10 pts: Out-face Head-Down Layout Carve with Videographer Carving

- Outface Head-Down Carve is performed as described above plus the following:
- Both Performers must be in a layout position, without any bend at the waist, with the knees straight throughout the sequence

SECOND COMPULSORY ROUND (ROUND 5)

FF-5. Full Eagle

Eagle

- Both Performers are in head-down orientation, facing the Videographer.
- The Performers go below the Videographer as the Videographer goes over the top, moving around an imaginary centre between them so that they end up in opposite positions and orientations than they originally began. The movement continues until the Performers and the Videographer end up in their relative beginning positions.
- The Full Eagle should be performed as one continuous movement.
- The Full Eagle must remain on the same heading.

Videographer requirements

- Videographer must show Performers from their front during the whole sequence.

Max Value 3 pts: Full Eagle is performed as described above.

Max Value 5 pts: Linked Full Eagle

- Full Eagle is performed as described above, but linked.
- Both Performers maintain a hand-to-hand grip (left hand of one Performer with the right hand of the other Performer or vice versa) throughout the entire sequence.

Max Value 7.5 pts: Linked Full Eagle with 360° Pirouette

- Linked Full Eagle is performed as described above.
- Both Performers maintain a hand-to-hand grip (left hand of one Performer with the right hand of the other Performer or vice versa) throughout the entire sequence, except for the 360° Pirouettes.
- The Performers must simultaneously perform individual 360° Pirouettes in the middle of the second part of the Eagle (when they are above the Videographer).
- Videographer must show Performers from their front during the whole sequence, with the exception of the Pirouettes.

Max Value 10 pts: Linked Full Eagle with Front Loop

- Full Eagle is performed as described above, but linked and with a Front Loop.
- Both Performers maintain a hand-to-hand grip (left hand of one Performer with the right hand of the other Performer or vice versa) throughout the entire sequence.
- The Performers must perform a tuck front loop (trick) in the middle of the second part of the Eagle (when they are above the Videographer).
- Videographer must show Performers from their front during the whole sequence, with the exception of the full tuck front loop.

Judging guidelines

- When no trick (Pirouette or Front Loop) is performed, the maximum score will be 60% of the Max Value.
- When the grip is not hand-to-hand, when required, the maximum score will be 75% of the Max Value.
- When the tuck is not tight for the front loop, the maximum score will be 8.5 points

FF-6. Angle Flying

THIS COMPULSORY SEQUENCE MUST **NOT** BE THE FIRST ONE PERFORMED!

- Both Performers are in an approximately 45° diagonal orientation with their heads low.

Max Value 3 pts: Angle Flying Pose

- One Performer is facing upward, and the other performer is facing downward, face-to-face.
- This angle flying must be maintained for a minimum of 3 seconds.
- The Videographer must show the Performers from the side.
- The Videographer must show the horizon at an approximately 45° diagonal angle.

Max Value 5 pts: Angle Flying with Synchronised Back Loops

- At the beginning and the end, both Performers are side-by-side, facing upward.
- Both Performers must simultaneously perform a full back loop.
- The Videographer must show the front of the Performers from above.

Max Value 7.5 pts: Angle Flying with Synchronised Barrel Rolls

- At the beginning and the end, both Performers are side-by-side, facing downward.
- At the beginning and the end, the Videographer must show the Performers from the side.
- Both Performers must simultaneously perform a 360° barrel roll.
- Videographer must simultaneously carve 180° going over the Performers and end on the opposite side of the Performers' centre point.

Max Value 10 pts: Angle Carving in Layout Position

- At the beginning, one performer is facing upward, and the other performer is facing downward, face-to-face.
- At the beginning and the end, the Performer facing upward must be in a layout position, without any bend at the waist.
- At the beginning and the end, the Videographer must show the Performers from the side.
- At the beginning and the end, the Videographer must show the horizon at an approximately 45° diagonal angle.
- The Performers make a 180° in-face carve on the same diagonal line of flight.
- The carving must be round (not elliptical).
- During the carve, Performers must stay on level (based on the line perpendicular to the diagonal).

- Videographer must simultaneously carve 180° going under the Performers in the opposite direction and end on the opposite side of the Performers' centre point.
- Videographer must maintain the same distance and the same level with the Performers' centre point.

Judging guidelines

- When this Compulsory Sequence is performed first in the compulsory routine, the maximum score will be 30% of the Max Value.
- When the 180° inface carve made by the Performers is not on the same diagonal line of flight (i.e., both Performers with wind on their backs), the maximum score will be 7.0 points.
- If the angle is not approximately 45° where specified, the maximum score will be 50% of the Max Value.

FF-7. Synchronised Back Layouts

Back Layouts

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

Videographer requirements

- At the beginning, the Videographer must be in front of both Performers.
- Videographer must stay on the same level as the Performers' centre point and remain in place throughout the sequence.

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

Max Value 7.5 pts: Two Back Layouts

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

Max Value 10 pts: Two Back Layouts with Half Twist

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

Judging guidelines

- When each Performer is twisting in a different direction, the maximum score will be 50% of the Max Value.
- When no twist (when it is required) is performed, the maximum score will be 30% of the Max Value.

FF-8. Head-Up Grip Sequence

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

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

- At the beginning, both Performers are side-by-side. (Sit position allowed.)
- A hand-to-hand grip is taken (left-to-right hand and right-to-left hand).
- After grip release, both performers simultaneously perform a 360° pirouette while remaining on the same level and retake the grip.
- Videographer must show the front of the Performers at the beginning, on the same level, stay on level and remain in place.

Max Value 5 pts: Head-Up Face-to-Face Grips 360°

- At the beginning, both Performers are face-to-face. (Sit position allowed.)
- A double hand-to-hand grip is taken (left-to-right hand and right-to-left hand).

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- After grip release, both performers simultaneously perform a 360° pirouette while remaining on the same level.
- Both Performers retake both grips at the same time.
- Videographer must show the side of the Performers at the beginning, on the same level, stay on level and remain in place.

Max Value 7.5 pts: Stand-Up Side-by-Side Grip 360° - Layout Position

- Both Performers must maintain the layout position throughout the entire sequence.

Max Value 10 pts: Stand-Up Face-to-Face Grips 360° - Layout Position

- Both Performers must maintain the layout position throughout the entire sequence.

Judging guidelines

- Wrong body position (when not in layout position when it is required), the maximum score will be 50% of the Max Value.
- When double hand-to-hand grips are not taken simultaneously, the maximum score will be 80% of the Max Value.
- When only one (1) grip is taken when two (2) should be taken, the maximum score is 70% of the Max Value.
- When any grip(s) is(are) not hand-to-hand, the maximum score is 75% of the Max Value.

ADDENDUM A3
INTERMEDIATE FREEFLYING COMPULSORY SEQUENCES
PERFORMANCE REQUIREMENTS & JUDGEMENT CRITERIA

BODY

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

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

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

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

Randoms

FFI-1 Head-up Knee Dock.

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

FFI-2 Hand-to-Foot Dock.

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

FFI-3 Forward Facing Dock.

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

FFI-4 Off-set Dock.

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

FFI-5 Double Head-up Leg Grip:

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

FFI-6 Totem:

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

Camera Requirements:

Apart from FFI-3, all randoms should be filmed from a side-on angle to performers.

Blocks

FFI-A Head-up Turn.

Both performers are faced off in head-up orientation.
Both performers perform a 360-degree turn, in place, away from the other. (i.e. both performers turn left, or both performers turn right).
Turns should be synchronous with horizontal and vertical proximity maintained.

FFI-B Head up Helicopter Carve.

Both performers are faced off in a head-up orientation.
One Performer begins a continuous turn on the spot.
The other performer begins to carve around the first performer, maintaining an equal distance from the first performer.
Head levels should be the same.
A minimum turn of 720 degrees should be completed by the turning performer and a minimum
360-degree rotation should be completed by the carving performer.

FFI-C Back & Front Loop.

Both performers are faced off in a head-up orientation.
One performer performs a 360-degree back loop, and one performer performs a 360-degree front loop.
Both moves should be synchronous with horizontal and vertical proximity maintained.

FFI-D Head-up Carve.

Both performers are faced off in a head-up orientation.
Both performers begin to turn around an imaginary centre-point and stop when a 360-degree carve is complete,
Performers should remain on level and carve should be circular, i.e. Not elliptical.

FFI-E Ferris Wheel.

Both performers are faced off in a head-up orientation.
One performer flies vertically over the top of the other.
Both performers do a 180-degree turn as one performer flies over the top so that performers are faced off in opposite slots.
This move is repeated where the other performer flies over the top, placing each performer in their original slots.

Camera requirements:

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

ADDENDUM B DEFINITIONS, BODY POSITIONS AND BASIC ORIENTATIONS

A. DEFINITION BODY PARTS

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

head: the part of the body above the neck.

shoulder: the upper part of the body between the neck and the upper arm.

torso: the body, including the shoulder, and parachute, but excluding arms, legs, head and neck.

arm: the whole arm from the parachute harness, including upper arm, lower arm, wrist and hand (the shoulder is excluded).

upper arm: the part of the arm between the shoulder and the elbow.

lower arm: the part of the arm between the elbow and the wrist.

hand: the part of the arm past the wrist.

leg: the whole leg from the parachute harness, including the upper leg, knee, lower leg and foot.

upper leg: the part of the leg between the leg strap of the parachute harness and the knee.

lower leg: the part of the leg between the knee and the ankle.

foot: the part of the leg past the ankle.

sole: that part of the foot on which a person stands.

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

B. BODY POSITION

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

B-1. Arch Position

The torso is arched at the waist/hips, such that the angle between the front of the torso and the thighs is greater than 180° (if viewed from the side).

If both legs are together with the knees straight, the angle between the front of the torso and both thighs must be greater than 180° (if viewed from the side).

If the legs are in a creative position, at least one thigh must show an angle greater than 180° from the front of the torso (if viewed from the side).

The head may be arched back.

B-2. Layout Position

The torso is straight, with no bend at the waist (if viewed from the side).

If both legs are together with the knees straight, both legs must in line with the torso (if viewed from the side).

If the legs are in a creative position, at least one thigh must be in line with the torso (if viewed from the side).

B-3. Pike Position

The torso is bent forward at the waist/hips, such that the angle between the front of the torso and the thighs is less than 180° (if viewed from the side).

If the legs are both together and straight at the knees or in a creative position, the angle between the front of the torso and the thighs must be less than 180° (if viewed from the side).

For a Loose Pike, the angle between the front of the torso and the thighs is between 90° and 180° (if viewed from the side).

For a Tight Pike, the angle between the front of the torso and the thighs is less than 90° (if viewed from the side).

B-4. Tight Tuck Position

The torso is bent forward at the waist/hips such that the angle between the front of the torso and the thighs is less than 90° (if viewed from the side).

The knees are bent, such that the angle between the upper and lower legs is less than 90°. The knees are not necessarily all the way up against the chest.

The knees may be together or spread apart.

For a Loose Tuck, the two described angles are between 90° and 180° (if viewed from the side).

B-5. Sit Position

The torso is vertical in a head-up orientation.

The angle between the front of the torso and thighs is between 90° and 145° (if viewed from the side).

The knees are bent such that the angle between the upper and lower legs is between 90° and 145°.

The lower legs are parallel to the torso.

The knees may be together or spread apart.

B-6. Stag Position

One leg is completely straight at the knee.

The other leg is flexed forward at the hip and the knee is flexed to place the toe at the knee of the straight leg. The knee is flexed at least 90°.

An Open Stag is when the lower leg of the bent leg is parallel with the upper leg of the straight leg. (The toe is not placed at the knee of the straight leg.)

The knee of the leg placed in the Stag points forward.

The body can be in an arched, layout or piked position while in a Stag Position.

B-7. Straddle Position

The legs are split apart, from side to side, with at least a 90° angle between them (if viewed from the front).

Both knees are straight.

The body can be arched (Arched Straddle Position), in a layout (Layout Straddle Position) or piked (Piked Straddle Position) with the legs in a Straddle Position.

B-8. Split Position

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

Both knees are straight.

B-9. Tee Position

The torso may be straight, with no bend at the waist, or arched.

One leg is extended in front of the torso, with an angle of 90° between the front of the torso and the thigh (if viewed from the side).

The other thigh is in line with the torso or has an angle greater than 180° from the torso (if viewed from the side).

Both knees are straight.

B-10. Compass Position

The torso is in the head-up orientation.

One leg is in line with the torso.

For a parallel Compass, the other leg is raised forward, such that the angle between the thigh and torso is 90° or less.

For a turned-out Compass, the other leg is split to the side with the knee pointed upward, such that the angle between the thigh and torso is 90° or less.

Both knees are straight.

The body can be in an arched or layout position with the legs in a Compass.

C. ORIENTATIONS

There are six (6) different basic orientations (not including the diagonal orientations) which a body can have to the relative wind (or ground when at terminal velocity without horizontal movement). These define which way the torso is oriented.

C-1. Belly-down Orientation

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

C-2. Back-down Orientation

The torso is horizontal, on its back, facing upwards away from the relative wind.

C-3. Sideways Orientation

The torso is horizontal, on its side, with either side facing towards the relative wind. At terminal velocity without horizontal motion, the chest is facing the horizon.

C-4. Head-up Orientation

The torso is vertical with the head up, directly away from the relative wind.

C-5. Head-Down Orientation

The torso is vertical with the head pointing directly into the relative wind.

C-6. Diagonal Orientation

The diagonal orientation is with respect to the horizon line and ground at terminal velocity. The torso is on a diagonal with respect to the horizon line and ground, at an angle between the six (6) basic orientations. The torso may be head high or head low. The front of the torso may be pointed towards the ground, towards the sky or any direction about the Body Head-Tail axis.

D. ROTATION AXES

Most moves involve some sort of rotational motion of the body. A total of five (5) axes are used to describe the six (6) possible basic rotational motions.

D-1. Wind Axes

There are two (2) inertial axes which stay fixed with respect to the relative wind (or ground when at terminal velocity with no horizontal motion).

Vertical Axis

The vertical axis remains parallel to the relative wind, (pointing from the sky to the ground when at terminal velocity with no horizontal motion).

Horizontal Axis

The horizontal axis is any axis perpendicular (90°) to the relative wind, (pointing to the horizon when at terminal velocity with no horizontal motion). It may have any heading (pointing towards any desired point on the horizon).

D-2. Body Axes

There are three (3) body axes which stay fixed with respect to the Performer's body.

Body Head-Tail Axis

The body head-tail axis is oriented lengthwise, pointing from head to tail-bone, normally through the Performer's torso. (In a layout position, the head and feet are in the same line. When the body is bent at the hips, this axis is aligned with the spine does not include the legs.)

Body Front-Back Axis

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

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

E. BASIC ROTATIONAL ACTIONS

There are six (6) basic rotational actions. Twisting combines rotational actions by adding a rotation about the body head-tail axis during a rotation about the body left-right or front-back axis.

E-1. Flat Turns

Flat turns involve a rotation about the body front-back axis when that axis is aligned with the vertical axis. The Performer's heading is changing. The body can be belly-down or back-down while performing a flat turn. During a right flat turn, the upper body is moving towards the right shoulder, or vice versa.

E-2 Pirouettes

Pirouettes involve a rotation about the body head-tail axis when that axis is aligned with the vertical axis. The Performer's heading is changing. The body can be head-up or head-down while performing a pirouette. During a right pirouette, the front of the chest is rotating towards the right, or vice versa.

E-3 Barrel Rolls

A barrel roll is a rotation about the body head-tail axis when that axis is aligned with the horizontal axis. A barrel roll may begin and end in a belly-down, back-down or sideways orientation. During a right barrel roll, the front of the chest is moving towards the right, or vice versa.

E-4 Cartwheels

A cartwheel is a head-over-heels rotation about the body front-back axis when that axis is aligned

with the horizontal axis. The body passes through a head-up, sideways and/or head-down orientations during the course of a cartwheel. A cartwheel needs not start nor finish in an exact head-up, sideways or head-down orientation. A cartwheel is considered to be a full cartwheel when the head has travelled 360° around the horizontal axis from the point at which it started. During a right cartwheel, the upper body is moving towards the right shoulder, or vice versa.

E-5. Loops

A loop is a head-over-heels rotation about the body left-right axis when that axis is aligned with the horizontal axis. The body passes through a head-up, belly-down, head-down and/or back-down orientation during the course of the loop. A loop may end in a head-up, belly-down, head-down and/or back-down orientation. A loop needs not start nor finish in an exact head-up, belly-down, head-down and/or back-down orientation. A loop is considered to be a full loop when the head has travelled 360° around the horizontal axis from the point at which is started. There are two (2) kinds of loops. (Loops are referred to by the direction in which the loop is initiated, since in the case of twisting loops, the direction in which the loop completes may be different from the direction at the start.)

Back Loop

A back loop is a loop rotation initiated with the torso rotating backwards.

Front Loop

A front loop is a loop rotation initiated with the torso rotating forwards.

E-6. Side Loops (Loops in the sideways orientation) A loop in the sideways orientation is a rotation about the body left-right axis when that axis is aligned with the vertical axis. For example, a Pinwheel is a true loop on the side.

E-7. Twists

Twisting combines rotational actions by adding a rotation about the body head-tail axis during a rotation about the body left-right or front-back axis, aligned with either the horizontal or vertical axis. There are two (2) basic categories of twists.

Vertical Twists

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

Horizontal Twists

A horizontal twist is a rotation about the vertical axis (flat turn or side loop) combined a rotation about the body head-tail axis. A single or full twist is defined to be a 360° rotation about the body head-tail axis over the course of a 360° flat turn or side loop. For example, a Flip Through is a horizontal twist.

F. CIRCULAR PATHWAYS

There are two (2) basic types of circular pathways a Performer(s) may follow with respect to another team member, which can be performed either infacing or outfacing. Circular pathways may have embedded moves (e.g. Carousel).

Inface

The front of the torso faces inward towards the concave side of the pathway, while moving about an imaginary centre.

Outface (Blind)

The front of the torso faces outward away from the concave side of the pathway, while moving about an imaginary centre.

F-1. Carving

The Performer's body traces a circular path about an imaginary centre in approximately a

horizontal plane. Carving is performed while head-down, head-up or in other orientations.

F-2. Vertical Orbits

The Performer's body traces a circular path about an imaginary centre in a vertical plane. Eagles and Reverse Eagles are two (2) common forms of Vertical Orbits that involve also rotating about the Body Left-Right Axis.

Eagle

An Eagle begins with each team member in the opposite orientation, facing away or toward one another. An Eagle may be performed by a Performer(s) with their Videographer or by two Performers with each other. The team members travel in a Vertical Orbit while continuously leading with the head, passing through the back-down, head-up, belly-down and/or head-down orientation (in that order, if infacing, maintaining continuous eye contact). An Eagle may begin from any orientation in this progression. A Half Eagle is when 180° of vertical orbiting is complete. A Full Eagle is when 360° of vertical orbiting is complete.

Reverse Eagle

A Reverse Eagle begins with each team member in the opposite orientation, facing away or toward one another. A Reverse Eagle may be performed by a Performer(s) with their Videographer or by two Performers with each other. The team members travel in a Vertical Orbit while continuously leading with the feet (or tail-bone), passing through the back-down, head-down, belly-down and/or head-up orientation (in that order, if in-facing, maintaining continuous eye contact). A Reverse Eagle may begin from any orientation in this progression. A Half Reverse Eagle is when 180° of vertical orbiting is complete. A Full Reverse Eagle is when 360° of vertical orbiting is complete.

ADDENDUM - C
FREEFLYING & FREESTYLE SKYDIVING
DIFFICULTY

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

<u>Easy</u>	<u>Difficult</u>
Large support base	Small support base
Rotations on one (1) axis	Rotations on >1 axis (in which use of three (3) axes is more difficult than the use of two (2) axes)
Transitions between moves with the same axes	Transitions between moves with different axes
Single spins in loops	Multiple spins in loops
Single moves	Consecutive moves
No direction change	Reversal of direction
No synchronization with Videographer	Moves synchronized with Videographer
Eye contact	No eye contact

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

FreeFlying					
Manoeuvres	Very easy	Easy	Moderate	Difficult	Very difficult
Carving head down	Inface	Inface with snake (direction change) or tricks	One Performer Inface, the other outface; Inface with snakes (direction)	Mixed or outface with snakes (direction changes) and/or	
Carving head up			Inface	Inface with grip and/or tricks; Inface/Outface	Inface/Outface with snakes (direction changes) and/or
Eagles	Half	Full; Half with one Performer reverse	Full with one Performer reverse Full with tricks	Full reverse; Full with one Performer reverse with	Full reverse with tricks, spins
Eagles on angle		Half	Full	Full with, tricks	
Synchronized moves	Tucked back/front loop	Layout loop	Layout loops with half twists	Layout loops full twist	Layout loops with multiple twists
Angle Head-Down	Side-by-side background is still	Side-by-side background is moving	Side-by-side in a different orientation, background is moving	Slot swapping/ rolls while background is moving, side flying	Cork screwing in sync with camera including tricks/ rolls/spins; Side flying with tricks
Angle Head-Up			Facing each other	Side-by-side	Feet first with tricks/rolls/spins; side flying
Vertical	Double spock Compress Totem Double joker Double grip vice-versa	Sole-to-sole Vertical compressed rotations Double grins	Double Joker Reverse Head-to-head Vertical compressed	Head-to-head rotation Double Sole-to-sole rotation	
Belly-down/back-down position	Cat Star Compressed	Brouette Cat barrel roll	Interlock (leg lock)	Breakers	
Videographer flying	Static	Motion with no interaction with performers	Continuous motion in the same axis. Direction	Continuous motion while moving from one axis to another	Maintaining framing while transitioning on an angle, Continuous motion

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

FreeStyle Skydiving				
very easy	Easy	Moderate	difficult	very difficult
Front/Back tuck loop Front/Back LO loop	Front or Back Lay-out loop with 0.5 twist	F/B LO 1 twist LO Cartwheel 0.5 twist LO Cartwheel	F/B LO 1.5 twist LO 1 twist Consecutive full twists	F/B LO 2 or more twists LO Cartwheel 1.5 or more twists Consecutive double twists
Straddle Stand-up	Straddle head-stand	Straddle Cartwheel, Straddle headstand pirouette, Swan (headstand with legs straight and together, with a straight body)	Swan spin	Head-down spin with legs at 90° (Pike)
Flip through		Thomas Flair		
Symmetrical head-up poses (i.e. Standup, V-Seat, Straddle Seat, Sitfly)	Daffy headstand, Daffy switch, Daffy swivel, Daffy reverse Head-down carve Head-up carve	Compass switch, Compass swivel, Compass illusion, Compass inversion, Billman, Helicopter	Swan pirouette, Helix spin, Stag LO 1 twist, Eouzan	Blind carving with 360° pirouette inside the carve
Tee, Tee reverse, Tee switch, Tee swivel Pinwheel	Back-down Tee, Propeller, Arabian	Stag kick pirouettes, Stag spin	Robin Spin	Fast Robin Spins (2 or more) with quick stop
		Pike back-stop	Cele (continuous back loop, tuck position + at least 1 twist in each loop)	Double Cele (continuous back loop, tuck position + double twist in each loop)
	Half Eagle	Half Eagle + tricks, Full Eagle, ½ Reverse Eagle	Half Reverse Eagle + tricks, Full Reverse Eagle, Full Eagle + tricks	Full Blind Eagle, Full Reverse Eagle with tricks, ½ Eagle with breaker

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

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

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

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

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

**ADDENDUM – D
ROUTINE DESCRIPTION**

Team #	Team Name:			
Please circle event	FREESTYLE SKYDIVING		FREEFLYING	
Please state the order in which the compulsory sequences are performed.				
First Compulsory Round, round 2: <i>(FR-1 through FR-4, or FF -1 through FF-4)</i>				
Second Compulsory Round, round 5: <i>(FR-5 through FR-8, or FF -5 through FF-8)</i>				

This Free Routine description covers the circled rounds	ALL - 1 - 3 - 4 - 6 - 7
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#	Name of move / sequence	Difficulty Value (for judges use)
1		
2		
3		
4		
5		
6		
7		
8		
9		

NATIONAL WINGSUITING FLYING CHAMPIONSHIPS

1 APF AUTHORITY

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

2 DEFINITIONS OF WORDS AND PHRASES USED IN THESE RULES

2.1 General Definitions

Position logging device (PLD): A device used to record the real-time, three-dimensional (3D) position of the wingsuit flyer, which is mounted on the wingsuit flyer's body or equipment.

Spherical error probable (SEP): The horizontal and vertical accuracy specifications of a PLD expressed in terms of a sphere of given radius; for example, "real-time accuracy <10 meters SEP."

Geometric Altitude: The height, as measured by a Global Navigation Satellite System, optical methods or radar, above ground level.

Rounding: Whenever rounding is referred to in these competition rules, half-way values of x are always rounded up. Example : 23.5 gets rounded to 24.

2.2 Performance Event:

Competition window: A vertical 1000 metre window, starting at 2500 m (8202ft) Geometric Altitude and ending at 1500 m (4921ft) Geometric Altitude, in which the performance of the wingsuit flyer is evaluated. The first crossing of the upper window boundary starts the evaluation process, which is stopped at the first crossing of the lower window boundary.

DZ Elevation: The ground level for the competition site will be determined by the Meet Director and will be made known at the pre-event competitors' meeting.

Designated Flight Path: The straight ground track between a point on the competitor's flight path reached 10 seconds after exit and a designated ground reference point, which is given prior to the jump to the competitor by the Meet Director using a detailed map or aerial photograph of the area. The map and/or photograph must be acceptable to the APF Controller.

Designated Lane: a lane which is centered on the Designated Flight Path with a width of 600 metres.

Result: The raw measured performance in a given task, as defined in 4.2.1, 4.2.2, and 4.2.3.

Score: The calculated percentage based on the top result for a given task, as determined in 4.8.1, 4.8.2, 4.8.3, and 4.8.4.

2.3 Acrobatic Event

Altitude Window: The upper boundary of the Altitude Window is the altitude at which the vertical velocity of the Designated Team Member reaches 8 m/s after exit, as determined by the judges using the PLD, and the lower boundary of the Altitude Window is as designated in 5.3.3 or, if applicable, 5.3.4.

Designated Team Member: The Designated Team Member (DTM) is that Team Member (see definition below) wearing the PLD. The DTM must be either Performer A or Performer B.

Compulsory routine: A routine composed of compulsory sequences chosen at random from Addendum A – Acrobatic Wingsuit Flying Compulsory Sequences by the Chief Judge.

Compulsory sequence: A compulsory sequence is comprised of 2 or 4 manoeuvres, as described in Addendum A – Acrobatic Wingsuit Flying Compulsory Sequences.

Free routine: A routine composed of manoeuvres chosen entirely by the Team.

Basic Rotational Actions

1) Barrel Roll

A barrel roll is a 360-degree rotation about the body head-toe axis, when that axis is aligned with the direction of flight. The rotation of a barrel roll may be performed in either direction (clockwise or anti-clockwise.)

2) Back Loops

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

3) Front Loop

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

Grips

1) A **hand grip** consists of a controlled stationary contact with the front or back of the hand. The contact must be on or below the wrist.

2) A **foot grip** consists of a controlled stationary contact with the front or back of the hand on the foot, below the ankle bone.

3) A grip on the surface of any wingsuit without also achieving a controlled stationary contact with the front or back of the hand on a specified part of the body as defined in 1) and 2) above is specifically excluded from the definition of a grip.

Manoeuvre: a change in body position or a rotation around one or more of the three (3) body axes or a static pose.

Normal Flight: The performer is in a belly-to-earth stable position

NV: No Video – no video image is available for judging purposes.

Omission

- 1) A manoeuvre or grip is missing from the drawn sequence, or
- 2) There is no clear intent to perform the chosen manoeuvre, or
- 3) An attempt at a grip is seen and another manoeuvre or grip is presented and there is an advantage to the team resulting from the substitution.

Routine: Compulsory sequences or manoeuvres performed during the working time.

Team: An Acrobatic Wingsuit Flying Team is composed of two (2) Performers and a Videographer, all three of whom are Team Members.

Working time: the period of time during which Teams may be evaluated and scored in accordance with 6.2 and which is defined in 5.3.3 and 5.3.4. Working time starts the instant any team member separates from the aircraft, as determined by a majority of the judges.

3. Equipment

The following applies to both Performance and Acrobatic Wingsuit Flying.

3.1 Position Logging Device (PLD)

- 3.1.1 The PLD must record real-time three-dimensional (3D) data with a resolution of at least 5Hz and a position accuracy (SEP) of less than 10 meters
- 3.1.2 The PLD must not require any action by the competitor in order for it to function, and it must activate its recording function automatically.
- 3.1.3 Once attached to the competitor, the settings on the device must not be capable of being altered by the competitor, nor must it be possible for the competitor to delete the data without this being easily evident to the Judges. Tampering with the device, as determined by the Panel of Judges, will result in a score of zero for the jump. This decision shall not be grounds for protest.
- 3.1.4 The data recorded by the PLD must be downloaded and saved as soon as possible after the competitor has handed in the devices, and before the PLD is used again

3.2 Equipment

- 3.2.1 Competitors shall not use propulsion systems. If any propulsion system is used, the score will be zero for that jump.
- 3.2.2 A competitor shall not wear any other electronic device or wires closer than 2.54cm from the official PLD as measured by the judging staff. However, a second identical PLD unit may be worn without regard to this separation requirement. If any such electronic device affects the PLD system, and the source of the interference is not obvious and beyond the reasonable control of the jumper, a re-jump may be granted by the Chief Judge, in which case 4.6.3. will not apply.
- 3.2.3 Each competitor must wear a functioning audio altitude warning device on every jump. Failure to do so will result in a score of zero for that jump.
- 3.2.4 The PLD will be attached in its location by a Judge.
- 3.2.5 The PLD will be turned on and off by a Judge or by the competitor if instructed to do so by any Judge.
- 3.2.6 Immediately after landing, the competitor shall return the PLD used on that jump to a Judge.
- 3.2.7 If the PLD is found to have been tampered with, and if in the opinion of the Panel of Judges, this was not caused by circumstances beyond the control of the competitor, then no re-jump will be awarded, and the competitor will receive a score of zero for that jump. This decision shall not be grounds for a protest.
- 3.2.8 If the PLD malfunctions and, in the opinion of the Panel of Judges, the malfunction was not caused by action or interference by the competitor, then the competitor will be given the option of making a re-jump, in which case 4.6.3 will not apply, or receiving a score of zero for that jump.

4. THE PERFORMANCE EVENT

4.1 Objective

- 4.1.1 The objective is to fly a single wingsuit in three separate tasks to demonstrate a combination of best lift (time task), best glide (distance task) and least drag (speed task).

4.1.1.1 **INTERMEDIATE EVENT:** Only wingsuits designated beginner and/or intermediate wingsuits from the manufacturer, and approved by the Wingsuiting Head of Discipline and National Coach, may be flown in the Intermediate Performance Event.

- 4.1.2 Each round of the event is comprised of the three tasks. Each task is performed on a separate flight.

4.2 Tasks

- 4.2.1 **Time Task:** The wingsuit flyer is to fly with the slowest fall rate possible through the competition

window. The result for this task will be the time spent in the competition window, expressed in seconds.

4.2.2 Distance Task: The wingsuit flyer is to fly as far as possible through the competition window. The result for this task will be the straight-line distance flown over the ground while in the competition window, expressed in meters.

4.2.3 Speed Task: The wingsuit flyer is to fly as fast as possible horizontally over the ground through the competition window. The result for this task will be the straight-line distance flown over the ground while in the competition window divided by the time spent in the competition window, expressed in kilometers per hour.

4.3 Program

4.3.1 A competition shall consist of three rounds, with three tasks in each round, for a total of nine flights.

4.3.2 At least one round must be completed to determine rankings and declare winners.

4.3.3 The minimum exit altitude is 3200 m/10,500ft Geometric Altitude. The maximum exit altitude (at the start of jump run) is 3353m /11,000ft Geometric Altitude.

4.3.4 For meteorological and/or Air Traffic Control reasons only, and with the consent of the Chief Judge, the Meet Director may lower the exit altitude to no lower than 3048m /10,000ft Geometric Altitude and continue the competition. The Competition Window does not change; i.e. it stays 2500-1500m. If the exit altitude is lowered it must apply for a complete task for all competitors

4.3.5 The order of tasks will be determined by a random draw conducted by the Meet Director during the competitor briefing. This order may be changed by the Meet Director for meteorological or air traffic control reasons.

4.4 Jump Run and Exit Order

4.4.1 The jump run should be perpendicular to the wind line upwind of the designated landing area, which is established by the Meet Director.

4.4.2 The starting order of the first task of jumping shall be in reverse order of the standings at the most recent FCE, Competitors that did not participate in the most recent FCE will jump at the beginning of the task with the order determined by a random draw made by the Meet Director.

4.4.3 Reverse order of standing shall be recalculated at the completion of the first round and may be recalculated again at, the discretion of the Meet Director. This order will determine the exit order for the following tasks.

4.4.4 A Flight Director must be placed aboard an aircraft larger than eight places to assist competitors with identification of ground reference points and landmarks. Under no circumstances will such a Flight Director direct a competitor to exit. That decision is solely the responsibility of the competitor.

4.4.5 The number of competitors to exit on a single pass of the aircraft and the spacing of those exits will be determined by the Meet Director. The horizontal spacing must be no less than 600m. This will be expressed to the competitors as a time, in seconds, between exits. Immediately after exit, each competitor will turn directly towards his designated flight path.

4.4.6 Exit procedure: There are no limitations on the exit other than those imposed by the Chief Pilot for safety reasons. If a competitor exits in a manner deemed unsafe, the matter will be referred to the Safety Panel (SC5, 4.8).

4.5 Flight Pattern

4.5.1 The first exit point on an aircraft pass will be determined by the Meet Director. The aircraft pilot will signal the competitors when they are clear to exit. The clear to exit signal must be given at least 600 metres before the first Designated Lane. All the competitors will be briefed on the specific exit signals at the pre-event competitors' meeting

4.5.2 The Designated Flight Path of each competitor using a ground reference point will be determined by the Meet Director and will be given to that competitor using a detailed map or aerial photograph of the area no more than 30 days old.

4.5.3 A competitor must not leave his Designated Lane (DL). Violation of this rule during the time period from 10.0 seconds after exit to the exit of the competition window, as determined by the panel of judges, shall affect the result, as determined in 4.8.1, as follows:

4.5.3.1 If less than 150 m outside the DL, a 10% reduction;

4.5.3.2 if 150-300 m outside the DL, a 20% reduction;

4.5.3.3 if, during the time period from 10.0 seconds after exit to the deployment of the parachute, a competitor is more than 300 m outside the DL a 50% reduction for the first such infringement or a score of zero for any such infringement on a subsequent jump. The distance referred to will be measured at right angles to the DL boundary

- 4.5.4** At no time from exit to deployment of the parachute shall a competitor(s) come within 250m of any other competitor(s). Violation of this rule, as determined by the panel of judges, will result in a score of zero for that jump. This decision shall not be grounds for protest.
- 4.5.5** Any violation of 4.5.3 or 4.5.4 that results in endangering other competitors shall be considered a serious endangerment and will be referred to the Safety Panel (SC5, 4.8).

4.6 General Rules

- 4.6.1** The deployment altitude for each competitor will be pre-determined by the Meet Director and Chief Judge and must not exceed 5000ft AGL.
- 4.6.2** Any violation of 4.6.1 that results in endangering other competitors shall be considered a serious endangerment and referred to the Safety Panel (SC5, 4.8).
- 4.6.3** All jumps for each task of a round should be made from the same, or back-to-back loads, in order that competitors jump in similar winds.

4.7 Equipment

- 4.7.1** Competitors shall not carry additional or removable weight on their body or equipment. They must be weighed by the APF Controller, or a person appointed by the APF Controller for the purpose, at the start of the competition wearing all their normal jump equipment to establish a baseline weight. The APF Controller, or a person appointed by the APF Controller for the purpose, must conduct subsequent random weight checks, which may fluctuate from the baseline weight by no more than +/- 2kg before requiring an inspection. If the addition or removal of weight is detected, the score for that jump will be zero. This decision shall not be grounds for protest.
- 4.7.2** The same wingsuit, without any changes or modifications of its parts, must be used throughout the competition. In exceptional circumstances, a wingsuit may be changed with the consent of the Chief Judge, e.g., if the original suit gets damaged and cannot be made airworthy.
- 4.7.3** Wingsuits will be inspected and marked by a Judge. Only marked suits may be used for the competition. Using an unmarked suit will result in a score of zero for that jump.
- 4.7.4** Each competitor shall wear one PLD provided by the Organiser and issued by a Judge. The device will be attached on the jumper's equipment with the antenna having a clear view of the sky, located and positioned to the satisfaction of the Judge. This decision shall not be grounds for a protest.

4.8 Determination of the Winners

- 4.8.1** Penalties arising from 4.5.3 and 4.5.4 will be applied to the result, as measured in 4.2, for each task in each round. The penalized result will be rounded to one decimal place for the time and speed tasks, and whole numbers for the distance task.
- 4.8.2** Each task in each round will be scored based on the top result of the task performed in that round, as determined in 4.8.1. The top result will be scored as 100%. The other results will be scored as a percentage of the top result. The score will be rounded to one decimal place for display purposes only, with the un-rounded score being used for further calculations.
- 4.8.3** The score calculated in 4.8.2 for all rounds for each separate task, will be averaged for each competitor to give an intermediate score for the task. The intermediate score will be rounded to one decimal place for display purposes only, with the un-rounded score being used for further calculations.
- 4.8.4** The three intermediate scores, as determined in 4.8.3, for each task for each competitor will be added and rounded to one decimal place to give the total score for the competitor.
- 4.8.5** The rounded total score will be used for display purposes and to determine ranking.
- 4.8.6** In the event of a tie in the first three places, the following tie-break rules apply:
- 4.8.6.1** A tie-break jump will be made. The task shall be drawn at random by the Chief Judge.
 - 4.8.6.2** If the tie cannot be broken by the tie break jump, the competitors concerned shall have equal placement.
 - 4.8.6.3** Any other ties in the standings shall have equal placement.

THE ACROBATIC EVENT

4.9 Objective

4.9.1 The objective is for a team to perform a sequence of manoeuvres.

4.9.2 There is no distinction as to gender.

4.10 Program

4.10.1 The competition will consist of seven rounds. The minimum number of rounds for a valid competition will be one (1) round

4.10.2 The seven (7) rounds shall consist of:

4.10.2.1 Four (4) Compulsory Routine rounds

4.10.2.2 Three (3) Free Routine rounds

4.10.2.3 The order of the routines shall be F-C-C-F-C-C-F (C = Compulsory; F = Free).

4.11 Exit Altitude and Working Time

4.11.1 Unless otherwise specified in this section, the maximum exit altitude is 3810m /12,500ft AGL.

4.11.2 Working time is the time spent, measured in seconds rounded to the closest tenth (0.1) of a second, in the Altitude Window from the first crossing of the upper boundary by the DTM to the first crossing of the lower boundary by the DTM.

4.11.3 Unless otherwise specified in this section, the lower boundary of the Altitude Window will be 7500 vertical feet below the upper boundary.

4.11.4 For meteorological and/or Air Traffic Control reasons only, and with the consent of the Chief Judge, the Meet Director may lower the exit altitude to no lower than 3048m /10,000ft and continue the competition. However, if the exit altitude is lowered it must apply for a complete round for all teams.

4.11.5 If the exit altitude is lowered to 3505m/11,500ft AGL or less, the lower boundary of the Altitude Window will be 5000 vertical feet below the upper boundary.

4.12 General Rules

4.12.1 The deployment altitude for each team will be pre-determined by the Meet Director in order to maximize team separation and may not exceed 5000ft AGL.

4.12.2 Competitors may change their role in the team from jump to jump; however, they may only perform one role (Performer A, Performer B, Videographer) during a jump.

4.12.3 The Performer (defined as Performer A, Performer B) who executes the first manoeuvre in each compulsory routine is defined as Performer A; this establishes the performer's role in the sequences (described in Addendum A – Acrobatic Wingsuit Flying Compulsory Sequences) for the remainder of the routine.

4.12.4 The starting order of the first round of jumping shall be in reverse order of the standings at the most recent FCE. Teams that did not participate in the most recent FCE will jump at the beginning of the round with the order determined by random draw made by the Meet Director.

4.12.5 Each participant may be a member of only one team.

4.13 Equipment

4.13.1 The Designated Team Member (DTM) shall wear one PLD provided by the Organiser and issued by a Judge. The device will be attached on the DTM's equipment with the antenna having a clear view of the sky, located and positioned to the satisfaction of the Judge. This decision shall not be grounds for a protest.

4.14 Compulsory Routine

4.14.1 The Compulsory Routines consist of three (3) Compulsory Sequences as described in Addendum A – Acrobatic Wingsuit Flying Compulsory Sequences.

4.14.2 The Compulsory sequences may be repeated until the end of working time.

4.14.3 The Compulsory Sequences to be used on each jump are determined via a random draw

4.14.4 The draw of all compulsory round sequences will be done publicly and supervised by the Chief Judge. Teams will be given not less than two hours' knowledge of the results of the draw before the competition starts.

- 4.14.5** Sequences shown in Addendum A – Acrobatic Wingsuit Flying Compulsory Sequences will be individually placed in one container. Individual withdrawal from the container, (without replacement), will determine the sequences to be jumped in each round. A sequence, once drawn, will be put aside and may not be used again. However, if all available sequences have been used and the draw is not complete, the process will be re- started until the draw is complete.
- 4.14.6** The order of the compulsory sequences is determined by the order in which they are drawn.
- 4.14.7** After completion of the draw as determined in 5.6.5, the Chief Judge will determine whether a tie break jump will be a Free Round or Compulsory Round using the following procedure:
- 4.14.7.1 One Free Round and one Compulsory Round marker will be placed in one container. One marker will be drawn from the container in order to determine the type of tie break round.
- 4.14.7.2 If the tie break round determined in 5.6.7.1 is a Compulsory Round, the Sequences will be drawn in accordance with 5.6.5 and 5.6.6.

4.15 Free Routines

- 4.15.1** The content of the Free Routine(s) is chosen entirely by the Team and may or may not include grips.
- 4.15.2** The Team may perform the same Free Routine in each Free Round.

4.16 Air-to-air Video Recording

- 4.16.1** For the purpose of these rules, "air-to-air video equipment" shall consist of the complete video system used to record the evidence of the team's performance, including camera(s), recording media, cables and battery. The air-to-air video equipment must be able to deliver a High Definition (HD 1080i / 1080p) digital signal through a compatible video connection approved by the Video Controller.
- 4.16.2** The videographer is responsible for assuring the compatibility of the air-to-air video equipment with the scoring system.
- 4.16.3** The camera must be fixed by a static mount to the helmet. No roll, pitch or yaw movements of the camera, mechanical and/or digital zoom adjustment, or any digital effects (excluding "steady shot" or other image stabilization feature) may be used during competition jumps. Failure to meet any of these requirements will result in a score of zero (0) points.
- 4.16.4** A Video Controller will be appointed by the Chief Judge prior to the start of the judges' conference. The Video Controller may inspect a team's air-to-air video equipment to verify that it meets the performance requirements. Inspections may be made at any time during the competition which does not interfere with a team's performance, as determined by the Event Judge. If any air-to-air video equipment does not meet the performance requirements as determined by the Video Controller, this equipment will be deemed to be unusable for the competition.
- 4.16.5** Video Review Panel (VRP). A VRP will be established prior to the start of the official training jumps, consisting of the Chief Judge, the President of the Jury, and the APF Controller. The VRP may enlist the help of the Video Controller. Decisions rendered by the VRP shall be final and shall not be subject to protest or review by the Jury.
- 4.16.6** The Organizer shall provide the teams with a way of identification showing the team and round number, to be recorded by the videographer just before exit.
- 4.16.7** The team's video recording must continue from team/round identification through the exit and the jump without interruption. Failure to meet this requirement will result in a score of zero (0) points.
- 4.16.8** The videographer shall provide the video evidence required to judge each jump and to show the team's performance to relevant third parties. It is the responsibility of the videographer to show the exit of the Performers so that the start of working time may be clearly determined. If, in the opinion of the Panel of judges, the start of working time may not be clearly determined on the video, a penalty of 10% shall be deducted from the team's total score for that jump as determined in 6.2.8.2. and 6.2.8.3.
- 4.16.9** As soon as possible after each jump, the videographer must deliver the air-to-air video equipment for dubbing at the designated station. The video evidence must remain available for viewing or dubbing until all scores are posted as final.

4.17 Re-jumps

- 4.17.1** In a situation where the video evidence is considered insufficient for judging (NV – see 6.2.6.6) by a majority of the judging panel, the air-to-air video equipment will be handed directly to the VRP for assessment and a determination as follows:
- 4.17.2** If the VRP determines that there has been an intentional abuse of the rules by the team, no re-jump will be granted and the team's score for that jump will be zero (0).
- 4.17.3** In the case the VRP determines the insufficiency of the video evidence is due to a factor that could be controlled by the team, no re-jump will be granted, and the team will receive a score based on the video evidence available.
- 4.17.4** If the VRP determines the insufficiency of the video evidence is due to weather conditions or a cause beyond the control of the team, a re-jump will be given.
- 4.17.5** Contact or other means of inference between performer(s) and/or the videographer in a team shall not be grounds for a re-jump.
- 4.17.6** Problems with a competitor's equipment (excluding air-to-air video equipment) shall not be grounds for a re-jump.
- 4.17.7** Adverse weather conditions during a jump are not grounds for a protest. However, in circumstances not covered by 5.9.1, a re-jump may be granted due to adverse weather conditions, at the discretion of the Chief Judge.

4.18 Determination of Winners

- 4.18.1** The winners (1st, 2nd and 3rd) are the teams with the three highest total scores for all completed rounds.
- 4.18.2** In the event of a tie in the first three places, a tie-break jump, as determined in 5.6.7 will be made.
- 4.18.3** If the tie cannot be broken by the tie-break jump, the following procedure will be applied until a clear placing is determined:
- 4.18.3.1 The best score, then the second-best score, of any completed free rounds.
- 4.18.3.2 The best score, then the second-best score, of any completed compulsory rounds.
- 4.18.4** Any other ties in the standings shall have equal placement.

5. JUDGING & SCORING

5.1 Performance Event

- 5.1.1** Scoring will be supervised by at least two APF Wingsuit Judges
- 5.1.2** Scores (as defined in 4.8.2), and any associated performance data, shall not be published until the task which includes those scores is complete.

5.2 Acrobatic Event

- 5.2.1** Once any team member has left the aircraft, the jump shall be evaluated and scored.
- 5.2.2** The evaluation of each sequence will take place during the full working time but may cease before the end of working time if the team abandons the performance requirements for the required routine. Teams may continue scoring by continually repeating the sequences in the required order.
- 5.2.3 Judging procedures:**
- 5.2.3.1 The jumps shall be judged using the video evidence as provided by the videographer.
- 5.2.3.2 A panel consisting of five (5) judges must evaluate each team's routine. Where possible, a complete round shall be judged by the same panel.
- 5.2.3.3 Judges may view the jump a maximum of three (3) times. A fourth viewing may be allowed at the discretion of the Event Judge.
- 5.2.4** All viewings must be at normal speed.
- 5.2.5** The judges will use the electronic scoring system to record the evaluation of the performance. At the end of working time, freeze frame will be applied on each viewing, based on the timing taken from the first viewing only. The judges may correct their evaluation record after the jump has been judged. Corrections to the evaluation record may only be made before the Chief Judge signs the score sheet.
- 5.2.6 Scoring Compulsory Rounds:**
- 5.2.6.1 The Round is evaluated using two (2) criteria: style and number of grips.
- 5.2.6.2 Judges will give each of the above two criteria a score based on the guidelines in Addendum B – Acrobatic Wingsuit Flying Judging Criteria.
- 5.2.6.3 For each manoeuvre omitted from the required order, as determined by a majority of the judges, 1.5 points will be deducted from the style point score otherwise given by each judge.

- 5.2.6.4 Where a manoeuvre is omitted, the grip associated with that manoeuvre will also be considered as being omitted and scored in accordance with 6.2.6.6.
- 5.2.6.5 One point will be assigned for each grip correctly performed in the routine within the working time of each round, as determined by a majority of the judges. The score given for grips shall be in whole integers only.
- 5.2.6.6 For each grip omission one (1) point will be deducted from the total determined in 6.2.6.5.
- 5.2.6.7 A majority of Judges must agree in order to determine an NV situation.
- 5.2.6.8 If, after the viewings are completed, and within fifteen seconds of the knowledge of the result, the Chief Judge, Event Judge or any Judge on the panel considers that an absolutely incorrect assessment of a grip has occurred, the Chief Judge or Event Judge will direct that only that part(s) of the jump in question be reviewed. If the review results in a four to one decision by the Judges on the part(s) of the performance in question, the assessment of that grip will be adjusted accordingly. Only one review is permitted for each jump.
- 5.2.6.9 The minimum score for any of the criteria is zero points

5.2.7 Scoring Free Routines

- 5.2.7.1 The Routine is evaluated using three (3) criteria: style, dive plan and camerawork.
- 5.2.7.2 Judges will give each of the above three criteria a score based on the guidelines in Addendum B – Acrobatic Wingsuit Flying Judging Criteria.

5.2.8 Score Calculation:

- 5.2.8.1 The team's score for a round for each of the criteria in 6.2.6 and 6.2.7, other than grips, is calculated by discarding the high and low scores and averaging the three remaining scores, rounded to one decimal place.
- 5.2.8.2 For free rounds, the team's score for style, dive plan and camera as calculated in 6.2.8.1 will be weighted 0% to 100% for each criterion for all teams for that round, the highest score being weighted 100% (100), and a zero score being weighted 0% (0). The team's total score for a round is then calculated by adding the three weighted percentage scores for that round.
- 5.2.8.3 For compulsory rounds, the team's score for style, as calculated in 6.2.8.1, and for grips, as calculated in 6.2.6.4 and 6.2.6.5, will be weighted 0% to 150% for each criterion for all teams for that round, the highest score being weighted 150% (150), and a zero score being weighted 0% (0). The team's total score for a round is then calculated by adding the two weighted percentage scores for that round.
- 5.2.8.4 The team's final score for the event is the sum of the total scores from all completed rounds as calculated in 6.2.8.2 and 6.2.8.3.
- 5.2.9 All scores for each judge will be made public.

5.3 Training Jumps

- 5.3.1 One day will be set aside prior to the start of the competition for each Acrobatic team and each Performance competitor to have the opportunity to make two (2) training jumps, which will be scored by the judges. The aircraft and the judging and scoring systems to be used in the competition will be used for these training jumps. If no training jumps are possible due to weather, teams may deliver up to two (2) previously recorded training jumps for scoring.
- 5.3.2 If a team or competitor chooses to make less than the two training jumps permitted, or it is not possible to make the two official training jumps scheduled due to weather conditions or other circumstances, this shall not be grounds for a protest.

5.4 Other Judging Responsibilities – Performance and Acrobatic

- 5.4.1 One or more individuals, supervised by the Chief Judge (or trainees under the supervision of the Chief of Judge Training) may support the judges in equipment, device and data management.
- 5.4.2 One or more qualified individuals, supervised by the Meet Director, must observe the competitors during their descent and on opening. The observer must check for any conditions or incidents that might constitute grounds for a re-jump and/or disqualification for safety reasons. A written record must be made of any unusual observations or incidents.
- 5.4.3 The Chief Judge and/or Meet Director may interrupt the event if they determine the meteorological conditions are not safe for the conduct of the event. This decision is not grounds for a protest

6. RULES SPECIFIC TO THE COMPETITION

6.1 TITLE OF THE COMPETITION

“The APF Wingsuit <xxxxxxx> Flying Championship, (location), (year)”

Aims of the Competition

- To determine the Champions (1st, 2nd, 3rd) of Wingsuit Acrobatic Flying.
- To determine the Champions (1st, 2nd, 3rd) of Wingsuit Performance Flying
- To promote and develop Acrobatic Wingsuit Flying training and competition.

- To establish new Australian Wingsuit Flying competition records.
- To exchange ideas and strengthen friendly relations between wingsuit flyers, judges and others
- To allow participants to share and exchange experience, knowledge and information.
- To improve judging methods and practices.

Prizes and Awards

- Medals are awarded to the first three competitors with the highest overall ranking in each Wingsuit discipline.
- The title of Australian Champion is awarded to the first placed competitor in each Wingsuit discipline.

ADDENDUM – A

ACROBATIC WINGSUITING COMPULSORY SEQUENCES PERFORMANCE REQUIREMENTS

- Compulsory sequences may be broken down into separate elements during execution but will result in lower scoring on style.
- The last position of each Compulsory sequence leads into the beginning position of the next Compulsory sequence and is counted as one grip.
- Performers are defined as Performer A and B.
- Other than for the first grip of the jump, a valid grip must be preceded by clear total separation, which is when the performers show at one point in time that they have released the grip and no part of their arms have contact with the other performer;

Sequence A: Up and Over

- Performers are in normal flight with a hand grip.
- Performers release the grip and Performer A transitions over Performer B to the other side.
- Performers take a hand grip in normal flight.
- Performers release the grip and Performer B transitions over Performer A to the other side.
- Performers take a hand grip in normal flight.

Sequence B: Rock and Roll

- Performers are in normal flight with a hand grip.
- Performers show total separation and then Performer A performs a barrel roll.
- Performers take a hand grip in normal flight.
- Performers show total separation and then Performer B performs a barrel roll.
- Performers take a hand grip in normal flight.

Sequence C: Revolutions

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A transitions over Performer B to the other side and then transitions back under Performer B to the original starting position.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B transitions over Performer A to the other side and then transitions back under Performer A to the original starting position.
- Performers take a hand grip in normal flight.

Sequence D: Roll Over

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A makes a barrel roll over Performer B to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B makes a barrel roll over Performer A to the other side.
- Performers take a hand grip in normal flight.

Sequence E: Fruity Loops

- Performers A and B are in normal flight with a hand grip.
- Performers show total separation and Performer A performs a front loop.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B performs a front loop.

- Performers take a hand grip in normal flight.

Sequence F: Duck and Roll

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A makes a barrel roll under Performer B to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B makes a barrel roll under Performer A to the other side.
- Performers take a hand grip in normal flight.

Sequence G: Déjà vu

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A transitions over Performer B to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer A transitions over Performer B back to the other side.
- Performers take a hand grip in normal flight
- Performers show total separation and Performer B transitions over Performer A to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B transitions over Performer A back to the other side.
- Performers take a hand grip in normal flight.

Sequence H: Ying Yang

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A transitions to inverted flight.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and Performer A transitions to normal flight.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B transitions to inverted flight.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and Performer B transitions to normal flight.
- Performers take a hand grip in normal flight.

Sequence I: Back to Back

- Performers are in normal flight with a hand grip.
- Performers show total separation and both transition to inverted flight.
- Performers take a hand grip in inverted flight.
- Performers show total separation and both transition to normal flight.
- Performers take a hand grip in normal flight.

Sequence J: Pancakes

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A transitions to inverted flight over Performer B to the other side.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and Performer A transitions back to normal flight over Performer B back to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B transitions to inverted flight over Performer A to the other side.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and Performer B transitions to normal flight over Performer A back to the other side.
- Performers take a hand grip in normal flight.

Sequence K: Reversed Pancakes

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A transitions to inverted flight under

Performer B to the other side.

- Performers take a hand grip in mixed orientation.
- Performers show total separation and Performer A transitions to normal flight under Performer B back to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B transitions to inverted flight under Performer A to the other side.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and Performer transitions to normal flight under Performer A back to the other side.
- Performers take a hand grip in normal flight.

Sequence L: Hand to Foot

- Performers are in normal flight with a hand grip.
- Performers show total separation.
- Performer A takes a foot grip in normal flight on the same side on Performer B.
- Performers show total separation.
- Performers take a hand grip in normal flight on the same side.
- Performers show total separation.
- Performer B takes a foot grip in normal flight on the same side on Performer A.
- Performers show total separation.
- Performers take a hand grip in normal flight on the same side.

Sequence M: Reversed Hand to Foot

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A transitions to inverted flight.
- Performer A takes a foot grip in inverted flight on the same side on Performer B.
- Performers show total separation and Performer A transitions to normal flight.
- Performers take a hand grip in normal flight on the same side.
- Performers show total separation and Performer B transitions to inverted flight.
- Performer B takes a foot grip in inverted flight on the same side on Performer A.
- Performers show total separation and Performer B transitions to normal flight.
- Performers take a hand grip in normal flight on the same side.

ADDENDUM – B

ACROBATIC WINGSUIT FLYING JUDGING CRITERIA

C-1 Scoring Grips

Grip scoring is only required for the Compulsory Rounds.

- Each completed grip at the start of, during, and between each Compulsory sequence manoeuvre will be added up to create a total number of grips.
- If multiple grips are taken during and between each Compulsory sequence manoeuvre, only one grip will be counted.
- A grip that cannot be seen or is considered not to meet the definition in Section 2 by a majority of the Judges, will not be included in the total number of grips. Compulsory Rounds have to be made in the correct sequence. A Compulsory manoeuvre omitted in the sequence will result in one point being subtracted from the total number of grips for that round. This result may not be less than zero.

C-2 Scoring Style

Judges give a score for the Team (between 0 and 10 from 0.0 to 10.0, up to one decimal point) for Presentation and for each of the four (4) Compulsory Rounds and three (3) Free Rounds, using the following guidelines:

9-10 points - Routine is performed flawlessly with no noticeable mistakes.

6-9 points - Routine is performed with small mistake(s).

3-7 points - Routine is performed with medium mistake(s).

1-4 points - Routine is performed with large mistake(s).

0-1 points - Routine is not performed or not identifiable.

Examples of style:

- Flying skills: Ability to manoeuvre smoothly or fly in any orientation (vertically, horizontally, back flying, etc.).
- Precision, control: Ability of the Team to demonstrate body control and smoothness of transitions. All movements made by the performers are precise and deliberate, without a lot of

- “nervous” movement in the arms, legs, and body or heading.
- Teamwork: The ability to for the team to perform movements together to create a unified performance.
- Body position: the performers’ posture should present clean and defined arm and leg position ideal for flight.
- Grips: each grip is made smoothly and fully in control.
- Leveling: the performer is adjusting fall rate and level accordingly during each manoeuvre.
- Proximity: the performers stay close together, never moving more than one body distance apart.
- Transitions: more complex manoeuvres are made according to the intended figures, rather than broken down into two or more simpler elements.

Small mistake examples:

- Move: finish slightly off heading, slight wobble, etc.
- Move: arms bent down or forward, knees bent
- Move: grips made resulting in tension and movement

Medium mistake examples:

- Move: significantly off heading, wobble, not enough rotation, etc.
- Move: grips made with considerable force, not fully in control

Major mistake examples:

- Move: completely missing required elements of performed so poorly that move is barely recognizable.
- Not generating forward movement (using aerodynamic properties of the Wingsuit).
- Move: grips made with considerable force, resulting in out of control flying on one or both Performers.

C-3 Scoring Camera

Judges will give two (2) scores for camera work: one for Quality (between 0.0 and 7.0, up to one decimal point); and one for Progressive Work (between 0.0 and 3.0, up to one decimal point) for each of the three (3) Free Rounds, using the following guidelines, based on the worst mistake(s) judged in the camerawork:

Quality:

- 6-7 points - Camerawork is performed flawlessly with no noticeable mistakes.
- 4-6 points - Camerawork is performed with small mistake(s).
- 2-5 points - Camerawork is performed with medium mistake(s).
- 1-3 points - Camerawork is performed with large mistake(s).
- 0-1 points - Camerawork is shows no Performer manoeuvres.

Progressive Work:

- 3 points - Routine is performed with a significant amount of successful progressive work.
- 2 points - Routine is performed with some successful progressive work.
- 1 point - Routine is performed with minimal progressive work.
- 0 points - Routine is performed with no progressive work.

Examples for good camerawork video quality:

- Video is smooth and does not bounce around.
- Performers occupy most of the video and remain centered.
- Cameraman remains within a consistent distance of the Performers.
- Utilizes advanced flying techniques (i.e. Carving around the performers, back flying) resulting in creative angles without loss of framing or proximity.

Examples for Progressive Work:

- Back flying
- Carving
- Multi-axis views

Small mistake examples:

- Momentary loss of framing or focus, occasional minor distance errors, etc.

Medium mistake examples:

- Momentary loss of image, framing, focus, or distance errors for about 20 % or more of the Compulsory Sequence, etc.

Major mistake examples:

- Contact with one or both performers.
- Loss of control, resulting in in lost framing of the performers or no video.
- 50% or more of Compulsory Routine or Free Routine cannot be judged.

C-4 Scoring Dive Plan

Dive plan scoring is only required for the free routine rounds. Judges give the following judging criteria a score, between 0 and 10 expressed as a number up to one decimal point, taking into account the following guidelines:

Technical:

- Variety of moves: Performs several types of moves (using different orientations) within the Dive Plan.
- Difficulty: The degree of difficulty of all moves and transitions in the routine.
- Teamwork: The amount and type of teamwork within the dive plan – constant interaction, showing combined skills of all Team Members, synchronization with the cameraman.
- Working time management: Ability to utilize working time and work the dive plan into the time allotted.
- Grip complexity, if present.

Examples for Technical:

- The two (2) Performers maintain proper proximity throughout each sequence.
- All flying surfaces and/or flight angles are used (i.e. belly to earth and back flying, steeper angles).
- A constant interaction and teamwork is displayed.
- The routine shows a wide variety of set sequences that vary by complexity.
- Team separation after each set sequence.
- Grip complexity, if present.

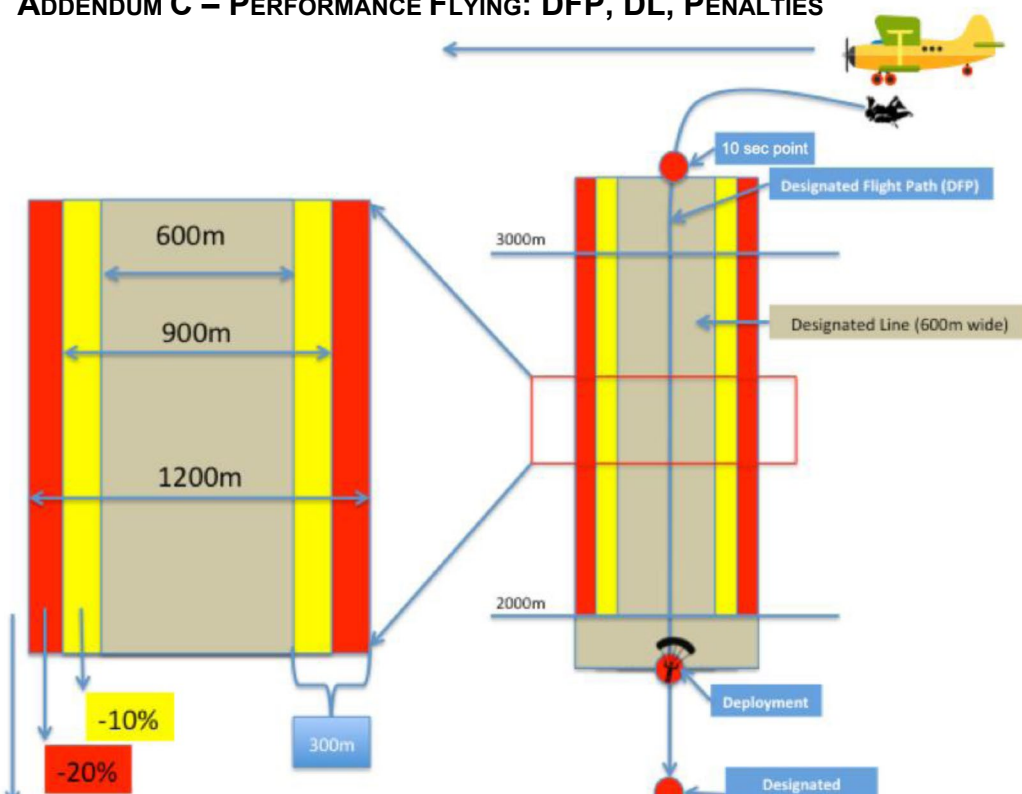
Presentation:

- Visual excitement – Routine should hold the viewer’s attention throughout.
- Dynamic variety - Entertaining without being unnecessary.
- Originality – Creative choreography, interesting beginning and ending.

Examples for Presentation:

- The routine has a defining beginning and end.
- Working time is utilized to the fullest extent possible.
- The routine has a high level of creativity that contains new manoeuvres and flows from one set sequence to the next.
- The routine is enjoyable and aesthetically pleasing to watch.

ADDENDUM C – PERFORMANCE FLYING: DFP, DL, PENALTIES



NATIONAL SPEED SKYDIVING CHAMPIONSHIPS

1 APF AUTHORITY

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

2. DEFINITIONS OF WORDS AND PHRASES USED IN THESE RULES

2.1. SPEED MEASURING DEVICE (SMD)

A device used to determine the vertical speed of the skydiver, which is mounted on the skydiver's helmet.

2.2. BREAKOFF ALTITUDE

Breakoff altitude is set at 5,600 ft. (1,707 metres). Below the breakoff altitude no speed measurements are taken into account.

Note: All altitude information refers to altitude above ground level (AGL) as measured by the approved SMD.

2.3. PERFORMANCE WINDOW

The performance window is the scoring part of the speed jump, which starts at exit. The end of the performance window is either 7,400 ft. (2,256 metres) below exit or at Breakoff altitude whichever is reached first.

2.4. TECHNICAL SCORING DIRECTOR (TSD)

Appointed by the Chief Judge and approved by the Organiser for that position. The Technical Scoring Director is responsible for the planning, setup, and maintenance of the downloading and analysing software before and during an Australian National Championship.

3. THE EVENT

3.1. EVENT DESCRIPTION

3.1.1. The discipline will be comprised of the following event:

3.1.2. Speed Skydiving Open

Within the Speed Skydiving Open event, separate classifications will be made for:

Speed Skydiving Male

Speed Skydiving Female

Speed Skydiving Junior Male

Speed Skydiving Junior Female

3.1.3. The competition in the classifications takes place during the rounds, and no separate jumps are made. The scores achieved in the rounds are used to determine the placings in the classifications.

3.1.4. The final scores in the open classification are also carried across to the female, junior male, junior female

3.1.5. The title of Australian Champion is awarded to the first placed competitor in each category.

3.1.6. Medals will be awarded to the first 3 placed competitors in the Open Category

3.2. PROGRAMME OF EVENTS

3.2.1. The event consists of 8 rounds. The minimum number of rounds for a valid event is one.

3.2.2. Competitors make 8 rounds in the Open event. The final results for the classifications are those obtained in the Open event.

3.3. OBJECTIVE OF THE EVENT

The objective of the event is for the competitors to fly their body as fast as possible to achieve the highest average vertical speed through a 3 second window (see 5.5.1).

3.4. PERFORMANCE REQUIREMENTS

The accumulated total of the competition jumps is used to determine the final placings. The standings will also have a column showing the average speed based on number of rounds completed.

4. GENERAL RULES

4.1. EQUIPMENT

- 4.1.1.** Competitors may not wear additional weight on their body, in any of their equipment, or on any of their equipment.
- 4.1.2.** Parachutes and equipment will be inspected by the Chief Judge or Meet Director to confirm that they conform to normal weights for that equipment. Chief Judge and Meet Director may delegate this task to a qualified person, such as a Rigger, Senior Rigger or Master Rigger. If, in the opinion of the Chief Judge and Meet Director, the equipment does not conform to normal weights for that equipment, the competitor may be required to demonstrate that the equipment does not contain extra weight. This decision is not grounds for protest.
- 4.1.3.** Parachutes and equipment will be inspected by the Chief Judge, Meet Director or APF Controller to confirm that they are safe for the event. Chief Judge, Meet Director or APF Controller may delegate this task to a qualified person, such as a Rigger or Packer A. If, in the opinion of the Chief Judge, Meet Director and APF Controller, the parachute and/or equipment are not safe for the event, the competitor will not be permitted to use it. Inspections that do not interfere with a competitor's performance may be made at any time during the competition, as determined by the Chief Judge. If any equipment does not meet the requirements as determined by the Chief Judge, Meet Director or APF Controller, this equipment will be deemed to be unusable for the competition. This decision is not grounds for protest.
- 4.1.4.** Each competitor must wear a suitable audible altitude warning device on every jump. Two suitable audible altitude warning devices, with visual indications in the goggles/visor, are recommended.
- 4.1.5.** Each competitor will wear one SMD provided by the Organiser and issued by the Chief Judge. The devices will be attached on the helmet to the satisfaction of the Chief Judge.
- 4.1.6.** If a competitor changes his rig or helmet during competition, the new rig or helmet must be inspected by the Chief Judge or Meet Director according to 4.1.1, 4.1.2, 4.1.3 and 4.1.5 before the competitor is allowed to jump with the rig or helmet.
- 4.1.7.** The SMD will be attached on the competitor's helmet by a member of the judging staff, the device will be attached with the antenna having a clear view of the sky, located and positioned to the satisfaction of the Judge. The device will be attached prior to the start of the competition.
- 4.1.8.** A competitor shall not wear any other electronic device or wires closer than 2.54 cm from the official SMD as measured by the judging staff. However, a second identical SMD unit may be worn without regard to this separation requirement. If any such electronic device affects the SMD system, and the source of the interference is not obvious and beyond the reasonable control of the jumper, a rejump may be granted by the Chief Judge.
- 4.1.9.** The SMD will be turned on before the jump and off after the jump by a Judge or by the competitor if instructed to do so by any Judge. The judge will verify that the SMD is on and receiving satellite signal.
- 4.1.10.** Immediately after the jump, the competitor must return the SMD to the judging staff. The competitor is not allowed to read the data directly from the SMDs before it is registered by the judges.
- 4.1.11.** If the SMD is found to have been tampered with and if in the opinion of the Chief Judge this was not caused by circumstances beyond the control of the competitor, then no re-jump will be awarded and the competitor will receive a score of zero for that jump. This decision shall not be grounds for a protest.
- 4.1.12.** If the SMD malfunctions and, in the opinion of the Chief Judge, the malfunction was not caused by action or interference by the competitor, then the competitor will be given the option of making a re-jump or receiving a score of zero for that jump.

4.2. TRAINING JUMPS

- 4.2.1.** All competitors must have the opportunity on the official practice day to make at least one official training jump, weather permitting.
- 4.2.2.** The SMDs in use in the competition, and all competition rules and procedures, will be used for these jumps.
- 4.2.3.** The official training jumps shall be judged by the Official Panel of Judges, or Judges in Training under direct supervision of the Chief of Judge Training, and the scores may be

published.

4.3. ORDER OF JUMPING

- 4.3.1. The order of jumping in the first round will be determined by reverse order of placing during the last Australian Championship.
- 4.3.2. Individuals not covered by this procedure will jump at the beginning or end of the first round, with order determined at the discretion of the Meet Director and Chief Judge.
- 4.3.3. Time permitting, and at the discretion of the Meet Director, reverse order of ranking may be used for all other rounds.

5. RULES SPECIFIC TO THE EVENT

5.1. JUMPING PROCEDURE

- 5.1.1. The exit point is determined by the pilot in conjunction with the Meet Director. The aircraft pilot will signal the competitors when they are clear to exit. All the competitors will be briefed on the specific exit signals at the pre-event competitors' meeting.
- 5.1.2. The exit delay between competitors must be such so as to ensure safe separation, and be at least 5 seconds.
- 5.1.3. The first person to exit on a pass turns 90 degrees to the right of the aircraft line of flight, the second turns 90 degrees left, and so on. All Competitors must turn to the appropriate direction immediately after their freefall trajectory is no longer affected by the forward throw/momentum of the aircraft. This is to prevent horizontal movement in the line of flight of the jump run. **See 7.1.**

5.2. EXIT ORDER

- 5.2.1. For safety reasons, the exit order in a jump run is determined by the personal best of the competitors. The exit order in a jump run is personal best descending.
- 5.2.2. There will be a maximum of six (6) competitors per exit pass, but this may be reduced by the Meet Director taking into consideration the aircraft size and the dropzone area.

5.3. EXIT ALTITUDE

- 5.3.1. Standard Exit Altitude: 13,000 ft. (3,962 metres) to 14,000 ft. (4,267 metres). It is the responsibility of the Meet director in conjunction with the pilot(s) to make sure that the maximum and minimum exit altitudes (as measured by the approved SMD) are not exceeded.
- 5.3.2. For meteorological reasons or air traffic circumstances only, and with the consent of the APF Controller and the Chief Judge, the Meet Director may lower the exit altitude by any amount down to 11,000 ft. (3,353 metres) to continue the competition. The maximum altitude and the performance window will be reduced by the same amount but the breakoff altitude still remains 5,600 ft. (1,707 metres). Any one round must be completed with the same altitude parameters.
- 5.3.3. Maximum Exit Altitude: The maximum exit altitude for a valid jump is 14,000 ft. (4,267 metres) as measured by the approved competition SMD. A competitor should not exit the aircraft at a higher altitude than the maximum exit altitude. If the SMD registers a higher exit altitude than the maximum exit altitude, the jump will be considered as not valid and a re-jump will be granted.
- 5.3.4. Minimum Exit Altitude: The minimum exit altitude for a valid jump is 13,000 ft. (3,962 metres) a competitor should not exit the aircraft at a lower altitude than the minimum altitude. If the SMD registers a lower exit altitude than the minimum exit altitude the competitor may choose to accept the score for the jump. The competitor must make an immediate decision and inform the Chief Judge of their decision; otherwise a re-jump will be granted automatically.

5.4. SPEED MEASURING DEVICE (SMD)

- 5.4.1. The SMD must be capable of gathering data, and/or transmitting real-time data to a ground station or stations, which allows the competitor's vertical freefall speed to be displayed in kilometres per hour to an accuracy of less than 10.8 km/h (3m/s), The SMD must also be capable of recording the exit altitude to an accuracy of 33 feet (10 metres).
- 5.4.2. The data from an SMD may or may not be required to be downloaded to computer in

order to determine the competitors speed.

- 5.4.3. If the SMD transmits its data to the ground station during the jump, then that data must be recorded and saved when it is received.
- 5.4.4. If the data from the SMD is downloaded for analysis to a computer after landing, then that data must be recorded and saved when it is downloaded.
- 5.4.5. If the speed result is to be read directly from the SMD after landing, then the result needs to be retained on the SMD for the duration of the competition and recorded on the score sheets.
- 5.4.6. The SMD must record real-time three-dimensional (3D) data with a resolution of at least 5Hz and a speed accuracy of less than 3m/s
- 5.4.7. The SMD must not require any action by the competitor in order for it to function.
- 5.4.8. Once attached to the competitor's helmet, it should not be possible for the competitor to alter settings or data from the device without this being evident to the judges. Tampering with the device will result in a score of zero for the jump. This decision is not grounds for protest.

5.5. SCORING SPEED SKYDIVING

- 5.5.1. The score for a Speed Skydiving jump is the average vertical speed in kilometres per hour, to the nearest hundredth of a km/h, of the fastest 3 seconds, which the competitor achieves within the performance window.
- 5.5.2. The length of the performance window is 7400 ft. (2,256 metres), this is determined by the distance between the minimum exit altitude and breakoff altitude.
- 5.5.3. In the case of a standard exit altitude of between 13,000 ft. (3,962 metres) and 14,000 ft. (4,267 metres) the performance window is the maximum of 7,400 ft. (2,256 metres). The competition window ends 7,400 ft. (2,256 metres) below exit altitude.

6. WORK OF THE JUDGES IN THE DISCIPLINE

6.1. SCORING THE JUMP

- 6.1.1. Each performance shall be assessed by at least 2 Judges. All Judges must be APF Speed Skydiving Judges. APF Speed Skydiving Judges in Training, provided they are under the direct supervision of the Chief of Judge Training or his designee, having attended the Judge's Conference, may be used in addition to the Official Panel of Judges.
- 6.1.2. One or more individuals, supervised by the Chief Judge (or trainees under the supervision of the Chief of Judge Training) may support the judges in equipment and device management
- 6.1.3. One judge conducts the analysis of the jump and determines the appropriate score. The second judge then checks the analysis and score before collation of the score sheet.
- 6.1.4. If a computer is used to analyse the data to obtain the speed, then the data must be downloaded as soon as possible after the competitor has handed in the device, and before the SMD is used again.
- 6.1.5. If the speed is read directly from the device, then the readings are to be taken when the competitor hands in the SMDs, the speeds are to be written directly on to the score sheets, and the competitor is to sign for the score. The SMDs may then be used again.
- 6.1.6. If the speed is obtained from data transmitted during the jump to a ground station or stations, the SMD may only be used again once it has been determined that valid data has been obtained.
- 6.1.7. The scores will not be final until the data have been reviewed. The Chief Judge is responsible for determining a competitor's final score and placing.

6.2. COLLATION OF THE SCORE SHEETS

The scores are collated immediately after the judges have assessed the jump. The results of the collation must be checked by the Chief Judge.

6.3. DETERMINING PLACING

6.3.1. At the end of a completed round, the accumulation of the competitor's single scores is used to determine the competitor's total result. The total result for the competitor determines the ranking. The competitors are ranked in descending order of their total results.

6.3.2. While a round is in progress, unofficial results may be published. However, if the round does not get completed, the scores from the incomplete round must be discarded and the results must be amended to reflect the scores from the number of completed rounds.

6.4. DETERMINATION OF THE WINNERS

6.4.1. The competitor with the highest score is the winner.

6.4.2. In the event of a tie in the first three places, the following rules apply:

6.4.2.1. Where possible tie-break jumps shall be made.

6.4.2.2. If this does not break a tie, then the competitor with the best result in any one round obtains the higher place.

6.4.2.3. If the tie cannot be broken, the competitors concerned shall be declared co-medallists.

6.4.2.4. All other ties shall be ranked equal.

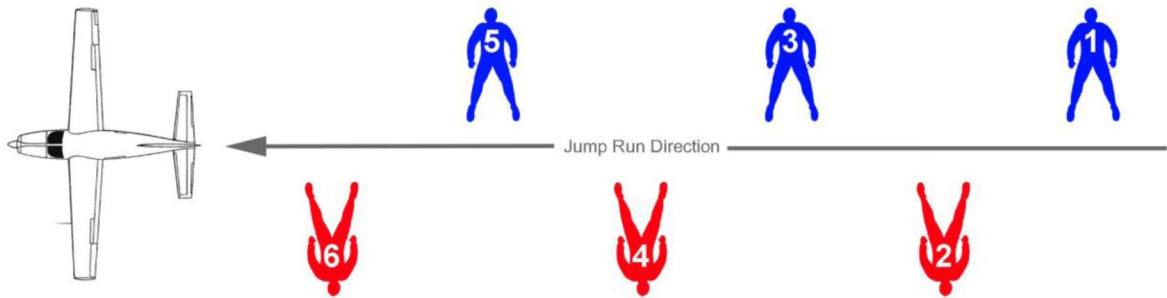
6.4.3. In the event of a tie in the first three places in any of the classifications, paragraphs 4.4.2 will be applied.

6.5. OTHER RESPONSIBILITIES

The Chief Judge may decide to interrupt the event if he considers that the meteorological conditions are not safe for the conduct of the event. This decision is not grounds for a protest.

7. DEFINITIONS

7.1. EXIT PROCEDURE



8. TITLE OF THE COMPETITION

“The APF Speed Flying Championship, (location), (year)”

8.1 Aims of the Competition

To determine the Champion of Speed Skydiving

To promote and develop Speed Skydiving training and competition.

To exchange ideas and strengthen friendly relations between sport parachutists, judges and support personnel.

To allow participants to share and exchange experience, knowledge, and information.

To improve judging methods and practices.