



AUSTRALIAN PARACHUTE FEDERATION

Sport Accuracy Rules



VERSION 10-2023
STATUS: MANDATORY

Warning***Parachuting and flying in parachuting aircraft can be dangerous.*****IMPORTANT: Version Control**

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

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

CURRENT VERSION	RELEASE DATE
10-2023	20 October 2023

PREVIOUS VERSIONS	REPLACED BY
09-2021	10-2023

AMENDMENTS

VERSION	AMENDMENT DETAILS
10-2023	<ul style="list-style-type: none"> Taken from previous version of Sporting Code, separated into own document.

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PART 1 - PRELIMINARY

1.1 APF Authority

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

PART 2 - CHAMPIONSHIPS & COMPETITIONS

2.1 Purpose and Objective

- 2.1.1 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.

PART 3 - RULES SPECIFIC TO THE EVENT

3.1 Event Description

- 3.1.1 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.
- 3.1.2 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 competitors.

3.2 Landing Point

- 3.2.1 The landing point is the first point of body contact with the ground or 'Dead Centre' Target Pad surface.

3.3 Number of Rounds

- 3.3.1 Five rounds. The minimum number of rounds to validate the event is one.

3.4 Exit Altitude and Procedures

- 3.4.1 Exit altitude will be from 3,300 feet (1,000 metres), with a maximum number of four jumpers per pass, which may be lowered to 2,500 feet (760 metres) and individual passes by the Meet Director to negotiate weather.
- 3.4.2 Competitors are personally responsible for selecting a proper exit point that will permit a safe and successful target approach.

3.5 Scoring

- 3.5.1 The 'Dead Centre' Target Pad is to measure 15 cm in diameter.
- 3.5.2 Landing on the Target pad will record the minimum score of 0.00 metres.
- 3.5.3 Landing distance off the target pad will be measured from the pad to the first point of body contact with the ground.
- 3.5.4 The distance will be measured to the nearest one cm (0.01 metres), to a maximum distance of 15 metres.
- 3.5.5 Maximum score is 45 metres (see 3.6).

3.6 Landing Penalties

- 3.6.1 Landing penalties are assessed as follows:
- (a) Failure to execute a stand-up landing, with any point of contact other than the feet; Penalty is 15 metres added to the landing point score (see 4.2.3.)
 - (b) Failure to contain the complete landing from first point of contact to a complete stop within the 15 metre radius circle; Penalty is 15 metres added to the maximum landing point score of 15 metres (total 30 metres).
 - (c) Total penalties as per (a) and (b) will amount to 45 metres.

PART 4 - JUDGING AND RECORDING

4.1 Judges

- 4.1.1 Landings will be judged by at least three APF/Nationals qualified, approved judges.
- 4.1.2 In addition, there will be at least two recorders nominated by the Chief Judge.

4.2 Measuring Device

- 4.2.1 Any first point of body contact will be manually marked by the judges with a suitable manual measuring device.
- 4.2.2 Recording Measurement: Competitors' landings will be measured out to a maximum distance of 15 metres, to an accuracy of one centimetre (0.01 metres).
- 4.2.3 Penalties: A penalty will be added to the score of each competitor who does not execute a stand-up landing.
- 4.2.4 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 15 metre radius circle. The competitor must complete the landing standing up with both feet inside the 15 metre radius circle, demonstrating full body control, or receive the maximum penalty (see 4.3).

4.3 Maximum Score

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

4.4 Disqualification

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

4.5 Meteorological Conditions

- 4.5.1 The maximum allowable wind speed at ground level in the sport accuracy is 9 m/s.
- 4.5.2 A constant read-out Wind Anemometer will be used to monitor the wind speeds. When the wind is over 7 m/s, the wind speed will be constantly monitored and documented.
- 4.5.3 If the wind exceeds the 9 m/s limit the event will be interrupted for five minutes.
- 4.5.4 If the wind exceeds 11 m/s, the event will be interrupted for at least 30 minutes.
- 4.5.5 The Meet Director in consultation with the Chief Judge may decide to interrupt the event due to unfavourable or unsafe conditions.

4.6 Wind Direction on the Ground

- 4.6.1 A windsock capable of responding to winds of at least 2 m/s and acceptable to the Chief Judge will be at a fixed place, approximately 30 - 50 metres from the target centre. The height of the windsock pole must be at least six metres above ground level. The Event Judge and/or Chief Judge will determine its location.
- 4.6.2 A wind direction indicator (streamers) 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 metre circle. The Event Judge will decide the position.

4.7 Rejumps

- 4.7.1** 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.
- 4.7.2** A competitor who lands during the period ten 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 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 rejump.

4.8 Target

- 4.8.1** The target is a 15 cm diameter 'Dead Centre' Target Pad centred within a marked circle of 15 metre radius.
- 4.8.2** Other circles to be marked to aid the judging measurements are at 50 centimetre radius, 5 metre radius, 10 metre radius.
- 4.8.3** A circle with a 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).
- 4.8.4** The landing area surrounding the target will be a flat, open, unobstructed, preferably grass covered area for a minimum radius of 30 metres from the centre of the target.
- 4.8.5** 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 1 metre 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.

4.9 Canopy Limitations

- 4.9.1** Competitors with fewer than 200 jumps may jump any single canopy.
- 4.9.2** All other Competitors must compete with a single canopy loaded at greater than 1.1 pounds per square foot of canopy area (SFC).
- 4.9.3** The loaded weight is based on the jumper's weight at exit, using the manufacturer's published wing area for the canopy.
- 4.9.4** The jumper is responsible to ensure correct SFC for the canopy.
- 4.9.5** 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.

4.10 Classification of Final Results

- 4.10.1** Each individual competitor's score for the five rounds will be added to determine the winners of the event.
- 4.10.2** In the case of a tie in the top three places, the following results will apply:
- (a) The tie will be broken by a jump-off round where possible.
 - (b) If this is not possible then the competitor with the greatest number of Dead Centres, 1 cm etc. obtains the higher placing.
 - (c) 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.
 - (d) If a tie still exists the competitor will receive equal placing and awards.

4.11 Sport Accuracy Wing Loading

- 4.11.1 Wing Loading = Wing Load X Sq. Ft. Canopy = Minimum exit weight
- 4.11.2 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.
- 4.11.3 Exit Weight = Competitors weight plus complete rig at exit.
- 4.11.4 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.
- 4.11.5 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		

4.12 Sport Accuracy Layout

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.

