



AUSTRALIAN PARACHUTE FEDERATION

Competition Rules – Accuracy Landing



VERSION 01-2024
STATUS: MANDATORY

Warning

Parachuting and flying in parachuting aircraft can be dangerous.

Version Control

It is important that members refer to the current version of this document. Current Version number is shown on the front cover and in the below table.

Current versions of these rules and any associated documents can be found on the APF website. Significant changes made from the previous version are shown in Amendments.

These rules are based on the relevant International Skydiving Commission (ISC) competition rules. Variations from those rules are indicated by italic text.

CURRENT VERSION	RELEASE DATE
01-2024	28 February 2024

PREVIOUS VERSIONS	REPLACED BY
10-2023	01-2024
09-2021	10-2023

AMENDMENTS

VERSION	AMENDMENT DETAILS
01-2024	Re-numbered and updated to conform to ISC rules.
10-2023	Taken from previous version of Sporting Code, separated into own document.

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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 **Tuffet:** landing area on which the AMD is placed.

2.2 **AMD:** Automatic Measuring Device

3 THE EVENTS

3.1 Event Descriptions

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 (*minimum of five competitors required*).

3.2 Objective of the Event

3.2.1 Competitors aim to land on, or as close as possible to the centre of a target. The competitor is responsible to present clearly the first contact with the target to the judges.

3.3 Performance Requirements

The accumulated total of all rounds is used to determine the final placings of teams or individuals. A minimum number of rounds (specified in O) 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

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 the last *National* Championship. 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, mixed groups at the end of the round.

4.3 Determination of the Winner

- 4.3.1 At the end of all completed rounds, the team or competitor with the lowest cumulative score is the winner.
- 4.3.2 If all rounds cannot be completed, the team or competitor ranked first in the last completed round is the winner. See 0 for tie-breaks.

5 RULES SPECIFIC TO THE EVENTS

5.1 Team and Individual Accuracy Landing Events

- 5.1.1 Wind drift indicator
 - 5.1.1.2 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 100m below the exit altitude and above the target by a Judge or an experienced parachutist appointed by the Chief or Event Judge.
 - 5.1.1.3 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.
 - 5.1.1.4 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.
 - 5.1.1.5 When the boarding area is not close to the target area, as determined by the *Meet Director*, 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.
- 5.1.2 **Exit point:**

Each competitor or team selects their own exit point.
- 5.1.3 **Wind speed:**
 - 5.1.3.1 The maximum allowable wind speed at ground level in the accuracy events is set by the Chief Judge, *DZSO* and Meet Director at a value no less than 6 m/s and no more than 7,5 m/s. This limit will be given to the competitors at the initial briefing and will remain for the duration of the competition.

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

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

5.1.4 Wind direction on the ground

5.1.4.1 The windsock must be capable of responding to winds of at least 2 m/s. It should have a minimum length of 4 m, a minimum diameter at inlet of 600 mm and a minimum height of 6 m. The Chief Judge will determine its location, which is at a fixed place, approximately 50 m from the target centre. This decision is not subject to any protest.

5.1.4.2 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

5.1.5.1 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 1cm.

5.1.5.2 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.

5.1.5.3 The AMD and the underlying pad are placed centrally on a tuffet, which has to be acceptable to the *Chief Judge* and should have the following approximate specifications:

Diameter: app. 5 m; and
Thickness: a minimum of 30 cm; and
Colour: any colour.

5.1.5.4 The target must have a clearly marked circle of 20 m radius centred on the dead centre disc.

5.1.5.5 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.

5.1.5.6 In order not to damage the AMD, suitable footwear must be worn.

5.1.6 Presence on the target

5.1.6.1 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.

5.1.6.2 Team Managers and guests of the Organisers are allowed in a reserved area of the 20m 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 20m circle but not closer than 5 m, decided by the Event Judge.

5.1.6.3 During the final approach of a competitor, only members of the Panel of Judges are allowed within 5 m. 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.

5.1.6.4 After landing, competitors must leave the target area immediately.

5.1.7 Rejumps

5.1.7.1 Any malfunction of the main parachute canopy, which creates a control problem for a competitor, may merit a rejump. In this case the competitor must indicate immediately that they have such a problem by signalling with their arms or legs outstretched, or other suitable signal, throughout most of the descent and must make no attempt to land in the target area.

5.1.7.2 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 themselves.

5.1.7.3 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.

- 5.1.7.4 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 rejump. The competitor must make an immediate decision and must inform the Event or Chief Judge of their decision; otherwise a rejump must be made.
- 5.1.7.5 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 rejump 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 rejump will be granted.
- 5.1.7.6 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 0 above does not apply, the affected competitor(s) must be offered a rejump.
- 5.1.7.7 Only the affected competitor(s) will make a rejump and get a new score, the rejump counting for both the individual and team accuracy events. The exit altitude for rejumps will be decided by the Meet Director and be between 700 and 1,000m (*~2,300 and 3,300 feet*).
- 5.1.7.8 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 rejump, and must receive a score of 16cm.
- 5.1.7.9 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 rejump 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

- 5.1.8.1 The landing point is the first point of body contact with the surface or the AMD.
- 5.1.8.2 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.
- 5.1.8.3 Any landing point off the AMD must be given a score of 16cm.
- 5.1.8.4 Teams jumping with less than 4 members must receive a score of 16 cm for each missing member.

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

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

5.1.9. Team Accuracy Landing event

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

5.1.9.2 Any team with less than four competitors will jump in mixed teams *at the beginning of each round at the discretion of the Meet Director*. Members of mixed teams will be scored as individual contestants only.

5.1.9.3 The exit altitude is 1,000 metres (*~3,300 feet*). The team must jump from the same aircraft, during the same passage of the aircraft over the target (rejumps are treated as individual jumps). If meteorological conditions do not allow jumping from 1000 metres (*~3,300feet*), the altitude may be lowered to 900 metres (*~3,000 feet*).

5.1.9.4 In the Team Accuracy Landing event, the jump order, determined in 0 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.

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

5.1.10 Individual Accuracy Landing event

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

5.1.10.2 The exit altitude for the semi-final and final rounds is 800 metres (*~2,600 feet*) and there will be two 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 JUDGING

6.1 Decision on Landing Point

6.1.1 Three judges positioned at or near the target will independently assess the landing. The decision of the judges will be made by simple majority.

- 6.1.2. A Video system must be available and will be used for all competition jumps. Video system must be HD and capable of reduced speed playback at a minimum frame rate of 50 fps and be acceptable by CJ.
- 6.1.3. Upon the challenge of a majority of the target judges, the EJ will watch the video. This challenge may be made for an unclear landing or on technical grounds. The video must be reviewed at the first opportunity in order to facilitate the complaint procedure and reach a final scoring decision.
- 6.1.4. Each team captain has the right to submit a verbal challenge to the EJ for a video review.
- 6.1.5. This challenge must be submitted before the team leader has signed the score sheet or immediately after an incident becomes known. The video review fee may be found *in the APF Sporting Code - General Section*, and will be paid back if the challenge is justified. A verbal challenge for a video review can only be submitted in regards to an incident of the challenge's team and without reference to outside video.
- 6.1.6. The team captain or team leader or competitor has the right to watch the video together with the EJ after a final decision has been made by the EJ. The EJ has the right to call in one additional judge for the evaluation. The EJ is responsible to make a final decision and, if warranted, offer a re-jump.
- 6.1.7. The operator of the video system will be appointed by the Meet Director and acceptable by the CJ. The operator must always be available. The EJ must be able to watch the video as soon as possible.
- 6.1.8. Trainee Judges may work with the Judges in the target area, but their opinion or assessment will not be considered.

6.2 Other Responsibilities

- 6.2.1 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. If the team captain / individual refuses to sign, the score will become valid after two hours if no protest has been filed.
- 6.2.2 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.
- 6.2.3 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 rejump and/or disqualification for safety reasons. A written record must be made of any unusual observations or incidents.

- 6.2.4 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.
- 6.2.5 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 rejumps, and also to the Judges at the target. A new wind drift indicator must be dropped before the event may continue.
- 6.2.6 The Event Judge and/or Chief Judge will advise the Meet Director when meteorological conditions allow the resumption of jumping.

7 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 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:

- 7.2.1 Team Accuracy Landing:** The event consists of eight rounds. The minimum number of rounds for a valid event is 5. A junior male/female competitor may be a part of a team.
- 7.2.2 Individual Accuracy Landing:** The event consists of eight rounds plus a semi-final and final round. The scores for the first eight rounds are those obtained in the Team Accuracy Landing event. The minimum number of rounds for a valid event is 5.
- 7.2.2.1 The top 30 male and 15 female competitors after round eight continue into the semi-final.

7.2.2.2 The top 15 male and the 8 female competitors, placed in round nine (semi-final) qualify for the final round.

7.2.2.3 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.

7.2.3 In the event of a **tie for the first three places** in the Team or Individual Accuracy Landing the following rules apply:

7.2.3.1 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.

7.2.3.2 If this does not break a tie then the competitor or team with the greater number of low scores (i.e. for teams the score as defined 5.1.8.5) from all completed rounds, including the tie-breaking jumps, obtains the higher placing.

7.2.3.3 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. If the tie remains in the Team Accuracy Landing all 5 team scores are used for each round, then 7.2.3. above is again used with these scores.

7.2.3.4 If the tie cannot be broken, the competitors or teams concerned shall be declared co-medallists.

7.2.3.5 All other ties will be ranked equal.