



AUSTRALIAN PARACHUTE FEDERATION

APF Sporting Code – General Section



VERSION 02-2024

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*.

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02-2024	01 August 2024

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AMENDMENTS

VERSION	AMENDMENT DETAILS
02-2024	Incorporated 2024 ISC rule changes.
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 GENERAL REGULATIONS

1.1 Principles, Authority

- (1) This document and associated competition rules shall apply to all National Skydiving Championships conducted in Australia or its Territories and shall be a guide for other skydiving competitions within Australia.
- (2) The competition skydiving disciplines are:
 - Accuracy Landing (AL)
 - Formation Skydiving (FS and including Vertical Formation Skydiving - VFS)
 - Canopy Formation (CF)
 - Artistic Events (AE)
 - Canopy Piloting (CP)
 - Speed (SP)
 - Wingsuit Flying (WS)
- (3) The aims of 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 participants.
 - (e) allow participants to share and exchange experience, knowledge and information.
 - (f) provide an opportunity for APF members to participate in competitive skydiving.
- (4) The Competition Rules for each competition skydiving discipline are reviewed annually following the ISC Plenary Meeting. Any changes to the competition rules approved by the ISC will be reflected in the rules for each competition skydiving discipline where deemed appropriate. These changes will be applied by the Competition Committee as soon as possible following the plenary meeting

1.2 Definitions

- (1) **PARACHUTE JUMP:** A parachute jump is a jump by a person from an aircraft, an aeroplane or a spacecraft with the intention of using a parachute for the whole or a part of the descent to the surface of the earth.
- (2) **SKYDIVING:** Falling through the air without a deployed parachute.
- (3) **COMPETITION PERFORMANCE:** A parachute jump performed with the intention of being scored; the score being used to determine the final competition placing. Competition performances include those where a score is officially discarded, as in a throwaway round.
- (4) **ROUND:** A round is the completion, by all competitors, of one competition performance of the same kind, all having been scored. A round may extend over more than one day.
- (5) **EVENT:** An event comprises all the rounds of a competition
- (6) **TEAM:** A number of skydivers jumping together in an event.
- (7) **SKYDIVER:** A person who makes a parachute jump.
- (8) **PARACHUTE:** A collapsible fabric device designed to counteract the effects of gravity and intended to be used to return a suspended load or person safely to the surface of the earth.
- (9) **WINGSUIT:** A garment of flexible material forming wings between a skydiver's arms, legs and torso, creating an aerodynamic platform designed to generate forward movement through the air using only the force of gravity. The skydiver's limbs and extremities must serve as the primary frame for the wings. Secondary structural/aerodynamic components (e.g. non-flexible grippers, fins for directional stabilization) may be used. The span of any structural/aerodynamic components must not extend past the longest finger on both arms, measured at full arm extension.

1.3 Abbreviations

- (1) FAI: Fédération Aéronautique Internationale
- (2) ISC: International Skydiving Commission
- (3) MD: Meet Director
- (4) DZSO: Drop Zone Safety Officer
- (5) CJ: Chief Judge
- (6) EJ: Event Judge
- (7) STM: Safety and Training Manager

1.4 Personal Requirements

- (1) Parachutes: When making a jump every skydiver is required to wear two parachutes (one main and one reserve parachute) attached to a single harness. The two parachutes must be certified as being airworthy by competent authorities. Both parachutes must be ram-air.
- (2) Every skydiver, who wishes to make official training, competition and/or record jumps/performances, which are covered by this Sporting Code, will observe the *APF regulations and any Drop Zone regulations* where the jumps take place, if such regulations are stricter than this Sporting Code.

1.5 General Safety Conditions

- (1) Skydivers must practise safe skydiving and obey the rules as specified in APF Operational Regulations and Regulatory Schedules
- (2) Failure to practice safe skydiving is considered to be a safety violation, which will be subject to the safety violation process described in 4.8. Any safety violation that is deemed by the Safety Panel to be dangerous or hazardous will be considered a Serious Infringement and will be subject to the Penalty provisions of 5.4.
- (3) The maximum wind speed at ground level for skydiving is 11 m/sec, unless a lower windspeed is defined in the competition rules.

2 CERTIFICATES OF PROFICIENCY

Every skydiver who wishes to make competition jumps which are covered by this document must hold a current APF Certificate 'B' or FAI equivalent. *This requirement may be waived for Formation Skydiving Events with the approval of the STM, Meet Director, and DZSO.*

3 COMPETITION RECORDS

For complete details on the requirements regarding competition records please consult the APF National Records Manual.

4 ORGANIZATION OF COMPETITIONS

4.1 General Provisions

- (1) Championships and Events within Championships may be held at multiple locations and times by multiple Hosts as approved by APF.
- (2) APF may designate an Event as a Single Location Event or a hybrid event. Participants must compete at one of the designated DZ's approved by the APF to be eligible for an official placing, medals, or title.
- (3) Authority granted to any person by this policy is granted by APF under delegation of authority, APF may overturn any decision made by a delegated authority.
- (4) This document functions as the primary sporting code document with ancillary documents specifying the rules for each discipline.
- (5) The Organizer shall publish a bulletin providing details at least 60 days prior to the competition date.

4.2 Rules & Regulations

- (1) The APF Operational Regulations and Regulatory Schedules shall govern the conduct of the CHAMPIONSHIPS. All participants, by entering the Championships, agree to accept and abide by these rules.
- (2) The competition rules for each discipline are available on the APF website. Any rule, definition, circumstance, etc. not specifically covered in these regulations shall be resolved by reference to the current edition of the FAI Sporting Code and the relevant ISC Competition Rules.
- (3) Competitors must comply with the standards for anti-doping as stipulated by the Australian National Anti-Doping Policy available at the [SIA](#) website. Competitors must also comply with the APF ***Drug and Alcohol Policy***. All competitors are responsible for familiarizing themselves with these policies.
- (4) Competitors will abide by the rules of good behaviour, follow the timetable set by the Meet Director, be on time for the events, respect the judges, respect the order of jumping and all competition staff.

4.3 Technical Arrangements

4.3.1 Judging Equipment

- (1) Use of the Electronic Scoring System provided by APF is required for all events at the CHAMPIONSHIPS. Should unforeseen technical or availability issues arise then manual scoring will be used.
- (2) Manual scoring may be used at any other competition at the discretion of the CJ.

4.3.2 Jump Aircraft

- (1) Aircraft shall be assigned for jumps at the discretion of the Meet Director.
- (2) To the extent reasonably practical the aircraft conditions shall be equal for all participants within an event, if more than one configuration of aircraft is provided, each team shall make the same drawn rounds from the same aircraft configuration.
- (3) The time between aircraft passes over the exit point shall be minimised the extent reasonably practical whilst maintaining adequate safety of operations. The minimum interval shall not be less than one minute, or any longer period prescribed by the DZSO or Meet Director.

4.4 Participation

- (1) Citizenship: In the individual events, only Australian Citizens, Permanent Residents and those seeking Permanent Resident status will be eligible to receive trophies or medals. In the team events the registration of one or more individuals who are not Australian Citizens, Permanent Residents or seeking Permanent Resident status as either a team member or as the team alternate, will change the status of that team to that of a guest team and no person on that team, regardless of citizenship, will be eligible to be awarded trophies or medals. This paragraph is not intended to refer to the registration of foreign videographers, which will not affect the eligibility of other eligible team members to receive trophies or medals.
- (2) Jump fees must be paid at the time of registration.
- (3) Event registration fees become nonrefundable 7 days prior to the commencement of the competition.
- (4) Rejumps shall be paid for by the competitors. The Host is responsible for costs where the competitors reasonably elect to land in the aircraft because of poor weather conditions.
- (5) Team names for registration purposes must be suitable for media use, not cause confusion and are subject to approval by APF.
- (6) At the time of registration, competitors will pay a non-refundable registration fee, together with the appropriate event entry fees. These fees cover the cost of all scheduled competition jumps. Alternates registered with teams are only required to pay the registration fee.
- (7) Registering in Multiple Events: Competitors may register in multiple events. Reasonable effort will be made to enable competitors to complete all events they are registered in. However, due to time or other constraints, they may not be able to meet their manifest call in each event. The Meet Director will consult the competitor; the competitor will choose his event priority. In

the case of a missed round in an event, the Chief Judge shall award a maximum/minimum score as appropriate.

4.5 Competition Management

- 4.5.1 Opening ceremonies and briefings will take place prior to the commencement of the meet and will be followed by a competitors' briefing. The Meet Director, Chief Judge or Event Judges will give further briefings as required. Jumping will commence as soon as possible, weather permitting.
- (1) Judges Conference will take place on the day prior to the first scheduled day of the Nationals. All competition and scoring equipment will be set up and approved by the Chief Judge and Safety Officer/Meet Director on that day. Practice jumps are allowed on this day for all disciplines.
- 4.5.2 All scores will, as soon as they are determined, be indelibly recorded on a master score sheet displayed in a central location.
- 4.5.3 Classification and recognition of results will be made only for Australian Citizens and Permanent Residents who are APF Registered Participants. Competitors competing as guest individuals or on guest teams shall have their performances appear in the results with the notation "guest" or "guest team" in the appropriate space.

4.6 Judges

Refer to Separate Judges manual.

4.7 Jury

- 4.7.1 Jury composition and duties
- (1) The Jury shall consist of a Jury President and two jury members. Individuals solicited for Jury Duty should be experienced and knowledgeable skydivers. They should have no other responsibilities during the Competition, other than that of Jury Duty. If this is not possible or practical, then Jury Members must be as far removed from the Judging and Competition Conduct as possible, in order to ensure their impartiality. Under no circumstances will a member of the Jury be a Judge or a Competitor in the same event.
- (2) Members of the Jury must be completely familiar with all relevant Competition and Safety Rules. Previous National Competition experience is an asset to a Jury Member.
- (3) The Jury shall be the final authority for any decision pertaining to the conduct of the Competition. The Jury shall be the "last resort" for any appeal by a competitor in relation to any decision made by the Judges or by Competition Officials.
- (4) The Jury does not have the power to change the evaluation of a jump or the score of a jump, but may award a rejump, if in their judgment, the circumstances so warrant.
- (5) The primary function of the Jury is that of interpretation of the Rules to ensure:
- (a) All competition jumps are made in accordance with the appropriate Rules; and
- (b) That decisions made by the Judges or Competition Officials are in accordance with the appropriate Rules.
- (6) The Jury can be located offsite and convene virtually or otherwise as decided by the Jury President.
- 4.7.2 Jury process
- (1) The Jury shall read and discuss the Appeal, after which it shall, as applicable:
- (a) Allow the competitor to speak on their behalf;
- (b) Request the Meet Director or Chief Judge to speak in support or against the Appeal;
- (c) Address any questions to the foregoing as deemed appropriate;
- (d) Question any other parties concerned in order to seek additional facts; and
- (e) Examine any evidence deemed germane, such as score sheets, or other Competition documents.

- (2) The Jury shall then deliberate in Closed Session, with the right to recall any persons involved for further questioning. A decision shall be reached by simple majority, by secret ballot and the decision will be communicated to all concerned, i.e. Meet Director, Chief Judge, Competitors, Manifest, Team Captain, Chief Scorer, Meet Safety Officer and such other Officials or Competitors as required.
- (3) A decision by the Jury must not be made on emotional grounds. A Jury Decision shall be based solely on interpretation of the Rules and such evidence as may be tabled for or against the Appeal.
- (4) If an Appeal concerns a disciplinary matter related to the adherence to and application of Safety Rules, rather than a request for a rejump, the Jury may adopt a different procedure. The Jury may award the competitor the maximum/minimum score for the jump, expel the competitor from the event, or expel the competitor from the competition.
- (5) The Jury must consider that any disciplinary action, initiated by the Meet Director, has been preceded by a warning or warnings to the competitor(s) and by discussion of the incident with the Meet Safety Officer, Chief Judge and the competitor(s).
- (6) Each decision made by the Jury must be carefully weighed by assessing all relevant factors of action and circumstance of the matter presented to them. All parties involved must be accorded equal opportunity to present their views to the Jury. The Jury must be impartial and exercise great caution in respect to applying their own personal prejudices if any, to the matter at hand. In their deliberations, the Jury must assume that in all cases Judges and Meet Officials exercise the authority vested in them with the utmost integrity. Similarly, the Jury must assume as a general rule that competitors do not intentionally violate Competition or Safety Rules, in that each individual has made a substantial investment in time and money in order to compete in the CHAMPIONSHIPS.
- (7) The protest and the Jury's decision shall be displayed near the scoreboard.

4.8 Safety

- (1) Any person, including the Judges, may report matters of safety during the running of the competition to the *DZSO, CJ and/or Meet Director*.
- (2) A Safety Panel, consisting of the *DZSO, the Meet Director and the CJ*, will be formed.
- (3) The *Meet Director*, when aware of any alleged safety violation by an individual competitor or a team (either by direct knowledge or being informed as per (1), will report the circumstances to the Safety Panel.
- (4) The Safety Panel will investigate the allegation and, if it is found by majority decision to be justified, will issue in writing to the competitor or team either:
 - (a) a “first level safety violation notice” or
 - (b) a “second level safety violation notice” or
 - (c) a “third level safety violation notice”.

A “first level safety violation notice” will incur no penalty. A “second level safety violation notice” will result in the maximum or minimum score (as appropriate) for the jump during or after which the safety violation occurred. A “third level safety violation notice” will result in the disqualification of the competitor or team from the event during which the safety violation occurred.
- (5) Any penalties imposed in accordance with this section must be recorded in writing and the competitor or team must also be advised of the penalty in writing.
- (6) If a “first level safety violation notice” has been issued, a second safety violation must result in a “second or third level safety violation notice”.
- (7) If a “second level safety violation notice” has been issued, another safety violation must result in a “third level safety violation notice”.
- (8) These provisions are in addition to any safety or penalty provisions in the Competition Rules.
- (9) A decision of the Safety Panel is not subject to protest or appeal to the Jury.

4.9 Conclusion

- 4.9.1 The medals will be awarded at the conclusion of each event at the end of the days jumping.

- 4.9.2 The order of presentation of trophies will be such that the Champions will be announced last.
- 4.9.3 An MC will announce the winners. The Chief Judge, his or her designee or the Event Judges will coordinate or assist in the presentation of the medals.

4.10 Minimum Participation

- 4.10.1 No winners will be declared, or trophies awarded in a particular event unless the minimum number of jumps for a valid event have been completed.
- 4.10.2 An event will be considered valid only if at least two teams or two individuals, as appropriate, are entered in the event.
- 4.10.3 If a valid event cannot be constituted, the Meet Director, after consulting with the Chief Judge and the competitors concerned, may decide to include those competitors in another event, provided they meet the performance requirements of that other event or allow the event to be run with a single team or competitor.

Note: This provision is not intended to award medals or titles to underperforming teams or individuals but instead is to allow recognition of achievement by dedicated competitors who entered the competition in good faith and through no fault of their own were not met with sufficient competition, especially if such teams are seeking APT selection.

5 GENERAL COMPETITION RULES

5.1 Equipment

- (1) Each participant is responsible for the good condition of his/her equipment.
- (2) Parachutes and equipment may be inspected by the DZSO to confirm that they are safe for the event. The DZSO may delegate this task to a qualified person.
- (3) Parachutes and equipment may be inspected by the Chief Judge or Meet Director in relation to competition rules. The Chief Judge or Meet Director may delegate this task to a qualified person.
- (4) Problems with equipment (including freefall video equipment) or apparel, whether prior to or during a jump, shall not be grounds for a re-jump except as provided in specific CRs.

5.2 Training and Other Jumps

- (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. Where practical, judges and associated equipment may be provided on training days for competitors training jumps to be evaluated.
- (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.
- (3) Competitors must not make descents other than competition jumps during the Championships, unless authorised by the Meet Director and Chief Judge.
- (4) Competitors that practice or conspire to practice a drawn jump on or off the competition site shall be disqualified from the event.
- (5) Competitors must not use a wind tunnel (freefall simulator) once the event has commenced.

5.3 Order of Jumping

- (1) The jump order will be as prescribed in the Competition Rules for the specific event.
- (2) The Meet Director may change the jump order for a round if re-jumps or other important organisational needs make this necessary. This can include but is not restricted to: 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 or substantial changes in the order of jumping
- (3) Medical treatment may constitute a reason for a change in the jump order.

5.4 Order of Events

- (1) The Meet Director, in close co-operation with the Chief Judge, must take maximum advantage of favourable meteorological conditions.
- (2) The Meet Director decides the order of events at any given time. The Meet Director must, however, consider the wishes of the Jury, re-jumps, re-performances and any pending protests, which may affect the order.
- (3) In order to ensure completion, or if the weather requires it, the Meet Director can run two or more events simultaneously.

5.5 Flight and/or Traffic Patterns

- (1) Aircraft flight and/or patterns must be established by joint agreement of the pilots, Meet Director and DZSO. The interests of safety must be maintained at all times.

5.6 Calling the Jumpers

- (1) 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.
- (2) Competitors must be called to the loading area approximately 15 minutes prior to boarding the aircraft, this is the "First Call". A second call must be made five minutes prior to boarding.
- (3) Competitors who do not arrive in time to board the aircraft must receive the maximum or minimum score (as appropriate) for that jump.
- (4) For Blast and A Formation Skydiving Events, competitors are allowed a minimum time of one hour from arriving at the competition site to the first call for the next jump.
- (5) For all other Events, competitors are allowed a minimum time of 45 minutes from arriving at the competition site to the first call for the next jump.

5.7 Videographer, Video transmission and Recording, interference and objects in the air

- (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.
- (2) For the purpose of these rules, "video equipment" shall consist of the complete video system(s) used to record the video evidence of the team's performance, including the camera(s), recording media, cables and battery(ies). All video equipment must deliver a High Definition 1080 type digital signal with a minimum frame rate of 50 frames per second, through a memory card. The videographer is responsible for ensuring the compatibility of the video equipment with the scoring system. Failure to meet any of these requirements will result in a 20% score penalty (rounded down to the next whole number) for any round concerned (or, "that round").
- (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 a competition jump. Failure to meet any of these requirements will result in a score of zero (0) points.
- (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 video evidence must remain available for viewing or download until all scores are posted as final.
- (5) Only one video recording will be dubbed and judged. For CF, FS and WS acrobatic secondary video recordings may only be used in NV situations as defined in the relevant competition rules.
- (6) The dubbing station will be as close to the landing area as possible.
- (7) A Video Controller will be appointed by the CJ prior to the start of the Judges' Conference. The Video Controller may inspect a team's video equipment to verify that it meets the performance requirements as determined by him/her. Inspections may be made at any time during the competition which does not interfere with a team's performance, as determined by the CJ. If

- any video equipment does not meet the performance requirements as determined by the Video Controller, this equipment will be deemed to be unusable for the competition.
- (8) A Video Review Panel will be established prior to the start of the official training jumps, consisting of the CJ, the President of the Jury, and the FAI Controller. Decisions rendered by the Video Review Panel shall be final and shall not be subject to protest or review by the Jury.
 - (9) If the Video Review Panel determines that the video equipment has been deliberately tampered with or there has been an intentional abuse of the rules, SC5, 5.4 will be applied (Unsporting Behaviour)
 - (10) If the Video Review Panel 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.
 - (11) If the Video Review Panel 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.
 - (12) For AE and WS acrobatic the organiser must provide the teams with a way of identification of the team showing the team number/round to be recorded by the Videographer just before exit. The recording of this or other clear identification of the team number and round should continue into the jump without any stop in recording. Failure to meet this requirement will result in a score of zero (0) points for the relevant round.
 - (13) A videographer or cameraflyer (other than a videographer who is part of a team) who has been authorised by the MD and the CJ and, for SP and WS Performance only, by the competitor will be permitted to board the aircraft and exit with a team or competitor.
 - (14) If in the opinion of the Chief Judge, the Event Judges and the Video Review Panel, a videographer or cameraflyer (other than the team's videographer) 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 videographer or cameraflyer responsible will not be permitted to participate in further video or camera jumps during the competition.
 - (15) A rejump may be offered if the Chief Judge, in agreement with the Meet Director concludes that the performance of a team or competitor has been adversely affected by an object in the air (e.g. aircraft, canopies). The CJ's decision is no ground for a protest.

5.8 Aircraft Jump Run

- (1) The competitor or team is not obliged to jump if the altitude differs +/-50 metres or more from that stipulated for the event.
- (2) In order to avoid interference between competitors and teams, the Meet Director, in conjunction with the Chief Judge and the Chief Pilot, shall stipulate the minimum interval of time between passes (jump runs) of the aircraft over the exit point and between the exit of different teams or competitors during the same pass (jump run) of the aircraft.
- (3) If a competitor or team does not jump on their first assigned jump run, they may make no more than one additional jump run, unless authorised by the pilot to do so or where it is apparent that the competitor or team is exhibiting good safety practice or common sense in making additional passes.
- (4) The competitor or team may choose to abort a jump for any pertinent reason and may descend with the aircraft. While the length of time elapsed since take-off of the aircraft is not considered a pertinent reason to abort a jump, if the aircraft spends more than fifteen (15) minutes above 3000 m (10,000 ft) msl or ten (10) minutes above 3650 m (12,000 ft) msl and there is no supplementary oxygen provided, that will constitute a pertinent reason. If a jump run is aborted and the Meet Director decides that the reason is pertinent, the jump must then be made at the earliest opportunity.
- (5) If a competitor or team fails to follow the provisions of paragraph (3) above or aborts a jump without a pertinent reason (as determined by the Meet Director) they will receive the maximum or minimum score (as appropriate) for the jump.

5.9 Meteorological Conditions

- (1) Jumping will continue as long as there is, in the opinion of the Meet Director and the Chief Judge, satisfactory weather conditions for both jumping and judging purposes.

- (2) No further exits will be made following the interruption of an event by reason of weather conditions until the conditions are again satisfactory. The performance of jumpers or teams that have already exited the aircraft will, if possible, be evaluated.
- (3) If any round, in any event, is interrupted for any reason, that round will be completed at the earliest opportunity. It is the responsibility of the competitors to remain available in such an instance. Precisely similar meteorological conditions are not necessary to complete portions of any round or event.

5.10 Scoring

- (1) Once any competitor, team member or team videographer has left the aircraft, the jump will be evaluated, unless the Competition Rules provide otherwise, in which case the Competition Rules will take precedence.
- (2) 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 will be posted, as soon as possible, on the scoreboard designated by the Chief Judge, and in any event must be so posted and made public within 12 hours of the completion of that event. The Chief Judge will ensure that the official results are available in time for the award ceremonies.

5.11 Rejumps

- (1) Rejumps will be made as soon as possible after the incident giving rise to the rejump.
- (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.
- (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.

5.12 Jumps Per Day

The maximum number of jumps competitors are required to complete in one day is:

- (a) five Jumps per day for Blast and A Formation Skydiving Events
- (b) six jumps per day for Intermediate Canopy Piloting Events
- (c) no limit for all other Events

5.13 Reviews and Protests

5.13.1 Request for Review: In all events, competitors may request to have their own jumps reviewed, rejudged and rescored, if applicable. The request must be made in writing within two hours of the scores being posted and shall be accompanied by the prescribed fee. The fee shall be refunded if the review results in a change of assessment to the jump in question.

5.13.2 Protests:

- (1) A protest must be submitted in writing to the Chief Judge within two hours of the knowledge of the grounds for protest. The two hours' time period is applicable when the competitors in the event are required to be at the competition site and do not have competition obligations. The protest must be signed by the competitor or Team Captain and shall contain the following:
 - (a) A description of the incident and the time at which it occurred.
 - (b) The particular Rule or Rules on which the Appeal is based; and
 - (c) Supporting arguments or reasons why the Appeal should be granted.
- (2) The Chief Judge must transmit the protest to the President of the Jury as soon as possible.
- (3) Jury meeting must be called by the President of the Jury at the earliest possible opportunity.
- (4) Each protest must state the particular rule, or rules, under which the protest is being made.
- (5) A Judges' assessment cannot be protested. However, a request for a review of a disputed score can be made.
- (6) A protest may be withdrawn at any time.
- (7) Each protest or request for review shall be accompanied by a fee of \$100.

- (8) 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.
- (9) Fees from unsuccessful reviews or protests shall be paid to the credit of APF.
- (10) The Jury's decision shall be final and without appeal to other bodies.

5.14 Penalties

Except as specifically provided in 5.2.5 and 5.2.8, a competitor or team may be penalised by the Meet Director with the consent of the Jury. The procedure and penalties are as follows:

- (1) The Meet Director will determine whether the infringement is Technical, Serious or Unsporting Behaviour.

A **Technical Infringement** is an infringement of the rules or a failure to comply with requirements, caused by mistake or inadvertence where no advantage has accrued or could have accrued to the competitor or team concerned.

A **Serious Infringement** includes dangerous or hazardous actions and any repetition of a Technical Infringement.

Unsporting Behaviour includes cheating or unsporting behaviour, including deliberate attempts to deceive or mislead officials, bringing APF into disrepute, wilful interference with other competitors, falsification of documents, use of forbidden equipment or prohibited drugs, tampering with (camera) equipment, violations of airspace, or repeated Serious Infringements.

- (2) When the severity of the infringement has been established and confirmed by the Jury, penalties will apply as follows:

- (a) Technical Infringement

- (1) (a) AL

For each technical infringement by a competitor, a penalty equal to 20% (rounded down) of the maximum score for an individual competition jump, will be added in determining the actual final event score of that competitor.

- (b) AL

For each technical infringement by a team, a penalty equal to 80% (rounded down) of the maximum score for an individual competition jump, will be added in determining the actual final event score of that team.

- (2) FS, VFS, CF, AE, CP, SP and WS

For each technical infringement by a competitor or team, a penalty equal to 20% (rounded down) of the highest score of the team, to which the competitor belongs, or of the individual competitor for any competition jump/performance up to the time of the infringement will be deducted in determining the actual final event score of that team or that competitor.

- (b) Serious Infringement

- (1) (a) AL

For each serious infringement by a competitor, a penalty equal to 50% (rounded down) of the maximum score for an individual competition jump, will be added in determining the actual final event score of that competitor.

- (b) AL

For each serious infringement by a team, a penalty equal to 200% (rounded down) of the maximum score for an individual competition jump, will be added in determining the actual final event score of that team.

- (2) FS, VFS, CF, AE, CP, SP and WS

For each serious infringement by a competitor or team, a penalty equal to 50% (rounded down) of the highest score of the team, to which the competitor belongs,

or of the individual competitor for a competition jump/performance up to the time of the infringement will be deducted in determining the actual final event score of that team or that competitor.

(c) **Unsporting Behaviour**

The competitor or team will be disqualified from participation in any further competition activity and their name will be deleted from all unofficial and official standings and results.