



AUSTRALIAN PARACHUTE FEDERATION

JUDGES' HANDBOOK

January 2008

Green Colour – last updated January 2008
Orange Colour – last updated August 2007
Blue Colour – last updated July 2004
Supersedes: Yellow August 2002

AUSTRALIAN PARACHUTE FEDERATION JUDGES’ HANDBOOK

Preface

The purpose of the APF Judges’ Handbook is to act as a central, single repository of the knowledge that has been collected, assembled, written or held in judges’ heads for many years.

It began life as a teaching aid to help experienced judges structure courses for Trainee Judges. It took on a life of its own and grew to become an arsenal of the law and lore applicable to judging Formation Skydiving.

This volume deals only with judging Formation Skydiving in Australia. The author sincerely hopes that experienced judges in other disciplines will pick up the baton and run with the sections for other disciplines.

Due to its dependency on the APF Sporting Code, it is intended that this Handbook will be maintained and revised on a semi-regular basis. Suggestions for improvement are always welcome and can be forwarded to the author whose details appear below.

The Handbook is incomplete. It will never be an entire record of every incident, interpretation and move in Formation Skydiving because these are infinitely variable and the rules and pools change. We may always rely, fortunately, on competitors and competitions to introduce new challenges for the judges.

Other useful sources of judging information are listed below and our thanks and acknowledgement go to their creators whose fine work we unashamedly admit to having plagiarised where necessary.

Judging Sport Parachute Competitions, Roger Flinn, UK, 1990
Judging Formation Skydiving, Brenda G. Reid, USA, 1994.

The author wishes to acknowledge the contribution of Phil Hindley who co-authored Editions 1, 2 and 3 of this Handbook. As a regretfully-for-us retired judge, Phil’s contribution to the creation, structure and content of this book is respectfully acknowledged.

Finally, this Handbook is dedicated to the many competitors who have taught us how to judge them and given us our “judging eyes”. To them we apologise unreservedly if we made them suffer and thank them for not making us aware of that too often.

Gail Bradley
APF/FAI Judge
bradley.g@hbs.net.au
0413 119 575

Table of Contents

| | |
|---|----|
| PREFACE | 2 |
| TABLE OF CONTENTS | 3 |
| THE JUDGING HIERARCHY AND ORGANISATION | 4 |
| PRACTICAL JUDGING – THE DRAW | 17 |
| PRACTICAL JUDGING – DEFINITIONS AND INTERPRETATIONS | 22 |
| PRACTICAL JUDGING – ASSESSING & SCORING THE JUMP | 34 |
| SCOREBOARDS | 43 |
| RE-JUMPS | 45 |
| 16-WAY RULES | 46 |
| 10-WAY RULES | 47 |
| EQUIPMENT | 48 |
| COMPETITION DOCUMENTS | 49 |
| PROTESTS | 52 |
| FORMS | 53 |
| SMALL COMPETITIONS | 54 |
| EXPENSES | 55 |
| INTERNATIONAL PARACHUTING BODIES | 56 |
| JUDGE RATINGS | 57 |
| LOG BOOKS | 59 |
| RECORD ATTEMPTS | 60 |
| TIPS FOR TRAINEE JUDGES | 63 |
| USEFUL DVD RESOURCES FOR JUDGING PRACTICE | 64 |
| APPENDIX 1: QUALITIES OF A GOOD JUDGE | 65 |
| APPENDIX 2: PHILOSOPHICAL MUSINGS BY PHIL HINDLEY | 66 |
| APPENDIX 3: EQUIPMENT CHECKLIST | 69 |
| APPENDIX 4: USEFUL FORMS | 70 |
| APPENDIX 5: FORMATION SKYDIVING BODY SHAPE | 78 |
| APPENDIX 6: ANSWERS TO SELF-ASSESSMENT EXERCISES | 79 |

The Judging Hierarchy and Organisation

Duties of Judges

Judges work within an established framework of authority. Judges must not exceed their authority.

Positions include:

- Chief Judge
- Assistant Chief Judge (World Competitions)
- Chief of Training Judges (World & National Competitions)
- Event Judge
- Judge (a.k.a. “Principal Judge”)
- Training Judge
- Jury
- Director, Judges.

Chief Judge:

The head of the judging system at a competition. Responsible for the judging of the competition and supervision of the judging staff, and some aspects of the co-ordination of the meet, mostly in collaboration with the Meet Director.

Assistant Chief Judge

Usually a highly experienced judge with good knowledge of local procedures who assists the Chief Judge. This position is not normally filled in Australia, except at World Competitions. See APF Sporting Code 15.2.11 - 15.2.14.

Chief of Training Judges

Appointed at World Competitions, and some National Competitions as required, to manage and assess, under the supervision of the Director Judges, those Training Judges seeking ratings. See APF Sporting Code 15.2.20 – 15.2.23.

Event Judge

Under the general supervision of the Chief Judge, is responsible for most aspects of the judging of a particular competition. At National Championships and other large competitions, there are usually separate Event Judges for Formation Skydiving, Canopy Formation, Style & Accuracy, and Artistic Events, and the various sub-categories within each discipline further may have a separate Event Judge. The Event Judge usually is the initial point of contact between competitors and judges in the event of an inquiry about a score or interpretation of a rule. See APF Sporting Code 15.2.15 – 15.2.19.

Judge

Judges work under the supervision of the Event Judge to score jumps in accordance with the rules and the directions of the Board and Jury. May be required also to:

- Operate the VCR (Video Operator)
- Operate a radio transmitter (Radio Operator)
- Collate score-sheets (Collation Judge)
- Act as Observing Judge
- Maintain the scoreboard, or
- Work as a runner.

Trainee Judge

A person undergoing judge training is not yet a formal part of the competition judging system, and therefore has few formal duties. Generally speaking, a Trainee Judge who wishes to attain a rating will comply with all the points listed for the Judge, and with the directions of the Chief of Training Judges or leader of the Judge Training seminar.

When attending a competition judging panel, Trainee Judges must refrain from unduly interrupting the work of the judging panel.

If advising competitors, Trainee Judges should make their status clear and should not masquerade as a qualified Judge.

Trainees will frequently be asked to perform menial tasks. Practice at these tasks is valuable in itself and provides the opportunity to observe and learn from the judging process and the associated discussions.

Jury

The Jury is not really part of the judging hierarchy, but is the ultimate authority in rule interpretation at a competition. Judges have only limited power to make interpretations of the rules. See APF Sporting Code 14.1.15. Also 13.7.8, 14.1.4.(2), 14.1.14, 14.3.4.6.7. Also see *Other Meet Personnel*.

Director Judges

Administrative head in charge of all judging matters in Australia. Elected annually by the APF Board. Responsible for maintaining a good standard and number of judges. Advises the Board on matters concerning judges and judging. Works closely with the Director Competitions and National Coach to keep the APF Sporting Code up to date. Manages financial aspects of judging at Nationals and overseas.

Note: Judge ratings are issued by the Director Judges. See APF Sporting Code 15.1.1.1-5.

Judging Responsibilities

Chief Judge:

See APF Sporting Code: Section 13
Formation Skydiving: Section 14.3
Judges Section: Section 15.

Specific tasks include:

- Immediately upon appointment, ensure that the Meet Organiser is aware of what judging staff, equipment and facilities are required.
- In association with the Meet Organiser, the Nationals Controller and the Director Judges, as appropriate, ensure that the Meet Organiser meets his/her obligations in provision of judges, equipment and facilities.
- Appoint and brief Event Judges in sufficient time to allow them to prepare themselves adequately for their tasks.
- Oversee all judging procedures to ensure that they work as efficiently as possible.
- Supervise and, where necessary, direct Event Judges in the performance of their duties.
- Resolve disputes which cannot be resolved by the Event Judges.
- Determine which events shall be judged at any particular time.
- Ensure that scores posted accurately reflect the scores awarded by the Judges.
- Accept and deal with protests by competitors.
- Supervise the draw.
- Present written reports to the Director Judges and to the next APF Board meeting.
- Allocate judges to each Event Judge for the judging of the different events.
- Oversee the collation of score sheets and the posting of results.
- May also act as Event Judge or judge as time and other tasks allow.

Event Judge

See APF Sporting Code: Section 13
Formation Skydiving: Section 14.3
Judges Section: Section 15.

Specific tasks include:

Work under the supervision of the Chief Judge to be the “technical leader” of a panel of Judges in a judging room.

- Appoint panels of judges from the pool of Judges allocated to the event by the Chief Judge.
- Brief the Judges prior to each round.
- Guide the Judges by explaining the rules of the Sporting Code and the directions of the Board and Jury.
- Supervise the work of the judging panel.
- If so delegated by the Chief Judge, ensure that the score sheets are properly collated and checked in accordance with the Sporting Code.
- Where necessary, direct a rejudging where he/she considers that an incorrect assessment has occurred.
- Ensure that the judging of jumps progresses efficiently and harmoniously.
- Remove from the panel of judges any Judge with whose performance he/she is not content. This may be for reasons of incompetence, insubordination, lateness or other unacceptable behaviour. It would be normal to consult the Chief Judge before taking this step
- Set rosters and rest periods. In general, a Judge should not be expected to judge for more than 60 minutes continuously without a rest period of at least five minutes.
- If possible, participate in the Judging Panel.

Judge

| | |
|------------------------|--------------|
| See APF Sporting Code: | Section 13 |
| Formation Skydiving: | Section 14.3 |
| Judges Section: | Section 15. |

Specific tasks include:

- Attend all rostered judging panels.
- Score the jumps accurately in accordance with the rules, normal procedures and directions of the Event Judge.
- Have a detailed knowledge of the rules, technical conditions and scoring systems relevant to the competition.
- Not disclose or discuss scoring information until scoring is completed.
- Refrain from discussing the scoring of a jump with anyone outside the judging staff.
- Refrain from discussing other Judges' assessments with competitors.
- Avoid unnecessary speech or other disturbing behaviour (e.g.: tearing off the score sheet, making mouth noises, etc.) between the start of judging of a particular jump and its completion. Completion is indicated by the announcement of the collated score if there is no further business raised regarding that jump.

- Shall not discuss a jump until all Judges have completed their evaluation of that jump.
- May advise competitors about what performance criteria are important for them to maximise their score. In other words, if competitors are seen dirt-diving a bust, they may be informed, or referred to an Event Judge.

Trainee Judge

See APF Sporting Code: Section 13
Formation Skydiving: Section 14.3
Judges Section: Section 15.
Training Judges References: 15.1.1.1, 15.1.5, 15.1.6, 15.2.20.

Judges’ Behaviour, Responsibilities and Ethics

The function of a competition is to decide which competitors can get the best score in accordance with the spirit of the rules of the competition. This may or may not be the same as determining which are the best skydivers.

The Judges’ job is to award points in accordance with the rules. It is not the Judges’ job at a competition to worry about the fairness of the rules, or about whether the rules do in fact give the best score to the best competitors. If a Judge thinks the rules should be changed, the time to do it is at a Board meeting, or by conversation with the relevant officials before the Board or IPC meeting.

Apart from the formal rules and Sporting Code, much of the Judges’ behaviour is dictated by guidelines governing good judging behaviour, judges’ responsibilities and the laws of ethics. These topics are covered in the following pages.

Conduct in the judging room

- Be on time. Always know when the Judges are expected back after being stood down.
- Judging should be in silence from the beginning of the first play until the time all sheets have been handed in. There should be no talking; other distractions minimised. Score sheets should not be torn off pads while other Judges are still watching the dive.
- Sighs, grimaces, laughs, “clucks” or comments during the judging process are distracting and/or may give hints or clues to other Judges.
- Other Judges’ score sheets should not be viewed. Other Judges should not be put in a position where they may see others’ score sheets. Score sheets should be passed round the table face down.
- If a Judge is *sure* that a score awarded is incorrect, there is a rule that address this which will be covered later. *See 14.3.20.1 (iii)*

- Try and synchronise your biorhythms with those of the other judges. Out of synch toilet and refreshment breaks eat up valuable time.
- If you feel tired, request a break. By the time you feel tired, your performance has already deteriorated. Judging when you are tired is not noble; it’s compromising the judging team’s and the competitors’ performances.
- Develop your own techniques for maintaining concentration. A ten second “confirming view” of the dive sheet between each jump can help greatly.

Responsibilities

Apart from the formal duties laid out in the Sporting Code, all Judges have additional responsibilities.

- Competitors train long and hard and invest large amounts of money in pursuit of a Gold Medal. Judges can never be complacent in their responsibility to the competitors. Take on board early the concept that Judges are serving others, not their own interests.
- Maintain a consistent level of judging when evaluating the competitors’ performance. This standard must be fair and equal to all competitors throughout the competition. It is the job of the Judge to remain *neutral* and reputations may depend on this.
- Be part of a team: The Panel of Judges. Avoid acrimonious exchanges with other Judges and avoid criticising other Judges, publicly or privately! In fact, look out for possibilities to enhance team cohesion; praise, support and engage in friendly personal exchanges.
- Avoid criticising competitors, and other meet staff, hard though it may be at times.
- Be on time: Be mentally and physically alert and ready to start at the appointed time.
- Be prepared to perform the more menial judging tasks: running, scoreboard, collation, video operating. Judging is about teamwork.
- Do not show a score sheet to a competitor except with the Chief Judge’s or Event Judge’s permission.
- Don’t be superior. If you are overly proud of your judging assessments, you are heading for a downfall – guaranteed! And these can hurt a lot.
- Maintain a high level of judging proficiency. Obtain suitable judging media and practise, practise, practise!

Ethics & Etiquette

- Keep an open mind. Do not assume “This is a good team, they won’t bust”.
- Report what is personally seen and don’t be influenced by other Judges’ assessment of the performance. Scoring is a majority decision - it needs every Judge to put down what they saw. This is the reason for a panel - to give three or five *independent* assessments.

- Do not influence other Judges on a point of judgement, even when *convinced* your view is correct.
- If approached by a competitor about the details of the scoring of a jump, the Judge should normally refer the competitor to the Event Judge. While it is acceptable in some circumstances for a Judge to advise a competitor, the Judge must use very careful discretion. It is best to deal only with the Team Captain.
- Judges must judge each jump fairly and impartially. It is obvious that a Judge must not favour a local or well-liked team. However, the Judge needs to guard against the tendency to assume that “because this is a good team, I expect the doubtful point was OK”.
- If a Judge disagrees with something done by another Judge, discuss it with the appropriate person in the judging structure: first the Event Judge, then the Chief Judge. Do not go directly outside the judging system, say, to the Meet Director. If no-one in the judging system supports your point of view, next consider if it might be you who is out of line.
- Deal in a professional way with a stressful environment or sub-standard judging conditions. Always be professional. Respect is gained by individual performance and a proper attitude to competitors.

Some things which any Judge may do

- Advise competitors on how they need to perform in order to be judged
- Assist competitors with interpreting dive sheets or rules
- Advise a competitor about who may deal with their problem. (If in doubt, refer it to the Event Judge.)
- Discuss the judging of a performance with other Judges who also judged it but only in a way that won’t “fry their brains” or demonstrate your alleged superiority.

Some things which a Judge should never do

- Complain about the scoring of a performance outside the judging room
- Discuss other Judges’ assessments with competitors
- Reveal scores or assessments with anyone outside the judging room before the scores have been officially posted.

A thing for Trainee Judges to look out for

- Nothing can alienate a trained Judge more, who has spent years in the sport, than a Trainee or beginner Judge who is too keen to offer their opinion, particularly if the experienced Judge is having a bad day and has just made a bad decision. *Every Judge will make bad decisions at times in their Judging career.* Read that sentence again for effect. Therefore, Trainees are asked for sensitivity because they don’t know what they don’t know yet.

Self-assessment exercise:

The following table shows some situations. Complete the *minimum* level in the hierarchy at which they may be dealt with and insert the relevant rule.

Table 1.

| Situation | Minimum level | Rule |
|--|----------------------|-------------|
| Accepting a protest | | |
| Discussing a jump with other Judges | | |
| Make a change to the rules or offer a different interpretation | | |
| Assigning duties to Judges | | |
| Advising competitors on why a dive has been scored as it was | | |
| Assessing jumps | | |
| Conducting a third viewing of a FS jump | | |
| An incorrect assessment has been made and the Judging Panel is directed to review the jump | | |
| The score sheets are collected and results checked | | |
| Keeping a record of competitions judged in a log book | | |
| Promptly submitting scores | | |
| Conducting a seminar for Trainee Judges | | |
| Supervising the Formation Skydiving draw | | |
| Showing a score sheet to Competitors | | |

Other Meet Personnel

The APF Sporting Code formalises the roles and responsibilities of other National Competitions staff. Note that for smaller competitions, several of these roles may be handled by a single person, including the Judge.

Meet Organiser

See APF Sporting Code: Section 13

The Organiser is the successful bidder to run a National Championships. The Organiser is responsible for the financial and preparatory organisation of the meet.

Specific tasks include:

- Attendance at Board meetings to answer questions about the bid
- Submission of progress reports and final report
- Proposing entry fees and jump fees
- Recommending a Meet Director, Chief Judge and DZSO (note that these are appointed by the APF Board)
- Paying sanction fees to the Board
- Submitting profits to the APF Competition Equipment Fund
- Opening bank accounts and keeping financial records
- Paying a bond
- Following the Sporting Code and Competition Rules
- Providing adequate staff, facilities and equipment
- Implementing procedures for the safe and efficient conduct of the Championships
- Distributing a program of events at least four months prior to the meet
- Arranging for ground staff
- Ensuring meals are available at reasonable cost
- Arranging suitable aircraft
- Arranging for two weeks of practice jumps in Formation Skydiving
- Providing a meteorological service on the DZ
- Providing a packing enclosure
- Providing shelter
- Providing a ground marker for Freefall Style
- Providing a Formation Skydiving creeper area.

In practice this means the Organiser should provide:

- Ancillary staff such as runners, scorers, video room staff
- Electronic operationals equipment (videos, VCRs, DVDs, HDDs, connecting leads etc), sufficient for the judges and training judges and videographers
- Score sheets and collation sheets
- Ancillary paperwork (Rejump forms, tally sheets, roster forms, ...)
- Equipment for drawing and making up the rounds etc.
- Scoreboard
- Sufficient rooms and space for the staff and trainees to work in reasonable comfort, including, for example, tables, chairs, air-conditioning, chilled water

- Stationery items such as pens, stapler, envelopes, scoreboard markers
- Communication equipment (phones, radios, landline, runners, as appropriate)
- Photocopying facilities
- Accommodation, transportation, and sustenance of staff.
- Blank video tapes...

... and ensuring that everything is set up and ready to run on time.

Meet Director

The Meet Director takes over from the Organiser at least two days prior to the meet to run the actual competition. The Meet Director is in overall control of the meet and has control over almost every aspect except Judging.

It is essential that the Meet Director and Chief Judge establish a friendly and professional working relationship because these are the two heads of the competition and many decisions require joint input.

See APF Sporting Code: Section 13, 14.1 and 14.3

Specific tasks include:

- Being the authority for running the meet
- Assigning duties to all ground staff except the judges
- Form a Committee of Team Captains for advice and consultation
- Assigning aircraft for jumps
- Deciding, with the Chief Judge, when the next round shall commence
- Deciding, with the Chief Judge or Nationals Controller, if exit heights should be raised or lowered
- Approving team names as suitable for the media
- Setting a timetable for jumps and determining the jump order
- Disqualifying competitors in consultation with the Chief Judge
- Authorising all parachute descents
- Establishing a flight or traffic pattern
- Permitting, with others, additional persons to board the aircraft
- Holding jumping while adverse weather prevails.

Nationals Controller

At a National Championships, the Nationals Controller oversees the organisation of the competition. The position is usually filled by the Director Competitions or his/her nominee. This role has been formalised in the APF Sporting Code so that steps can be taken to rectify any problems before the meet starts, and to oversee the conduct of the meet itself. This “watchdog” role may also be appointed at State Championships and is appointed by the IPC for World Meets.

Specific tasks include:

- Ensuring the Organiser follows the Sporting Code

- Physically inspecting the site of the competition
- Ensuring procedures are in place for the safe and efficient conduct of the competition
- Ensuring adherence to the program by officials
- In consultation, determining the extent to which bond repayment conditions have been met.
- In Formation Skydiving, acting as a member of the Video Review Panel.
- If this person is also the Director Competitions, conduct Competitors Meetings to obtain feedback on how well or otherwise the meet was conducted, and to obtain feedback on proposed rule changes.

The Jury

The Jury is the ultimate authority on the interpretation of the rules of the competition. The Jury consists of at least three parachutists chosen by the Director Competitions for their knowledge of competition parachuting and are known and respected for their fairness and impartiality. See Sporting Code 14.1.15

Specific tasks include:

- Ensuring the rules are strictly observed
- Dealing with any case not provided for in the rules
- Receiving and reviewing protests
- Making final determinations on and publishing the outcomes of protests.

Manifest

The Manifest function organises competitors onto aircraft in accordance with the Sporting Code and the directions of the Meet Director, who is advised by the Chief Judge. This is a difficult job as loads frequently have to be re-arranged when:

- Weather requires different competitions to be run
- Teams have to jump in a different order after the end of the round
- Rejumps are required to be completed in parallel with successive rounds
- Pool camera is coordinated in smaller competitions
- Landings out or reserve re-packs cause delays.

Drop Zone Safety Officer

The DZSO has no formal duties or powers under the competition rules, but may advise the Meet Director of any real or potential safety problems. This role has the usual powers granted to the DZSO by the Operational Regulations.

Video Controller

This staff member is appointed by the Chief Judge at a competition to work closely with the Judging staff and the camera jumpers to ensure that good quality video is

presented to the judges and that the video record is not tampered with in contravention of the rules. The Video Controller is authorised to inspect camera equipment to verify it meets performance requirements. See APF Sporting Code Section 14.3.4.6.6.

Video Review Panel

This body is independent of the Jury and its decisions may not be protested or reviewed by the Jury. It consists of the Chief Judge, the President of the Jury and the Nationals Controller. Its job is to consider matters of deliberate abuse of the rules by camera jumpers in the Formation Skydiving event. The Video Review Panel investigates any jump where the video image does not allow the judges to determine the total number of formations performed within working time. See APF Sporting Code Section 14.3.4.6.7-8 and 14.3.4.9.1.

Video Room staff

The staff working in the video room receiving and dubbing teams’ performances onto the Master or Judges’ DVDs or tapes do not carry any authority under the Sporting Code. They may offer a “titling” service to ensure that “slates” (tape headers identifying the team and round) of consistent quality are provided on the Judges’ media.

Competitors

Competitors perform in accordance with the rules of the competition and the spirit of the Sporting Code. While this is obvious, it is sometimes overlooked by the competitors many of whom, especially with low competition experience, are not aware of the Sporting Code. A good judge will always be prepared to educate competitors about the rules which affect them and explain why a jump might have been interpreted in a particular way, without revealing specifics or encroaching on the job of the Event Judge or their own professionalism.

Chief Pilot

The Chief Pilot is responsible:

- For all the other pilots
- To the Meet Director for all aspects of aircraft operation
- For operating the aircraft in accordance with the rules for jump runs, aircraft commands, air speed, etc.
- For aircraft safety.

Self-assessment exercise:

The following table shows some situations. Complete the *minimum* level in the hierarchy at which they may be dealt with.

Table 2.

| Situation | Minimum level |
|---|----------------------|
| Investigates jumps where the video image is insufficient for assessment | |
| Has the discretion to award a re-jump if the video evidence shows adverse weather conditions. | |
| Provides the scoreboard | |
| Is the authority for running the meet | |
| Deals with situations not covered by the rules | |
| Is authorised to inspect camera equipment | |
| Organises competitors onto aircraft under directions from the Meet Director | |
| Accepts protests | |
| Reviews protests | |
| Assigns aircraft for jumps | |
| Responsible for aircraft safety | |
| Provides a packing area and creeper enclosure | |
| Ensures the Organiser follows the Sporting Code | |

Practical Judging – The Draw

Dive Pools & The Draw

The dive pool consists of the Random Formations and Blocks depicted in the APF dive pools. The dive pool contains pictorial descriptions of the formation (random) or moves (block) to be performed.

For the Open event, the randoms and blocks usually are those determined by the IPC and are those which comprise the international dive pool. This is so that our Open team in Australia, are training from the same dive pools. The IPC dive pool is approved in January of an “off” year, and our Board accepts the pool at the APF Conference in May.

For competitions such as Leagues which run in our summer, it is appropriate to adopt the new IPC Open pool as soon as it is known, rather than wait until May and lose five months of competition training.

For the Intermediate (“Inter”) event, the APF Board accepts a modified (easier) version of the dive pool. The Inter pool generally contains moves that are less rigorous, e.g.: 180 turns instead of the equivalent 360 degree turns found in Open and keeps skydivers facing each other more often.

For competitions such as Leagues in summer, it is appropriate to keep the old Inter dive pool until new moves are designed at the APF conference in May.

In Formation Skydiving, separate dive pools describe the 4-way, 8-way and 16-way events. The APF also published a 3-way dive pool for less-experienced competitors but there are no specific rules for this competition.

All dive pools omit the letter “I”.

The Draw

During the draw, the randoms and blocks, under the supervision of the Chief Judge, are drawn individually from a container to determine the sequences to be jumped in each round. *See Sporting Code 14.3.4.3*

See table next page.

| Event | Randoms in pool | Last random letter/number | Blocks /sequences in pool | Scoring formations |
|--------------|------------------------|----------------------------------|----------------------------------|---------------------------|
| 4 way | 16 | Q | 22 | 5 or 6 |
| 4 way Inter | 14 | O | 17 | 4 or 5 |
| 8 way | 16 | Q | 22 | 5 or 6 |
| 8 way Inter | 14 | O | 18 | 4 or 5 |
| 16 way | 9 | J | 12 | 3 or 4 |
| 3 way Novice | 12 | M | 20 | No rules about this event |

Note: “The draw” also refers to the Jump Order of the teams for all rounds prior to the semi-final round (which is jumped in reverse order of placing). The name or number for each team is placed into a container and the teams jump Round 1, or more, in drawn order.

Using computer draws

In Australia, excellent “draw” software known as “CSS” (“Competition Skydiving Software”) has been created by Andrew Bassett-Smith from NSW. The software is usually available on Andrew’s website at css.tumbleweeds.ee-stuff or by contacting Andrew via the APF.

The pictures of formations created by this software are clear and easy-to-read and are popular in Australia. Note that they are not in use in other countries which uniformly use the IPC dive pools. Should you wish to further your career on the international stage, you will need to grow accustomed to reading the IPC “stick figure” dive pools and draws.

CSS will allow you to both generate a draw and print it out according to the number of rounds and the type of competition you pre-determine. Check with your competitors, usually via the Team Captains, that they are happy to have a computer-generated draw. There might be resistance to this in some States where competitors still prefer the draw to be “drawn” from a container in their presence.

Even if you could not use the computer CSS software to do the actual draw, if you have it available, you can enter the drawn rounds manually, and have the program print the dive sheets for you.

Conducting a draw

At some time in a Judge’s career they will be required to do a draw. Equipment needed includes:

- Numbered and lettered cards, marbles, Scrabble blocks, Draughts pieces or anything that can be numbered and lettered to correspond with the maximum number of blocks and randoms in the dive pool. Round beads marked with letters/numbers are probably the best.

- Second best is pieces of paper marked with the letter/number and folded.
- Third best, and not recommended, is the pictures of the blocks and randoms themselves. This was done at one Nationals. The blocks, being on larger pieces of paper, tended to rise to the top, and the randoms settled to the bottom. The early rounds consisted almost entirely of blocks, whereas the later rounds were mainly randoms. Had a record been established on one of these later rounds, it may have been protested because the draw had been weighted in favour of the faster-to-perform randoms.
 - A container from which the marbles are drawn.
 - Writing paper and pens.
 - A clipboard helps to pin down the paper as the draw may be done out of doors.
 - Paper; paste or double-sided sticky tape for the dive sheets.

There are enough blocks and randoms to draw a 10 round competition with jump-off round. If, in the highly unlikely event that all blocks and randoms have been drawn before the draw has finished, the whole lot is tipped back into the container to complete the unfinished rounds. *See 14.3.4.3.3*

Sometimes the draw is done only once, and the same letters/numbers used for the 4 way and the 8 way events, (and the 4 way Inter and the 8 way Inter events in Australia). This has been the practice at all World Meets and Australian Nationals since 2003.

Presence of competitors

If a draw is done with competitors present, be extremely careful that everything is fair and open.

It is interesting to note that the competitors do not have a right to observe the draw. The rules at Sporting Code 14.3.4.3.1 simply state that the draw will be supervised by the Chief Judge, the competitors must receive two hours notice of the draw and a computer may be used.

However, as it is a great piece of PR for the judges to perform an open Draw.

Do it with ceremony

The draw is an important excitement raiser at the beginning of the meet, (some teams even bet on the first letter drawn) and should be accorded an appropriate degree of ceremony.

1. The CJ is responsible for overseeing the draw, and should probably conduct it him/herself, hands on
2. Declare the Event
3. Declare the round number
4. Chief Judge holds the “hat” high enough that the numbers cannot be seen. Drawer draws the first number and passes it to Helper 1 (preferably a judge, to add authority to the proceedings.)

5. Helper 1 calls out the number/letter and writes it down and stores the number. Helper 2 (should also be a judge) calls out the manoeuvre (e.g. “Ritz to Icepick),
6. Draw the second number as before. Helper 1 as before, and stores all the drawn numbers in order, so that they can be referred to if a question or error occurs. Helper 2 acts as before, but also is counting the number of points drawn. If enough numbers have been drawn for that round, Helper 2 announces “Next round”.
7. Repeat until enough has been drawn for that round.
8. For convenience, it is normal to draw one jump-off round in case it is needed. If a jump off is required at the end of the regular rounds, and none has been drawn, the competitors are entitled to two hours between the draw and jumping so do it at the time of the main draw.
9. The Chief Judge reads back the numbers/letters of the drawn rounds for the event as a double check for competitors. This may be done after each event, or after the draws have been made for all the events.
10. Go back to point 2 above, and announce the next event.
11. After all events have been drawn, the draws for jump order can go ahead.
12. Use numbers from 1 up to number of competitors or teams
13. Helper 1 calls name of first team on team list provided by Meet Director/Manifest.
14. Drawer draws a number.
15. Helper 1 calls the number. This is the team’s number in the jump order.
16. Chief Judge announces that the names/numbers of the drawn rounds, and the jump order, will be posted within a few minutes, and that the full dive sheets will be posted and available from the manifest at such a time, and that the two-hours notice is considered to be starting NOW.
17. With input from Meet Director/manifest, the time and competitor/team names for the first load(s) are announced.

Tips include:

- Take care with numbers that can be read differently if looked at from the side or the top or upside down. (It helps to mark your draw letters with the number/letter and the name (e.g. mark No.6 piece “6” and “six”, to distinguish it from “9”, “nine”.)

Problem numbers/letters

| | | | |
|---|-------|---|------|
| 2 | two | N | en |
| 3 | three | M | em |
| 6 | six | 9 | nine |
| 7 | seven | L | ell |
| 8 | eight | B | bee |

- Read out the phonetic (pilot-speak) name of each letter, e.g.: A = Alpha.
- It is usual to give Open competitions priority over Intermediate, therefore doing 4-way followed by 4-way Inter, then 8-way followed by 8-way Inter suits most competitors.

Making up the dive sheets

- Without computer aids, the blocks and randoms for each competition must be individually cut up. The pictures in the APF Dive Pool booklet are too big to use directly in pasting up the drawn blocks and randoms. It is convenient to photocopy the entire dive pool, single sided, and reduced in size to about 80%. At this size, a complete round can often (4-way Formation Skydiving) fit in a single column of an A4 sheet.
- Label a sheet of paper with the event name, and label each sequence with the round number.
- Under the headings, Round 1, Round 2, etc, cut and paste the blocks and randoms, as drawn, onto a sheet of paper. Do this with an assistant. It has been known that dive sheets have been made up not as drawn, with much embarrassment to the Judges. The Chief Judge will always want to check your work before it is published.
- By hand, draw arrows connecting all the blocks and randoms where the pictures flow over into a second column. It is not unknown for a team to perform a four point sequence instead of six, because they didn't notice the last block.
- Photocopy the dive sheets. How many copies? One for each judge, and one for each team, and a few more because some always go missing, and at least one copy for public display. Manifest should keep the master copy so that more copies can be made if necessary.

Self-assessment exercise:

1. Do a draw and make up the dive sheets for a five round competition.
2. The draw done in front of the competitors has been incorrectly transcribed by the judges making up the dive sheets. 100 copies have been made of a draw only slightly different from what was drawn. As Chief Judge, what do you decide to do?

Answer:

Practical Judging – Definitions and Interpretations

Definitions

A Judge must be familiar with and maintain a current working knowledge of the definitions for Formation Skydiving. See Sporting Code 14.3.2.

Understand section 14.3.2 very thoroughly. This section has been worded very carefully; definitions mean exactly what they say, no more, no less. There is no room for a judge to make an assessment of what he or she thinks they *ought* to mean.

While definitions clarify precise meanings, some parts of a skydive are left open to the Judges’ interpretation. The following section, *Interpreting the Jump*, deals with those issues.

Other definitions

Judges will come across other terms and jargon which are not defined in the Sporting Code, i.e.:

- Absolute
- Judgement call
- Bust
- Cheating, cheat grip
- Cogging
- Clerical error
- Ghost
- Page
- Verticals.

Absolute infringement

Read 14.3.5.4 very carefully. This scenario was dropped in 1997 and came back into the rules in 2004. Note the elements that must exist for a judge to call an “absolute”. The term stands as the opposite of a “judgement call”.

1. Viewings completed: everyone has looked at the jump and there are *no more* requests for viewing and/or all views (3) have been used up.
2. 15 seconds: In other words, be sure you know exactly what you want to call. You cannot use the 15 seconds to “dither” or say “I think” there is an absolute. You must *know*.
3. “Knowledge of the result”. If using score sheets, after the Event Judge has called the final result. If using Omniskore or other electronic systems, when the final judge presses the red Confirm button and the judges’ boxes show the collated result.
4. *Any judge* may call it.
5. An absolutely incorrect assessment: this may be a bust that was missed or a collated bust that is actually clean. It is very difficult to call and succeed in getting unanimous approval on judgement calls or separation issues. Successful calls are usually about busts that no else saw.

6. Only the point(s) called may be viewed. In other words, though the whole skydive may be watched again due to technical limitations, e.g.: using DVDs, *only the part in question* may be reassessed. No other part of the jump can be assessed or scores be changed. Only one more view is permitted.
7. The *Chief Judge or the Event Judge* may redirect a viewing. No one else.
8. Only if all three or five judges agree on the call, usually done by a show of hands or discussion, may scores be altered. If any judge dissents, no one else may adjust their scores. In other words, no score can alter from what was originally collated unless *all judges* agree.
9. Score sheets are handed back or Omniskore boxes are returned to judges for alteration and reconfirmation.

Judgement Call

This is the reason for a panel of judges. When the assessment of a formation or a manoeuvre is subject to a degree of judgement, so that some judges assess it as OK, and other judges see it as an infringement, that’s a judgement call. Typically they are found on separation busts or control issues.

Bust

This is just jargon for an error made by the team which is penalised. Correctly, it is an “infringement”. It may include, but probably most often is not used to include, NJs, other than when they are called “camera busts”. Many judges are more at home with short words like “bust” than with long ones like “infringement”, and many competitors have never heard of the longer word.

Cheat, cheat grip

A grip taken by stretching over one leg to take the grip on the other leg or a formation all bent around like a Phalanx. Common in formations like the Caterpillar, and quite legal. The resulting formation often looks a very different shape to what is shown in the dive pool.

Cogging

When the team separates into two pieces that “cog” off each other in the inter by taking grips on the other sub-group to lever themselves around, ie: *Compressed to Box*. As long as at one point in time, the two pieces have shown separation from each other, and of course there are no assist grips or cogging taking place *within* the sub-group, this is legal.

Clerical error

A judge’s error in filling out her/his score sheet or box. Often considered as a minor peccadillo, not as serious as an error in assessing the competitor’s performance properly. In actual fact, the two types of error are equally bad: they have the same effect, i.e.: leading to an inaccurate assessment. The excuse “I saw it, but I marked the sheet wrong” is not one which will bring the judge credit.

Ghost

Something you see that isn’t there. It’s not uncommon for a judge, after the first viewing to be sure there was “something wrong with formation X”, but on closer inspection on the second viewing, it goes away completely. Some ghosts stay around to spook you, however, even after the third play you have the uneasy feeling that you missed something. Some ghosts live with you all your life – a bust you once missed in a World Meet may haunt you for ever.

Page

The sequence that has to be repeated in Formation Skydiving. It’s a convenient shorthand – it’s quicker to talk about “the second Hammer on page three” than to have to say “the second Hammer in the Hammer – Hammer block the third time through”.

General thoughts about rules

The word “should” or “ought” in a rule indicates some sort of advice. A thing which “should” be done is not mandatory. The words “will”, “shall” or “must” indicate something which is mandatory.

An example is 14.3.5.3 which says that at least three judges *must* evaluate the team’s performance, and that a majority of the judges *should* be Nationals-endorsed. Applying this rule, a team judged by only two judges would have grounds for a protest, but if only one of a three-judge panel were Nationals-endorsed, this is not an infringement of the rules because of the “should”. The “should” gives advice to the Chief Judge/Event Judge, to use a majority of Nationals-endorsed judges, but allows a lesser standard to be used.

The word “may” gives permission to do something, but does not require it to be done. In other words, it’s something optional.

Interpreting the jump

“Just as the teams perform dirt dives for their jumps, the Judges need to “dirt dive” the jump they are to evaluate. This means reviewing the sequence, discussing what to expect in the sequence and addressing areas that could present potential problems when evaluating the jump.” Brenda Reid, Judging Formation Skydiving, 1994.

A Judging Panel will always be talked through a new sequence by the Event Judge or an experienced judge on the panel. This is a useful exercise when it contains information on potential problems in the sequence and draws your attention to directions of turn. It is less useful when it contains that Judge’s particular interpretation of how to see a formation. For an example, ask any Panel how to see an Opal or a Photon and you will probably get five different interpretations!

In addition to memorising the sequence, Judges are asked to interpret what they just saw. While Judges do not make rules, they apply the rules and attempt to link the

performance they are looking at with the known and published rules. Differences of interpretation are quite common and must be resolved by the Event Judge or Chief Judge.

The bottom line is that the team must clearly present the skydive to you. See Sporting Code 14.3.3.3.2. Weigh this against the ethical consideration that if you cannot clearly state why you are penalising (or not penalising) a team, then you shouldn’t bust it, and there are bound to be differences in interpretation. Remember that giving a team “the benefit of the doubt” is the same as penalising every other team.

“If something in the dive gets your attention, go with your instincts and make the call. Remember the performance requirement that the team must clearly present the correct scoring formations, inters and total separations to the Judges”. Brenda Reid Judging Formation Skydiving, 1994.

Memorising the jump

As many dives these days are performed fast, Judges do not have time to glance away from the monitor at the dive sheet to check the progress of the team against the correct dive. To remove your eyes from a performing team is to do both them and all of their competitors an injustice. It is therefore important that Judges learn how to memorise a sequence.

- Number the dive sheets. This will help recalling problem areas observed, e.g.: jotting down “6” on your score sheet or scribble pad allows you to tie in that number with recognition of the particular formation you are questioning.
- Some judges write down the names or first initials of the sequence they are about to view, e.g.: C, T, CT, S, S. While there are many Cs and Ss in the dive pool, if this method helps then use it.
- Some judges study a sequence and take a moment of absolute silence to “file” it in short-term memory.
- The dive sheet may be clipped to an upright clipboard or easel next to the monitor to minimise “glance away” time. At the very least this allows the exit formation to be checked.

Remember that every judge is entitled to “store away” the memorised sequence and you should not indicate you are “Ready” to view the jump if you haven’t performed this important step.

For Trainee Judges

For the Trainee Judge, it is vital that the blocks and randoms are studied and known. The dive engineering possibilities and combinations are infinite so knowing the basic building blocks provides a good foundation. For a Trainee with some competition jumping experience, this will not be as difficult as for a beginner or non-jumper, but these too may become highly successful Judges.

A Trainee should use whatever aids are available to learn the current dive pools. This usually includes viewing many video tapes and DVDs and memorising the dive pool but may also include cardboard cut-outs, dolls, watching teams creep (dirt dives performed standing up are quite difficult to interpret) or using friends to creep for you. A good cardboard cut-out shape can be provided by Gail Bradley.

Note that most judges have some “problem” formation(s) that they have difficulty seeing. Examples include Opal, Photon, Phalanx or Yuan. Do not let your problem formation “haunt” you or influence your assessment of a skydive. Rather, ask other judges how they interpret it and try looking at it through a “different set of eyes”. Learn to overcome these.

Interpretations

The indicators

Those diamonds, circles, crosses and arrows in the dive pool mean something. Study the indicators so that the intent of the inter is known. See Sporting Code 14.3.7.1.

These pointers indicate where the flier so designated is to end up in relation to the other fliers in the formation. A good example is Hammer-Hammer in the Open pool where the indicators give us two separate instructions.

- a. The flier on the front must turn out and *away* from the centre cat while the flier at the back must turn in the *opposite* direction.
- b. The diamond and the cross show that the front and back fliers must also have swapped positions.

It doesn’t have to look like the picture!

And some formations won’t ever look like the picture. Long stretched out formations involving only one grip are usually “cheated”, i.e.: bent around to minimise transition time to the next formation. These include caterpillars, stairsteps and phalanxes. Learn how a cheated formation can appear and study only where the grips should be.

Total Separation

Total (or complete) separation must be shown between blocks and randoms and blocks and blocks. This means that at some point you can confidently say you saw all hands off at the same point in time, even if that point in time was the merest split second. See Sporting Code 14.3.3.3.4. Also see *Fast Transitions* below.

Fast transitions

Some dives are drawn with such convenient engineering that it makes transitions, especially between randoms, very fast. Judges must be alert for total separations without unnecessarily penalising a dive merely because it was too fast for them to see or they felt guilty about not seeing it. The job of the team is to clearly present the skydive to you and if the formation is built and released so quickly that you could not tell if all grips were held simultaneously, they haven’t shown it to you.

Grip

As a minimum, a grip requires stationary contact, being a handhold on an arm or a leg. See Sporting Code, “Definitions” in 14.3.2. Generally this means that you have seen a hand touch another flier and maybe close that hand into a grip. It doesn’t have to be on the “grippers” of the other’s jumpsuit, nor does the hand have to be closed in a really fast team.

This is open to the Judge’s experience. Failure to close the hand may be a grip infringement in a fumbling, not-controlled poorer team, but an open hand that places on a fellow for half a second in a controlled manner in the top teams, is perfectly acceptable. Only time watching jumps will give you this experience.

In world-class skydiving, a “grip” may be a touch that is stationary only for the smallest fraction of a second. If the whole team is skydiving this way, then this will also pass as a grip.

Whatever you define a “grip” to mean, you must be consistent for an entire competition, taking into account the quality and level of the competition and the ability of the team vis a vis other teams you have judged in the same competition. A good judge will always consider the “Control” element in parallel with the “grip” issue.

A grip also must not be “high”, i.e.: above the risers (round the neck or head) for an arm grip or above the leg strap (on the waist or bottom) for a leg grip. Note that leg strap grips are quite common, particularly on exits and these are not to be called as high grips unless the leg strap is being pulled so ferociously that you can see a gap between the body and the leg strap. A good judge might also question “Control” in this situation.

Assisting handholds

These are not permitted either within a sub-group or a scoring formation. See Sporting Code 14.3.3.3.8.

Note that this is not the same as two sub-groups colliding with each other or, more usefully, “cogging” around each to lever each other into position. As long as separation between the sub-groups is at one time shown, this latter is permitted.

An “assist grip” (or extra grip) however, might occur in a formation, usually after exit when a grip taken to strengthen the exit is not dropped throughout the entire first formation. A Bipole-Bipole is a common exit formation for this to occur.

It might also be taken in an inter when one partner in a sub-group feels themselves going out of control and “pushes off” the other flier or their equipment. If in the course of the “pushing off” a “handhold” is taken, then correctly, this is an assist grip and is penalised. If the “pushing off” is done with an elbow or a body, a Judge will be called upon to interpret whether there was an assist grip because it is not a “handhold”. Consider “Control” though.

If in doubt, note the requirement to perform the inter “as depicted” under “Definitions”, see Sporting Code 14.3.2.

Control

See Sporting Code 14.3.3.3 which states that Scoring Formations need not be perfectly symmetrical but they must be performed in a controlled manner. Control is not defined in any other place and is totally within the Judges’ discretion as to whether it is considered a Scoring Formation or not based on this criterion.

In reality, it is rare to penalise a formation in isolation under the Control rule. It is generally what precedes and follows the formation that indicates to the Judges whether or not the formation was controlled. However, it has been known for a formation to be built so wildly and with such force that it has flapped and heaved around the sky past the end of working time. In this instance, it would not be a penalty (because it is not followed in working time by total separation or an inter), but nor would it be a Scoring Formation either.

When an uncontrolled formation is built before breaking wide apart to either total separation or an inter, it is what follows that aids the Judges’ interpretation. If the team attempts to re-build the same formation, that gives a clue that the team also did not think the formation was a scoring one. See “Going back” below. If the team moves on to the next point in the sequence, chances are that a penalty for the absence of control may apply.

Finally, control also relates to grips. If the hand was stationary, but not closed on the other flier, and the formation was controlled, this is generally acceptable. If the hand was stationary in several places at several times, i.e.: jiggling around on the other flier, but not closed and not under control, this may be penalised under either the Control or Grip (not stationary) interpretation. Experience and much judging is the best guide as to what constitutes control.

Going back

This occurs when a team knows it has made an infringement and attempts to resurrect its score by correctly repeating the same moves. An example would be when a Formation -(pairs)-Formation block is performed and one pair breaks during the inter. The team realises there has been a break and repeats the block correctly before proceeding with the rest of the sequence.

In practice, the team has already penalised itself in terms of time, and the Judges usually do not apply a penalty. Easy so far, but what about the rule that says the team must correctly follow the sequence for the round, (see Sporting Code 14.3.3.2.1)?

Allowing a team to “go back” seems to contravene this rule, along with a body of opinion at world level that says “going back” must never be permitted. This has not been written into the rules and it is usually up to the Event Judge in particular cases or the Chief Judge overall, to say whether going back is to be tolerated.

Some situations that may help the Judges’ interpretations include:

- ◆ A team has two options after a bust, it can either move on and accept the bust or have agreed, usually on the ground during the dirt dive, to go back and correct it. This latter course of action requires a good deal of in-sky communication and is usually only attempted by highly skilled teams.
- ◆ If a team thinks it can “forget” the next formation because the inter preceding it was a bust, and move onto the third formation, not only does a good deal of mind-reading need to occur in the sky, the team has also omitted a formation and is penalised three points.
- ◆ If a team builds an uncontrolled formation, breaks it wide open and re-builds it in an attempt to make it score, in effect, the team has “gone back” and re-built a formation that they already built. However, under the Control rule, the first formation may be dismissed by the Judges as uncontrolled, allowing the next to be the first scoring formation. It is useful to be able to call the first formation “uncontrolled” and thus avoid the “going back” issue.
- ◆ If some of a team realise there has been an error and attempt to re-build, while others attempt to move on, a comedy of errors can ensue. Where three jumpers are in accord and only one flier is attempting something else, the intent of the majority of the team can be interpreted as “the team”. Where it is two fliers and two fliers, a penalty is usually to be found, although not under the going back rule; more likely under an incorrect formation rule.

Mirror images

Mirror images are allowed and apply to whole blocks and random formations only. This means that while a formation may be depicted with left-hand-side sidebody grips, it can be performed with right-hand-side sidebody grips too. See Sporting Code 14.3.3.3.3. If in doubt, hold the dive sheet up to the light and look through the paper.

In a block such as Cat and Accordion-Cat and Accordion, while one pair changes the ends of the Cat, the Accordion must move from a left hand compressed accordion grip to a right hand compressed accordion grip or vice versa.

A Donut may be shown as left-handed in the pictures, but right-handed is also correct, provided the Inter is the opposite of the one depicted too.

Sidebody grips

When depicted as a sidebody grip, the grips must *be on the arm and the leg of the same person*. A common place for this not to occur is a Zig Zag when the overlapping arm of the other jumper in the double front pin might be taken instead of the arm of the jumper on whom the competitor takes the leg grip. See Sporting Code 14.3.7.1.5.

Definition 14.3.7.1.5 *Any side-body link-up requires an arm grip and a leg grip on the same person.*



Directions of turn

In blocks, single-headed arrows depict the direction in which the sub-groups *must* fly during the inter. Double-headed arrows indicate that the direction of turn can be either way. See Sporting Code 14.3.7.1.1-3.

What is most important when looking at these single-headed arrows is not whether the arrow is indicating a left or right turn, but what that turn means *in relation to the formation* and the *other sub-group*. The arrows mean they turn away from or towards the other sub-groups, not left or right. Remember that mirror images are allowed.

For example, from the front of a Tee formation, the individual fliers must turn one right and one left to rotate back to the Chinese Tee. The direction arrows indicates they must fly *away* from the *front* of the Tee, not just left and right. Another example is in the Hammer-Hammer block. If the front flier is being taken in a *left* sidebody grip, the flier must turn *right* and away from the caterpillar pair. If the front flier turns right, the back flier must turn *left* or opposite. Some teams do not know this fine point of definition until they perform it wrongly and are infringed. Hammer-Hammer is the most common occurrence of this error.

Degrees of turn

Degrees of turn, when shown in the dive sheet, indicate the *approximate* degrees and direction of turn required to complete the inter as intended. The sub-group(s) must continue turning in the direction of the arrow until it is possible for the sub-groups to link together to complete the next designated scoring formation. See Sporting Code 14.3.3.3.5.

What all teams attempt is to minimise the amount of “travel” that any sub-group has to make, so the sub-groups will always rotate towards each other as they turn to save time. This is called a “cheat” although it is not contravening any interpretations.

Taken to the other extreme, if extra degrees of turn are taken, say 720 instead of 360, no penalty other than loss of time for the team is applied. Similarly, if a 360 turn is required and the flier “unwinds” that by turning 360 in the other direction before coming back into the formation, no penalty other than loss of time is applied.

Centrepoin

The centrepoin of a sub-group means exactly that. In some sub-groups like the cat pairs in Block 1. Snowflake-Offset, it is easy to identify the centrepoin. It is the centre of the hole formed where the cat grips are taken. Where there is a single flier, it is the centre of that person's body. In a compressed accordion grip, it is the gap between the two bodies.

Why is it important? Because when interpreting degrees of turn, see above, then the degrees shown are approximately that amount of the circumference of the sub-group's centrepoin to be presented to the other sub-group(s)' centrepoin(s). See Sporting Code 14.3.3.3.5.

In almost every case where degrees of turn are indicated and the sub-groups correctly get back together, then this performance requirement is considered to have been met. When it might be questioned is in vertical transitions.

At the World Meet in Gap, France in 2003, teams performing vertical transitions that caused centrepoinTs to cross over the top of each other, as opposed to travelling *around* each other as if viewed on a flat screen, were penalised for not executing sufficient degrees of centrepoinT turns. Blocks included Stardian-Stardian and Zipper-Star. Similarly, on a vertical transition with double-linked pairs, such as Zircon-Zircon and Snowflake-Offset, teams were penalised if the ground could be seen through the double centrepoinTs as they crossed vertically over each other.

It is still being discussed whether camera angle, parallax error or judgement calls are a factor in these decisions. Suffice to say that the interpretation at that World Meet has been used successfully in Australia ever since.

Videographers are becoming more used to the blocks where these errors may occur and now fly them flatter and Zipper-Star was removed from the dive pool.

Vertical transitions

These are where teams choose to fly one sub-group over the top of, rather than around, the other sub-group. If during one of these transitions, the centrepoinTs pass directly over the top of each other, then the team is considered not to have met the degrees of turn performance requirement. An example is Block 18: Zircon-Zircon where, if the hole between the arms of one sub-group passes over the hole in the centre of the other sub-group so that the Judges can see the ground through the two holes, this is considered a bust. Previously it may have been explained away by camera angle but now the videographer is part of the team and has chosen to present it this way, scoring a penalty.

The start of working time

This commences as soon as any team member other than the Videographer exits the aircraft. If the camera work makes it impossible to determine that moment, after multiple attempts, the Judging Panel may start working time when the Videographer exits and deduct 20% of the team's score for not giving a good exit picture. See Sporting Code 14.3.5.7. This is very rarely used and usually only pertains when Omniskore is in use, requiring a close and synchronous start time from the judges.

The end of working time

It is worth reiterating that if a wrong formation is built at the end of working time, this is not assessed as an infringement *unless* it is followed *within* working time by total separation or an inter. A total separation is easy. It means *everyone* has let go. An inter is usually seen when two or more of the team have moved on, not just one. Several situations can arise:

1. The team builds a wrong formation and the "key" is still signalling to the erring jumper to correct his or her grip. Working time ends. This will be a non-scoring formation, i.e.: the timeline is drawn at the formation *preceding*

the wrong build, because the team was clearly (hopefully!) still intending to build the formation and had not moved on.

2. The jumps are being judged in a non-freeze-frame environment, i.e.: where it is possible to see what the team does beyond the end of working time. This must not be allowed to influence the assessment of the wrong formation. Judges must know precisely what was occurring at the exact end of working time in order to assess if the team had moved on or not.

If possible, on the second view appoint a time-keeper to “pause” the video at the nearly-precise end of working time so that the team’s performance may be assessed *only up to that point*. Then determine if the team had shown an intent to move on or were still building/re-building the incorrect formation.

3. Half the team decides to move into the inter while the other half is still attempting to correct the wrongly built formation. This is most likely to be called a penalty, but it is open to the majority of Judges’ interpretations as to what the team intended to do. Remember that giving the team the benefit of the doubt is the same as penalising every other team.

Non-Judgeable

This is an old-fashioned term as all formations that are wrong or can’t be seen, now are non-scoring formations and do not attract a score. In the past, an NJ was a lesser penalty than a bust, so the language remains.

An NJ relates to the video image and is known colloquially as “a camera bust”. It occurs when...

- The videographer and the team are so close or so far apart, or
- The videographer and the team are on the same (flat) angle, or
- It is impossible to see what is happening due to the sun, or
- A sub-group and its grips have flown out of screen...

... that it is not possible to determine whether:

1. a formation has been correctly performed or not
2. a total separation was in fact “total”, or
3. an inter was performed as depicted.

The signs of an NJ can include:

- grips out of sight due to distance
- grips screened by another competitor’s body
- grips going off the screen for more than a “quick flash”
- inter pairs rotating off screen long enough to have broken and re-gripped.

The effect on the score is to either render a scoring formation, non-judgeable, i.e.: it is not counted in the total of scoring formations, or, if occurring in an inter, render the following scoring formation non-judgeable even if it could clearly be seen.

Note that most NJs occur on the first one, two or three points.

No Video

The causes of having no video are dealt with in the Sporting Code. The most usual reasons are:

1. that a videographer forgets to turn on the camera on exit
2. the battery runs flat
3. the ring-sight requires adjustment, or
4. the camera is fully zoomed in.
5. The alternative is that meteorological conditions prevent some or all of the skydive being filmed, i.e.: moisture on the lens.

How the NV penalty is applied has changed in recent years. See Sporting Code 14.3.2.14 Definitions: These are formations, inters, or total separations that are not visible on the screen due to meteorological conditions, *or factors relating to the videographer's equipment that cannot be controlled.*

In other words, in the numbered list above, all of the videographer issues 1 – 4 are within that person's control, and therefore will incur an NJ penalty not an NV, and not score.

The reason why this is so important, is that if meteorological conditions cause an **NV** situation, the Chief Judge may grant the team a re-jump. This is of considerable benefit to the team as they typically do a better skydive having rehearsed it once.

Now that the Videographer is considered part of the team, the team wears the penalties for poor Videographic work and will be scored NJs not NVs.

Practical Judging – Assessing & Scoring the Jump

Assessing the jump

This section deals with the practical aspects of viewing the tape after the sequence has been memorised and interpretations made clear.

Be ready

Judging room etiquette requires all Judges to be ready to view the jumps at the appointed time. It is not incumbent on the Event Judge to question the readiness of each Judge, but rather to announce “First View”. As a courtesy, the Event Judge usually does this when the Judges appear ready. The duty of the Judges is to be in a state of readiness and prepared to take the view. Multiple lost seconds in a day can amount to multiple lost minutes and long hours.

However, sometimes an Event Judge can drive the event at a pace that leads to increasing levels of stress and tiredness in the judges. A judge should not hesitate to say “not ready” and take the few extra seconds necessary to fully prepare him or herself to judge the next dive. The duty of the judges is to produce the best possible judgement of the skydive and this should come before considerations of getting the day's work quickly completed.

First view versus second view

In the first view of a jump the Judge is both counting/timing formations, and assessing the jump for potential penalties. Easy assessments may only require a single view but the Judging Panel should be very certain that no second view is required.

1st view: During the first view, the Judge will press the “lap” button on each formation, correct or otherwise, to count formations in time. After the first view and using the Recall facility, Judges will discover how many formations were in time and whether the timing of the last formation was critical. If time is close to working time, a second time should always be taken just for time if nothing else.

If using Omniskore! the right hand white button counts formations and the left hand button counts busts.

Problem areas will also have been noted on the score sheet. When using score sheets, this is best achieved by operating the stop watch with the left hand (for right-handed Judges) leaving the right hand free to jot down formation numbers in question.

2nd view: In the second view, the need to press the lap button on each formation is alleviated if a good count and timing was done in the first view. This allows the second view to be used to concentrate on any doubtful portions in the jump. It also removes the distraction of “clicks” for other Judges.

If timing was critical, a good exit time and timing of the last two formations, i.e.: those in and out of working time, are essential.

Any doubtful ending to the skydive may also be checked, i.e.: had the team moved onto the next scoring formation or not?

3rd view: A third view may be requested by any Judge, usually by a show of hands to prevent distracting other Judges. While this view is usually a confirming view of a particular portion of the jump, the entire jump is usually viewed again to not draw attention to only a dubious part and thereby influence other judges.

It may also be used to confirm the time of the last formation in time if views 1 and 2 produced different results.

It is tiring for all to routinely request a third view. Judges should be able to assess moderate complexity skydives on two viewings, leaving the third viewing available for special circumstances. On the other hand, a judge who needs a third view should not hesitate to ask for it.

The decision to grant a third viewing lies with the Event Judge. When time allows, the Event Judge will usually accede to a request for a third viewing, but when time is more precious, the judges are tired or the Event Judge considers a third viewing will not affect the collated score, a request by a single judge may be denied. The denied solo judge should not feel miffed about this. Rely on the team of judges.

Get a good start time

Take up the slack on the start button of the stop watch, i.e.: apply some pressure. This will ensure a good start time on exit. The Judge should start the watch the instant any team member, but not the videographer, separates from the aircraft as per 14.3.2.13.

Remain vigilant

The jump must be viewed in its entirety, and each portion scored impartially without undue influence by other portions of the dive, e.g.: a team that grossly “funnels” an exit still merits an accurate assessment of the portion of the dive remaining. Similarly, teams are prone to speeding up on their second time through a sequence calling upon the Judges to maintain attention throughout. Judges should not look away from the monitors at any time during the views.

Count the formations

It is difficult to memorise every sequence in all events at a competition and judges typically count (to themselves!), rather than recite, formations, i.e.: “1, 2, 3, 4,” etc rather than “Snowflake, Snowflake, Piver, Viper”.

This technique allows the number of points inside and outside working time to be quickly recorded, requiring only a confirming check on *those two points* in the second view.

Record questions, doubts and problems

As the jump is being viewed, problem areas that need to be noted for “busting” or for re-checking should be noted by writing down the point number or name. During the second and third views, these can be isolated for closer scrutiny, then confirmed as a bust or ticked as correct. Something may also be observed on the second view that was not seen on the first. This usually merits a request for a third view to confirm or correct.

Record the last activity

As discussed in *Interpretations*, this step is vital and can directly affect a team’s performance. Mentally record *the last thing seen in working time* and note it down along with the numbers of the final two formations as described above. Your Event Judge will often ask you what was the last formation you saw in working time and a professional judge will be able to identify it by number *and name*. Learn this technique.

Complete the score sheet

Once satisfied with the assessment, it is time to properly record it for collation. Insert timelines. Record infringements in the appropriate boxes and make comments (don’t write an essay!) about why it is an infringement. Tick the last correct scoring formation. Also use this time to check and re-check for clerical errors. The most common problem lies in penalising an Inter, only to record that penalty against the wrong formation. Tear off and hand in the score sheet when requested by the Event Judge or press the Confirm button on Omniskore!

Be ready for the next jump

Prepare paperwork, reset the stopwatch, stop thinking about the last team’s performance, exorcise the ghosts, check posture, take two or three deep breaths, relax and visualise the next skydive. This is a mini-centring exercise. Most athletes do it and it is just as valuable for judges.

Note

There are as many techniques for assessing and timing skydives as there are judges. There are no right or wrong ways, only ways that work for the individual judge and way that don’t. Develop ways that work for you. Experiment with refinements to your own routines during practice. Ask other judges what they do and try them out. But never change your routine during an actual competition. Teams know that experimenting with a new engineering routine is fatal and judges should know the same applies to their judging.

Scoring

In all disciplines, evaluations are scored by either:

- ♦ Marking a score sheet, or
- ♦ Pressing the buttons; or
- ♦ Using telemeters and a recorder ...

... and the results are collated.

For Formation Skydiving, see Sporting Code 14.3.5.8. *“If the Judges use a score sheet to record their evaluations, they will operate their own chronometer and they will use the following signs.”*

Situation:

| | |
|---------------------------------|----|
| Correct scoring formation | ✓ |
| Infringement | 0 |
| Omission | X |
| Insufficient video image..... | NV |
| End of working time..... | // |

See Sporting Code 14.3.5.8. *“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.”*

Scoring points

The Sporting Code at 14.3.4.8 says that:

- 1) A team will score one point for each correctly completed scoring formation performed in the sequence within the allotted working time of each round. Teams may continue scoring by continually repeating the sequence.
- 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.
- 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.

How to apply scores

In Formation Skydiving, only scoring formations are counted. These are defined in 14.3.2.10 as:

Scoring formation (4- & 8-Way) 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.

In effect, this means that each scoring formation is worth one point and non-scoring formations are not. Infringements are clearly defined in the Sporting Code 14.3.2.11.

Omitted formation

There is a specific definition for Omissions in Sporting Code 14.3.2.12. Firstly the point must be omitted. Then all three elements of these conditions must be met for an Omission to be scored and an X marked on score sheets.

1. No clear intent to build it is seen,
2. Another formation or inter is substituted in its place and
3. There is an advantage to team.

The penalty for an Omission is three points and the formation is not a scoring formation, in effect a four point bust.

The double-bust situation and marking the score sheet

In 14.3.4.8.3 the “double bust rule” is dealt with. The Ritz-Icepick will be used in the following explanation.

The last jumper taking up grips on the Ritz has taken only one grip when the formation splits into two pairs to turn to the Icepick. The Ritz was therefore not correctly built and is bust as incomplete.

As the Inter also commenced life with a missing grip on one of the pairs, this would in the past penalise the team again for the same error because the Icepick would be bust for not being preceded by a completely performed Inter. However, as there has only been one error, only the Ritz is scored an infringement under the double bust rule.

If a second and different error occurred during that Inter, of course the Icepick would also be bust.

Judgement calls

Any or all of the interpretations can give rise to what are known as “judgement calls”, i.e.: where some judges have interpreted something one way and other judges call it differently. Judgement calls are not “wrong”; they are merely a difference of interpretation caused by different levels of experience and practice across the judging panel, and sometimes just the way we look at things. The most experienced judges are not always necessarily “right” and more junior judges should endeavour to formulate their own standards rather than ape someone else’s.

A judge who consistently gives a minority opinion of one might consider discussing their views with the Chief Judge, but it is not to be considered a Judge’s duty to conform to everyone else’s viewpoint. There have been instances at World Meets where one judge alone has seen an absolute infringement and has saved the Event Judge and the judging panel from much embarrassment by calling this out before the score got posted!

It is most likely in most situations that all views are correct and the task of the Event Judge is to question why the majority and minority believes an assessment to be called a certain way, then to post the majority view. Remember that FS teams in Australia have just regained the right to request a review of their jump, in an effort to establish the “truth of the dive”.

Some interpretations that can lead to judgement calls are described below. It is worthwhile in the Judges’ Briefing that the Chief Judge sets the standard of what is a judgement call and what is an absolute.

1. NJ’ing a pair that has flown its grips off screen. How long do the grips have to off-screen before an NJ is called? Some judges will judge anything as an NJ that flies off the screen even momentarily and with no possibility of the pair breaking apart. Some say it must be off the screen for one or two seconds before it is called an NJ. Others use their judgement and discretion. If the pair vanishes in a tension-exuding spin and reappears the same way, then it is almost impossible for them to have broken grips without busting wide apart. Still others will say that if there was time enough for an assist grip to have occurred unobserved, it should be an NJ. The Event or Chief Judge will set the standard at the start of the competition. Usually it is set on common-sense.
2. End of working time. In a confusing melee at the end of working time, there will probably be a split in the judge’s opinions as to what constituted either the correct time, or the infringement if any. The Event Judge should publish the majority view of the panel.
3. Control. There may often be a difference of opinion as to what is a controlled formation or otherwise. Judges should maintain their own standards of what it is to be defined as “control” given the quality and level of the competitions, and apply that standard equally and without bias across all teams.
4. Assist grips. What some judges term an assisting handhold may be acceptable to other judges or dismissed under a different criterion.

Score sheets

The APF standard score sheets are graduated in size from pink, the smallest, through blue, green, beige and yellow the largest. White pads of collation sheets allow the judges' assessments to be transferred to the collation sheet without identifying the individual judge. Each pad contains 100 sheets, allowing 100 jumps to be judged. A panel of three judges will usually use a white collation sheet plus pink, blue and green. Trainee Judges usually submit yellow sheets.

Each score sheet usually has the following information:

1. Judge's name or number
2. Date
3. Round number
4. Team name or number
5. A space for writing comments
6. Boxes to indicate the formation being assessed.

Note that Australian score sheets contain a second line of boxes for assessing the Inter. This line is no longer used.

Recording the assessment on the score sheet

The following items are extremely important when completing the judges' score sheet.

1. Complete the score sheet *accurately*. Clerical errors are common when judges are under pressure, and it is time-wasting correcting them. Where it concerns a judgement call, this can lead to an inappropriate result after collation. A clerical error has the same effect as missing a bust. Actually, it can have twice the effect where a judge puts a **0** against formation 4 when they meant formation 3 – if both collate to busts.
2. Record the *last activity* observed, i.e.: Formation or Inter, when working time expired. *This is very important* as it can have a direct effect on the team's final score as discussed previously in *Interpretations*, e.g.:
 - (a) If the team is building a formation that is incomplete or incorrect (wrong grip), and working time expires, this is *not* a penalty, however...
 - (b) If the team has built a formation that is incomplete or incorrect, and *then breaks to the Inter*, during working time, this is a penalty.
3. Record the time and name always of the last formation in working time, i.e.: Cat – 34.37.
4. Insert the "timelines" (//) in the correct location.

5. If a penalty is assessed, insert **0** in the correct location(s) and include short comments as to why it was assessed as a penalty.

Example:

| | | | | | | | | | | | | | | |
|----------|----------|----------|----------|----------|----------|----------|----------|----------|-----------|-----------|-----------|-----------|-----------|-----------|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 0 | 0 | | | | 0 | | 0 | | | ✓ | | | ✓ | 0 |

- Formations 1 & 2: Non-judgeable/not seen/angle/framing
- Formation 6: Wrong grip
- Formation 8: Broken grip between 7 – 8.
- 14 Formations in time as indicated by //
- No need to tick each individual scoring formation, e.g.: 3, 4, 5 etc; one tick on the last, if earned, is sufficient. The tick on the 11th might indicate you considered this one, then cleared it.
- 14th formation: Cat - 34.37, 15th formation 35.49

Self-assessment exercise:

| | |
|---|---------|
| Question: What was this team’s final score? | Answer: |
|---|---------|

Collating the score sheets

The score sheets used by individual judges are graded in size so that when they are stapled together with the collation sheet on top, all that is visible are the actual scoring lines of each judge – not their identities. The space used for recording judges’ notes on the score sheet is not seen. On Omniskore!, these are revealed.

The collation is usually done by the Event Judge as it gives him or her a view of how the individual judges are performing and allows the possibility of the Event Judge determining that a probable error has occurred (perhaps an absolute was observed by the Event Judge but not by the majority).

The collation will then normally be checked by another judge. Before signing off the sheet, the judge should actively check the following. Note the emphasis on “actively”, It is very easy to sign off a score sheet after just a cursory glance. Some collators will occasionally make a deliberate mistake to check if the checker is awake!

- Team Name
- Round Number
- Collation of each formation and time line
- Number of viewings
- Collator’s initials
- The score.

Any errors found which could conceivably alter the score should be referred back to the collator by the checker. The principle is that the final score is agreed upon by two independent people. Any significant alteration to the collation sheet should be initiated by both collator and checker.

Scoreboards

While it is the responsibility of the Organiser to provide (and draw up) a scoreboard, most good judges have a back up system and carry the available equipment to post scores if necessary. These days, laptops and printers are typically used to post sheets of paper and scoreboards are not drawn up any longer. Equipment can include:

- Whiteboard pens
- Chalk
- Computer with printer
- Butchers’ paper and permanent pens
- Sticky tape
- Blue tack.

If required to create a scoreboard, the following tips may help

- Give Open priority over Intermediate.
- Rule enough columns to cover every round, plus a sub-total every 2-3 rounds, plus a final total, plus a Place column, e.g.: for a 10 round competition, the columns could look something like below.
- Put team names in drawn order if drawn, or numerical or alphabetic order otherwise. It saves controversy.

| Team Number/Name | 1 | 2 | 3 | Sub- total | 4 | 5 | Sub- total | 6 | 7 | 8 | Sub- total | 9 | 10 | Jump- off | Total | Place |
|--------------------|---|---|---|---------------|---|---|---------------|---|---|---|---------------|---|----|--------------|-------|-------|
| <i>4-way Open</i> | | | | | | | | | | | | | | | | |
| Team 1 | | | | | | | | | | | | | | | | |
| Team 2 etc... | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | |
| <i>4-way Inter</i> | | | | | | | | | | | | | | | | |
| Team 1 etc... | | | | | | | | | | | | | | | | |

Tips for score boarding

- It is vital to ensure that when scores are written up, they are the correct scores against the correct team names. Clerical errors unfortunately do occur and can become expensive in terms of shouting the beer so check and re-check your work, and preferably have an assistant working with you in all matters of posting, adding, checking and re-checking scores.
- Most teams believe that what is written on the scoreboard is the official result. In fact, the Chief Judge publishes official results and the scoreboard is simply a communication vehicle. Its main importance is that it alerts teams to problems which they have two hours to protest from when they first became aware of the problem – which usually is when the score is “posted” on the board.
- Don’t use the scoreboard as your primary record. Have an “official” score sheet held quite separately, on which all scores are carefully recorded and equally carefully added up. Teams have been known to falsify scores, usually overnight

and under some sort of influence, because it seemed fun at the time. Don't let that kind of humour affect your professional reputation; keep a separate record.

- Use different coloured pens for the rounds as opposed to the Sub-totals and Total columns. If not available, try writing in two different sizes.
- A nice thing to do, though perhaps not at a Nationals, is to indicate via a legend or key, why a team has scored a particular score. It is quite common to draw a small filled-in circle next to a score containing a bust (●). Note that while some teams prefer to know why they achieved a particular score, and it *does* keep them from knocking too frequently on the door of the judges' room, some are a little more sensitive about their busts being broadcast. If in doubt, don't do it!
- Check and re-check the sub-totals and totals each time you visit the board.
- Try to post scores every half an hour or so to make the board an interactive site.
- Post scores quickly and as soon as possible after they are known. This is a courtesy to the teams.
- Finally, draw a circle around Number 1 in the Place column, to draw attention and praise to that team.

Re-jumps

Only once a jump has been assessed may a re-jump be granted providing certain conditions are met. It is not correct procedure for the videographer to land, tell Manifest that he/she had a “camera mal” and automatically be granted a re-jump.

Re-jumps are dealt with in the Sporting Code under 14.3.4.9. A Video Review Panel, (not the Judges!), must assess the situation and determine that no deliberate abuse of the equipment has occurred and whether a re-jump may be offered. Or the Chief Judge may grant a re-rump due to adverse weather conditions.

In either event, in Australia, the team is allowed to accept the score for the portion of the jump that is assessable or take a re-jump. If the team elects to take a re-jump, that must be decided within 30 minutes of being informed that a re-jump has been granted. After that decision, the re-jump must be taken. *This is an Australian-only rule and appears in our Sporting Code 14.3.4.9.5 in italics to differentiate it from IPC rules.*

16-way Rules

The 16-Way Formation Skydiving Event is an IPC-sanctioned event that is conducted in Australia, on demand, at Nationals competitions. While it generally follows the rules of Formation Skydiving, differences exist, the most significant among them being:

- A 16-way team may have up to 19 members
- Eight rounds are completed, not 10, with a minimum of one required to establish the Australian Champions
- Only three judges are required to assess 16-way
- Any video viewing method may be used to assess the team's performance, i.e.: slow motion, multiple views, freeze-frame etc.
- If the judges' decision is split, the point is awarded to the benefit of the team
- Total separation is not required. Between randoms, between blocks and between blocks and randoms, "free transitions" are allowed.
- Only formations and inters are required to be performed correctly
- An infringement is scored when a team performs an incorrect formation *then* "displays evidence of proceeding" to the next formation or inter. In 4-way and 8-way, there is no flexibility to "display evidence" and the judges must determine whether a team has moved to an inter or total separation, or not.
- Exit altitude is 13,000 feet and working time is 50 seconds
- Each drawn round consists only of three or four scoring formations whichever number is reached first

10-Way Rules

The objective of the 10-Way Formation Skydiving event is to form a 10 person star in the fastest possible time. It is an informal competition usually conducted during a break in competition proceedings. While versions of it exist overseas, it is not an IPC-sanctioned event. In Australia, it is usually conducted as a fun event at the end of the Nationals competition.

Details of this event may be found in Appendix 1 to Section 14.3 in the APF Sporting Code.

With an exit altitude of 8,000 feet and a working time of 25 seconds, this competition has three rounds with only one needing completion to have a callable event.

Three aspects of this competition require judging.

1. The exit
2. The star
3. The time.

The exit

No part of any skydiver may be seen outside the fuselage, i.e.: it is a “no-show” exit, and the skydivers must exit unlinked. Each breach of either of these conditions scores a penalty of five seconds.

The star

One point is awarded for each skydiver in the star. Completion time is awarded when the star is held for over three seconds, “holding time” may run over “working time”. At least half the evaluating judges must evaluate the star formation as correct, i.e.: grips on arms only.

The time

The winner is the team with the highest number of 10 way stars and where teams have equal numbers of stars, the lowest accumulated time for completing those stars. Accumulated time also determines the lower placings.

Equipment

A checklist is provided in Appendix 3. A specific discussion follows.

Stop watch

A number of stop watches are available on the market. When selecting a watch, obtain the best type suited to the application. Watches range in price depending on the options selected.

A stop watch commonly used for Formation Skydiving is a 100/Lap/Split Memory stopwatch used in counting swimming laps. This watch features 100-lap counting, (or formation counting), and has a recall feature that goes forward or backwards. This watch eases the pressure of counting formations and determining working time. (Note the World Record in 4-Way is currently 44 points!)

A watch that does not “beep” is an advantage as it saves distracting other judges. It is usually easy to “de-beep” a stop watch with a jeweller’s screwdriver.

Carry a spare battery.

Score sheets

The APF-standard score sheets are available from the APF office. Most judges have in their possession at least two pads of each colour and two or three collation pads. Different styles of pads are available for Formation Skydiving, Artistic events, Accuracy, Style and Canopy Formation.

Forms

Most forms will be of your own design. Samples of some are included at the back of this Handbook.

Judging paperwork

If they are prepared externally, enough dive sheets will be needed for every judge in the panel. An official results sheet will need to be drawn up. Large envelopes are usually used for filing the completed results, including score sheets, of each round in each competition. A log stuck to the outside is useful for tracking what is contained within.

Stationery

Place in a large stationery container all stationery that might be needed, then add some more. Even the most obscure items have been used including blank DVDs, liquid paper/white-out and hole-punchers.

Competition documents

The FAI (Fédération Aéronautique Internationale) is the world sport aviation controlling body. Australia is a member, through the Australian Sport Aviation Confederation. The FAI publishes a Sporting Code, which has a General Section and a section for each aviation sport, including parachuting’s Section 5, *Regulations for Sport Parachuting*. (Note however that judges with FAI Judge ratings will also require knowledge of the “General” Section and Competition Rules.)

General Section

- The *General Section* describes the competition and licensing standards for all aerosporting bodies. A copy of this may be downloaded from www.fai.org.

Section 5

- The rules in *Section 5* are set and maintained by the IPC (International Parachuting Commission) which is the committee of the FAI which administers sport parachuting competitions. The IPC is composed of volunteer delegates from each parachuting nation, and meets once a year in January.
- *Section 5* deals exclusively with sport parachuting. A copy of this may be downloaded from www.fai.org/parachuting/

Competition Rules

- ♦ The IPC publishes the *Competition Rules* which govern each individual First Category event (World Championships and World Cups).

All of these documents will at some time be used in a Jury room, particularly at an International event. Judges need to be familiar with the contents of these documents as they are the foundation for the Australian Parachute Federation’s *Sporting Code*.

The APF Sporting Code

The APF Sporting Code is the set of rules approved by the APF Board for the conduct of National Championships (Sections 13 and 14), Certification of Judges and judging duties at National Championships (section 15), performance and competition records (section 16), the Australian Parachute Team, which represents Australia at overseas competitions (section 17) and the Parachute Team Fund, which deals with the funding and expenditure of funds of the Australian team.

Note that it is designed to cover National Championships. This is the first rule in the Sporting Code. The second rule is that the Code shall be used for State Championships “to the extent that time limitations and local conditions allow”. It is a wise judge who uses the National standards for local competitions because competitors are thus getting the best training for competition.

Not infrequently, competitors at National Championships seek to change the rules at the competition itself, feeling that it is their competition and that they have the right to change the rules. The other side to this argument is that the National Championships are the APF’s competition, run to select the Federation’s Australian Parachute Team to represent the Federation at overseas competition. The Sporting Code defines the APF Board’s requirements for the competition and is not subject to change without the Board’s approval, having taken input from Competitors’ Meetings run by the Director Competitions.

Relationship to FAI Sporting Code

Changes made to the FAI Sporting Code are considered at the APF Conferences (usually in May) soon after the IPC meeting (usually in January) by the Competition /Judges workgroup along with proposals from judges’ workshops and competitors’ meetings. Proposals to accept (or reject or modify) them into the APF Sporting Code are then presented to the Board.

The APF Sporting Code generally mirrors the FAI Sporting Code’s *Section 5 and Competition Rules*. There are differences, however, to adapt the APF Sporting Code to domestic needs. Most of the differences relate to matters of administration, and generally speaking the rules governing the actual conduct and scoring of a competition jump are identical in the two sets of rules.

Since teams and judges need to get as much practice as possible with new blocks, randoms and sequences, the APF Board determined many years ago to accept automatically the IPC’s dive pools as the APF dive pools, rather than wait to approve them at the next Board meeting.

The IPC does not have the concept of an Intermediate competition, so there are no intermediate dive pools for the APF to copy. The Inter dive pools are the responsibility of the APF Director Competitions who will normally seek advice and consensus from the Competition Expert Team, formed to advise the Director on such matters.

Generally, rules printed in the APF Sporting Code Sections 13 and 14 in plain type are the same as the relevant rule in the FAI Sporting Code. Rules printed in italic type are rules that are specific to the APF Sporting Code.

APF Sporting Code Sections 13 and 14

Generally speaking, Section 13 of the APF Sporting Code covers bids for competition and pre-competition organisation. Section 14.1 covers rules common to all disciplines, and the remaining parts of Section 14 each cover the rules specific to one of the competition disciplines.

Some of the rules in Section 14.1 are over-ridden, modified or expanded upon by rules in later sections. An example is the order of jumping stipulated by 14.1.3(1). Note the words “unless provided for otherwise”. It *is* provided for otherwise, in 14.3.4.5 for Formation Skydiving, 14.4.7 for Canopy Formation, 14.5.4.4 for Canopy Piloting, and 14.6.4.3 for Artistic Events

A thorough revision of the APF Sporting Code was undertaken by the Director competitions in 2007 to more closely align it with FAI documents. This explains the numbering systems within each discipline’s section.

Important rules which are difficult to find

13.6.13 Request for Review. It again applies to Formation Skydiving from 2007.

How to change the APF Sporting Code

While the APF Board is the ultimate authority for the content of the APF Sporting Code, in practical terms, several people have a great deal of influence:

- APF National Coach, whose task it is to ensure that the Sporting Code is maintained, up to date and published
- APF Director Competitions
- APF Director Judges
- Competitors
- Expert team.

Because of the dependence of the APF Sporting Code on the FAI Sporting Code *Section 5*, the following people are also influential:

- APF’s Delegate and Alternative Delegate to IPC. These people can put up argument for change to the IPC. Presently (2007) these positions are held by the APF Director Competitions (Fiona McEachern) and Michael Vaughan.
- Several Australians have positions of influence on the IPC sub-committees that govern the individual disciplines. Presently (2007), these people are:

| | |
|-------------------------------------|-----------------|
| ▪ Formation Skydiving | Fiona McEachern |
| ▪ Canopy Formation | Graeme Windsor |
| ▪ Artistic | Ray Williams |
| | Ashley Crick |
| ▪ Freefall style & Landing Accuracy | No-one |
| ▪ Judging | No-one! |

To get an IPC rule changed (which might be a necessary precursor to getting the APF Sporting Code changed), the IPC Delegate needs to be convinced that the proposal is worth putting. This will probably need the support of other influential people in the competition/judging community.

On purely Australian matters, as much support as possible should be gained from the Australian jumping community, and the case argued at competitors/judges meetings, convincing the relevant Director, and perhaps pushing the matter at the APF Conference and Board meeting.

Unwritten rules

Ideally, the Sporting Code would define every possible aspect of the competition, and leave nothing for guesswork, interpretation or “everybody knows”. Unfortunately, this is not the case, and throughout this handbook, areas of uncertainty are remarked upon.

Protests

The rules covering protests at local and international meets are very clear. See Sporting Code 14.1.14.

In short, protests are submitted to the Chief Judge within two hours of knowledge of the grounds for a protest. Along with the protest about the rule or rules, the team pays a protest fee of \$50. The Jury hears the protest and determines the outcome, either upholding the published result or the protest. The fees are then either returned to the team or paid into the APF Competition Equipment Fund.

A judge's assessment cannot be protested. A protest deals only with a rule or rules and is usually the time when competitors become familiar with the Sporting Code. A team in Australia seeking a change of score may activate a Request for Review under Sporting Code 13.6.14. *(Check this in 2007 after conference)*

Request for Review – (check after 2007 Conference)

This is an Australian-only rule that allows a team to request a review of its jump, or the jump of any other team. See Sporting Code 13.6.14.

The jump in question may be reviewed, rejudged or re-scored if applicable. Like a protest, the request must be made within two hours of the scores being posted and the protest fee shall be paid. The fee is to be refunded if the review results in a change of assessment.

In effect, a team exercising this right is requesting a re-score of their jump or a competitor's jump. They will only do this when they feel an injustice has been done and their position in the competition is jeopardised by that injustice.

The Chief Judge must receive the request for review, and as soon as practicable given that the first priority is to judge unjudged unseen rounds, arrange for a review panel to rejudge the jump.

If there are sufficient judges available, the review panel will consist of an entirely new set of faces. The jump is judged in the usual way and the collated score becomes the final score for that jump. It is common practice that the jump is judged in its entirety.

If insufficient judges are available, as many new faces as possible should comprise the reviewing panel. To maintain the same panel of judges would be in effect giving them up to six views of the jump and this is unfair to the other teams. There is also every likelihood that the first panel of judges has privately discussed the jump and the score, and this gives rise to the possibility of influence taking hold.

It is possible and allowable for the reviewing panel to not only confirm the infringement(s) of the first panel, but to identify other busts. Teams need to consider carefully if they wish to have their jump reviewed, giving consideration to what else the reviewing judges may find in the jump.

Forms

The following useful forms may be found in Appendix 4 at the end of the Handbook. They include:

- Protest Form
- Judging Roster
- Rejump Notification Form
- Blank Dubbing Sheets
- Judges' Expense Claim Form
- Sample Results Form
- Draw for Sequence
- Draw for Manifest
- Others...

Small competitions

There is only one Nationals and one State-based championships per annum per discipline. This section covers the items to consider when running smaller competitions under less than ideal conditions.

Be organised

The Judge is usually the most highly organised person in a small competition and usually has the best knowledge of the rules. Be prepared to educate others. As a minimum, you need:

- A Manifestor
- A Meet Director (usually a highly experienced competition skydiver)
- A dubbing room separate from the judging room, and tapes or DVDs
- A scoreboard, and
- A Video or DVD burner from HDD and monitor, plus a room, for the judges
- Your expenses covered.

Judging with two judges

This becomes an issue when there is a split decision in the judging room and you need a collated response. Options for resolving the split include:

1. Permit a fourth or fifth view of the jump to compensate for the missing “eyes” of the rest of the missing judging panel.
2. Discuss the result and how it was interpreted by each of you, and amend the “clerical errors” on one of the score sheets.
3. Remind yourselves that the job of the team is to show you the dive.
4. Without changing your scores, take another view of the jump to attempt to establish “the truth of the dive” and allow the Chief Judge or a very experienced skydiver to cast an overriding vote.

Judging with one judge

The only way is to complete your judging in the allowed three views. As there is no other judge to “split” with, your assessment is the final score. Be fair to all teams by maintaining this standard, (and be fair enough to encourage requests for reviews.)

Review panels

You may choose to use very experienced competition skydivers in your review panel. Their bias is always in favour of the competitors. Be careful there are no conflicts of interest with members judging their opponents.

Video Review Panel

This can be staffed by the Meet Director, the Chief Judge and a very experienced videographer.

Expenses

At the Nationals, as of 2008, the Director Judges has a budget which provides for travel, food and accommodation for selected Judges; also for Omniskore if available. To administer this, a daily allowance is usually made available for food, plus real out of pocket expenses for accommodation and travel. At smaller discipline's Nationals, travel expenses may not be covered.

In all cases, a Judge claim form will need to be submitted to the Chief Judge.

At local competitions it is always wise to clarify in advance what the Organiser intends to cover. A Judge should always ask for travel costs and meal expenses, with accommodation being covered if necessary and reasonably priced.

At International competitions, local transport, accommodation and meals are provided while Australian Judges travel to these competitions at their own expense. The APF may also subsidise some of the travel costs.

If judges choose to eat at local restaurants rather than at the designated meals area on the drop zone, this is at their own expense.

International parachuting bodies

FAI & IPC

The governing body for Sport Aviation is the Federation Aeronautique Internationale (FAI). Working under its guidelines is the governing body for sport parachuting, the International Parachuting Commission (IPC). The IPC makes competition rules and creates the dive pools for affiliated National Aerosport Control (NAC) bodies of which Australia is one.

The APF

The Australian governing body for sport parachuting is the Australian Parachute Federation (APF) (which is known as an NAC to the IPC). The APF usually adopts the competition rules and dive pools created by the IPC.

The APF at the IPC

The APF sends two delegates to the annual IPC meeting, usually held at the end of January each year in the country where the most recent World Championships was conducted. The Australian delegates in 2008 are the Director Competitions and the Director Judges.

Dive pool and rule changes - IPC

The IPC slightly changes the 4-Way and 8-Way dive pools every second year, the “off” years, after a World Championships. The two years allow competitors and judges to become familiar with the new moves before the next World Championships.

Any rules changes and ambiguities are also addressed at this time.

Dive pool and rule changes - Australia

If Australia chooses to adopt those rules and dive pools, the time to do so is at the APF Conference, usually conducted in May each year. At this time, the Inter dive pools are altered to reflect a modified version of any new Open moves.

A working group at the Conference, for each discipline, will decide whether or not to accept IPC rule changes. Australia usually will accept rule changes while still maintaining some Australian-specific rules.

Judge Ratings

Look in APF Sporting Code Section 15.1 for details.

Gaining a rating

Becoming sufficiently skilled as a judge takes a great deal of practice. It is not generally possible to train a judge from scratch in a short period. Most new judges receive their training through some sort of apprenticeship in which an experienced judge leads them through a more or less structured scheme of training. This usually takes several months or longer, depending on the effort put in.

The trainer will generally indicate to the candidates when he/she feels they are ready to be examined for the APF Judge rating.

The examination consists of a written exam and a practical exam. Trainees must pass both parts within six months of each other. These exams are administered by the Director Judges. Judges wishing to be examined, or their trainers, should approach one of these people in the first instance.

Written exam

The written exam consists of two parts – a general section and a discipline-specific section. It is designed to check that the candidate either has a good detailed knowledge of the rules, or else is able to locate the relevant rule in the Sporting Code. The candidate may (should!) take the Sporting Code into the exam, which has a time limit. Trainees should ensure that they have studied the Sporting Code thoroughly before the exam, for the time limit will not allow every answer to be looked up.

Practical exam

The practical exam will consist of competition jumps (usually 30) to be judged from a tape. Usually, the jumps will have been selected to include a reasonable number of problems for the candidate to detect. Do not expect a problem on every jump, however.

Usually, the jumps will cover a range of competitor competence, and a mixture of 4-way, 8-way and perhaps 16-way dives. 10-way speed star jumps have never been included in the practical assessment.

Treat the judging of this tape just as in a competition environment. Third viewings may be requested.

Candidates' score sheets will be marked against a standard score sheet which has been drawn up by Nationals-endorsed judges. Doubtful parts of the dives will have been determined to be judgement calls, and candidates will not be tested on those parts. To pass the exam, candidates must reach the pass mark in each of the following areas:

- Number of formations in time
- Infringements

- Clean formations (this means that candidates are penalised for marking a clean formation as an infringement).

This is a difficult exam. It cannot be passed without lots of recent practice. Even top-rated judges fail these exams for lack of practice.

APF Judge ratings. (See APF Sporting Code 15.15 and 15.1.5.1)

There are two levels of judge standards – APF Judge standard, and the Nationals-endorsed standard. The extra requirements for the Nationals endorsement may be found in 15.1.5.1. The Nationals-endorsed standard was introduced to avoid the situation of a judging panel at the National Championships being made up entirely or predominantly of relatively inexperienced judges. (At the Nationals the judging panel “should” have a majority of Nationals-endorsed judges.)

Rules for maintaining the currency of APF Judge ratings are detailed in the APF Sporting Code.

International Judge ratings

International judge ratings are beyond the scope of this handbook, except for the following very brief notes.

Note that the correct terminology for these judge ratings is “FAI Judge”

The requirements for these ratings are described in the FAI Sporting Code. Most judges have gained their ratings by attending a course and passing the exams conducted at a World Championships or World Cup, or some other First Category event. However, recently, the IPC has allowed judge training courses to be run away from the competition environment. While this makes it easier for a judge to become qualified, there is the danger that judges can become qualified at this high level without having had the benefit of attending First Category-level competition (or indeed, any competition at all.) Second Category events are those run by NACs.

Judges attending these training courses should prepare themselves with lots of practice, and study the FAI Sporting Code, especially the General Section, Section 5 and Competition Rules, in advance. It is likely that the course and exam will be conducted using Omniskore, so practice on this system will be useful too.

Log books

Judges, like jumpers, need to maintain a log book. Apart from recording all events judged, it is a currency and rating pre-requisite and will always be requested by the Chief Judge of any competition.

The APF publishes a standard Judges' Logbook which is available on request from the APF, (02) 6281 6830 or www.apf.asn.au.

Typical logbook entries need to contain the following information:

- Number of competition
- Date
- Name of Competition
- Location
- Number of jumps judged in each discipline
- Remarks
- Signature of Chief Judge or Meet Director.

Record attempts

National records are covered by Section 16 of the APF Sporting Code. The APF recognises two types of formal records – Performance Records and Competition Records, and also has a category (not covered by the Sporting Code), for events which are recorded in the APF’s “Record of Notable Events”.

The log of existing records is maintained by the APF National Coach and is posted on the APF web site at <http://www.apfinternet.asn.au/news/records.asp>.

Competition Records

The rules for the formal competition records are mostly quite clearly set out in the Sporting Code. Competition Records must be set during formal competition carried out in accordance with the Sporting Code and become official only after acceptance by the APF Board.

Competitors will often assume that recognition of a new record is automatic, but this is not so. On becoming aware of a new record score, the Event Judge, as a service to the competitors, should probably make it his/her responsibility to ensure that the competitors are made aware of the mechanism for getting it recognised by the Board.

16.6.1 is archaic: it deals only with high altitude jumps and accuracy records. For other events, it may be assumed that the following information should be submitted to the Board:

- Class of Record claimed
- Event at which performance made
- Date
- Competition Score or time
- Name of competitor, or team name and team members’ names
- Citizenship of each participant
- Names of judges, Event Judge and Chief Judge
- Copy of judges’ assessments and the collated score sheet
- Statement by the Chief Judge to the effect that he/she certifies that the details supplied are true, and that the performance and judging were carried out in accordance with the APF Sporting Code.

There is no specified mechanism for bringing the record performance to the notice of the Board, but it is reasonable to assume that it may be submitted via the National Coach or the Director Competitions.

Performance Records

Performance records are poorly defined in the APF Sporting Code (16.4). There is no definition of the term, but as it stands in contrast to “competition record”, it is presumably a record set outside the competition structure. The involvement of judges in the certification is mentioned in passing, but there is no definition of the number of judges required or of the judges’ role in certifying performance records, as there is for competition records.

Since the Sporting Code makes no formal statement on what judges or how many judges are needed to certify the performance, a solitary judge must ensure that their assessment was accurate. If only one judge is present, he/she should consider obtaining a video record and asking another judge to look at it too.

The same sort of information is required to be presented to the Board for the recognition of each type of record.

For a performance record, it would be reasonable to assume that the judge(s) should certify that the claimant has in fact demonstrated the performance claimed, and that the performance was carried out fairly and in a manner within the spirit of the competition rules as they would normally apply to non-competition jumps. The degree to which competition rules should apply is unclear. One might ask, for example, if it is satisfactory for a formation skydiving team to claim a highest-score performance record based on a sequence selected by the team instead of one drawn at random. Where the judge feels that appropriate rules have not been followed, the judge should state this in his/her certification to the Board.

Note that for “largest formation” types of performance records, 16.4.3(1) requires the team to submit a written plan to the judges in advance. This rule is usually interpreted as meaning that the jumper in each slot in the formation must be named on the plan, and that they must occupy that slot in the formation in the sky. To verify this, the judge(s) will usually need to attend the dirt dive and note sufficient detail of jump suit and rig colours etc to identify each participant.

Note also that for “largest formation” types of performance records, there is no requirement in the rules for a formation to be “controlled”. However the formation to be held for at least a minimum time. (three seconds for formation skydiving, five seconds for canopy formation).

Record of notable events

Jumpers frequently perform some feat of which they are proud, and wish to have it recognised as an official record. If told “There is no classification for it, so you can’t have a record”, they may get discouraged. To avoid this, the APF maintains a record of notable events, looked after by the National Coach.

Presently it contains information about such notable events as:

- Largest number of jumps in one day
- Greatest total age of the participants in a Formation Skydive.
- Largest number of DZs jumped at in one day
- Skysisters’ records.

Generally, the National Coach accepts entries for the Record of Notable Events at face value, although, of course, he would not accept a notification known to be false. However, claimants would be well advised to submit the same sort of information required for formal record claims, in order to enhance the authenticity of their claim.

World Records

World Records are outside the scope of this handbook. Details for claiming them are to be found in the FAI Sporting Code. There is also a small section giving some information about world records in the APF Sporting Code

There is a large amount of detail to be assembled, and there is a fairly short deadline for filing a provisional claim. If a team sets a World Record at an Australian Championships, or if an Australian team sets a world record at an international competition overseas, it behoves a judge to ensure that someone is handling the gathering and submission of information for the FAI.

Details of world records are published on the FAI web-site at www.fai.org/parachuting/records. This site is not always completely up to date, so would-be record breakers would be wise to check directly with the FAI for details of the current record (and perhaps those pending too), before making an attempt on a world record.

Tips for Trainee Judges

Practise judging!

Do lots and lots of practice. Don't worry if it seems impossible at first. Memorise the sequence, visualise the hard formations, look for problem areas. Practise with the stopwatch and button pressing techniques. Learn tricks for memorising what happened; there are as many variations of techniques as there are judges so adopt what suits.

Lots of practice; practise on tapes of all levels. World Championships tend to be fast but clean and quite easy to judge. Nationals have fast and clean, ranging to slow and dirty. ("Dirty" = fumbling, instability, wide separation, off-screen). Clean is easy to judge, dirty is hard. Fast skydives are usually easier to judge. Teams of lesser quality often have camera work of lesser quality too, which makes judging more difficult.

Keep practising, lots of practice. Mark the score sheet in accordance with the practice of the meet.

Keep practising. Develop a technique and stick to it.

Useful DVD resources for judging practice

APF Nationals since 2001 are available from Director Judges

- APF Nationals with dives shown in order of round, allowing trainees to see a variety of skydives of different quality, some clean and some with busts.

World Championships

- Malevsky Meets 2006 and 2007
- Gera DVD 2006
- Eloy 2005
- Croatia 2004.

Appendix 1: Qualities of a good judge

- Willingness to learn
 - Continuing desire to improve one's skills
 - Keeping up to date
- Capacity for work
 - Long unsociable hours
 - Often work in poor environments
 - Sometimes work under extreme pressure
- Diligence
 - Always present where and when wanted
 - Not easily distracted
- Patience, Humility
 - Admits mistakes
 - Prepared to be a scapegoat
- Absolute impartiality
 - No bias, national or otherwise
 - No class distinction
- Ability to work with others
 - Not a loner
 - Able to accept others' opinions
 - Never forces own viewpoint
 - Acceptance of different backgrounds

Consider that ...

- What goes on in the judging room is between the Judges - team work - solidarity. Go through the Event Judge or Chief Judge. But *do* talk to competitors - don't be aloof. Judges are on the side of the jumpers, not to kill them.

Common errors of Judges: "The Halo or Horn Effect"

Too much attention to:

1. Halo Effect
 - Things you like
 - Highlights in an otherwise poor performance
2. Horn Effect
 - Things you dislike - not the way you'd do it.
 - Small mistakes in an otherwise good performance
 - Personalities
3. Unwillingness to give credit where credit is due.

Roger Flinn for the WPC in Freestyle and Skysurf, 1997

Appendix 2: Philosophical musings by Phil Hindley

It is often said that Formation Skydiving (and some other disciplines) is judged objectively. Either the formation is built or it isn't, and the rules are quite clear on what gets a point and what doesn't. The only subjectivity occurs in judgement calls, and this is due to the fallibility of the judges. Unfortunately, this is not the case, and throughout this handbook, areas of uncertainty are remarked upon.

At the World Championships in Turkey in 1997, a New Zealand jumper competed in the classic accuracy event using a high performance canopy and high speed approaches. Other competitors were using traditional Parafoils and the like with slow steady approaches. The Event Judge disqualified the competitor. The Jury re-instated him: there was no rule governing the type of canopy or the manner of approach. However, the Event Judge evidently thought that the tradition for the use of slow canopies was enough for it constitute a rule. (Later in the meet, the competitor injured himself and withdrew from the competition!)

In discussion of this matter, most opinions sided with the Jury. However, we could ask ourselves: "What if a competitor used a motorised back pack, which would allow him/her to go around for a second attempt if he/she blew the first approach?" Most people would say that this is not acceptable, but it would be difficult to point to a rule under which it could be disallowed.

There is a huge range of possible cases, varying from strong precedents (say the motorised approach) through cases where there is even opinion on both sides (say the go-back rule in Formation Skydiving), to any number of cases where a small number of people interpret a rule differently from most people.

The rules are poorly written and there are many situations where the way we judge is determined by tradition, not the rules. The problem is illustrated when we consider that the following traditions are accepted by some judges and rejected by others:

Tradition 1. There can be contact between subgroups in an inter, but at some time during the inter, the subgroups must be shown without contact between them. It takes some creative interpretation to find this in the rules.

Tradition 2. The Go Back Rule. The rules about what constitutes an infringement are quite definitely prescribed. If a team drops a grip on an inter, takes it up again and then builds the next formation correctly, the Sporting Code is quite clear: it is an infringement. There has been argument for years about whether or not the team can wipe out the infringement by going back to the formation before and completing the inter and next formation correctly. If this is allowed, where is the rule that allows the infringement already awarded to be wiped out? It does not exist. Where is the rule to say how far back the team has to go? There isn't one.

Tradition 3. More leeway is allowed to teams immediately after exit. If all the required grips are seen as the formation slides past the camera, that's OK, even though they cannot be seen all at the same time.

Tradition 4. A grip that is required to be held slides out of the picture. That's OK provided it comes back into the picture with the grip still held.

Tradition 5. The Double Bust situation. The rule has a phrase requiring that “the intent of the inter requirements for the next formation is demonstrated”. This means that if the error is repaired during the inter and the team goes on to build a correct next formation, that's OK. (I think!)

Tradition 6. Where a judge cannot see a grip because it's taken on the underside of the leg, or it's behind another team member's head, that's OK. Where the judge cannot see a grip because the camera is too distant or too flat, that's an NJ.

Tradition 7. Where a 360 degree turn is required, a 720 degree turn is OK/not OK. There are supporters for both sides, but the rules do not help us decide.

Tradition 8. Scoring formations (but not the inters) must be “performed in a controlled manner”. There is no definition of control and judges disagree about how controlled a formation must be.

* * * * *

Interpretation of ambiguous rules

It is interesting to note that there is no mechanism within the IPC for an official interpretation of the rules where the meaning is not absolutely clear. In my opinion, this is a major deficiency, and one that the IPC should address urgently. Elsewhere in this Handbook is a list of Formation Skydiving rules the meaning of which is disputed. Some of these have been in dispute for many years.

The IPC should establish a system where one person, or a permanent committee, can determine how a particular rule is to be interpreted, and this decision should have the force of a rule until it can be considered and accepted or modified by the next full meeting. Such rulings should be readily available, probably by publication on the FAI's web site.

Unfortunately, this lack of certainty about the interpretation of particular rules has led to the situation where a Chief Judge at one competition may direct that the rule be interpreted in a particular way. This direction then tends to become the de facto rule until another Chief Judge rules something different.

This ad hoc interpretation of rules has no basis, and leads to a great amount of uncertainty. While Judges are probably not disadvantaged by a sudden change in interpretation, the competitors certainly are. An example would be a recent pronouncement that for the first formation in Formation Skydiving, it is satisfactory for the judges to award the point if all the grips are seen, even if not simultaneously. The Chief Judge of the next major competition may well espouse the alternative point of view, that all grips must be seen simultaneously. A good team will use rather different exit techniques to deal with these different interpretations, and it is unfair to expect them to change their technique without adequate time for practice.

It is interesting to note that many judges assume that the FAI Sporting Code section 5 takes precedence over the APF Sporting Code. It does not. The FAI Sporting Code deals only with FAI sponsored competitions and has absolutely no authority for Australian National Championships.

* * * * *

Appendix 3: Equipment checklist

Mandatory

Stop watch
Copies of the Rules & Sporting Code
Dive Sheets
Judge's Log Book
Clipboard
Calculator
Score sheets including collation sheets
Munchies
Water bottle
Stationery (see below).

Forms

Re-Jump Notification Form
Results page (s)
Judges Expense Claims
Video Dubbing Forms
Rosters
Draws

Draw paraphernalia

Numbered marbles, cards etc
Randoms and blocks for each comp'n
Blank paper
A container
Pens
Clipboards
Glue or double-sided sticky tape.

Stationery

Pens
Pencils
Erasers
Whiteboard markers
Permanent texta-colour pens
Chalk
Sticky tape
Glue
Scissors
Stapler
Spare staples
Rubber bands
Bulldog clips
Large envelopes

Other

DVDs
Liquid paper/white-out
3-hole punch
Spare stopwatch batteries
Spare other batteries
Jeweller's screwdriver
Cardboard box to hold it all.

Appendix 4: Useful forms

- Protest Form
- Judges Duty Roster
- Rejump Notification Form
- Blank Dubbing Sheets – now going out of fashion but useful if you still use VHS tapes
- Judges' Expense Claim Form
- Draw for Sequence
- Draw for Manifest

These may be cut, paste, copied, enlarged, reduced or ignored – please use as you need. And feel free to invent your own!

PROTEST FORM

| | |
|--|--------------------------------|
| DATE: | TIME: |
| TEAM NO: | TEAM NAME: |
| EVENT: | ROUND: |
| RULE(S) APPLICABLE TO PROTEST | |
| | |
| REASON FOR PROTEST: (Use other side for additional space) | |
| | |
| JURY RESPONSE: | |
| | |
| DATE/TIME: | SIGNED (JURY PRESIDENT) |

REJUMP NOTIFICATION

| | | |
|--------------------------|-------------------------|--------------------|
| DATE: | | TIME: |
| TEAM # | | |
| EVENT: | | ROUND: |
| REASON FOR REJUMP | | |
| | | |
| | | |
| | | |
| NOTIFY: | Event Judge | |
| | Manifest | |
| | Team | |
| | Video Controller | |
| AUTHORISED BY: | | |
| | | Chief Judge |

JUDGE CLAIM FORM

JUDGE NAME:

MEALS: (..... days x \$..... per day) \$

TRAVEL: \$

ROOM: \$

OTHER: (GIVE DETAILS):

.....

.....

\$

TOTAL \$

.....
SIGNED

.....
SIGNED

.....
CLAIMANT NAME

.....
CHIEF JUDGE NAME

.....
DATE

.....
DATE

DRAW FOR SEQUENCES

| | |
|-------------------------------|---------------|
| DATE: | EVENT: |
| ROUND 1: | |
| ROUND 2: | |
| ROUND 3: | |
| ROUND 4: | |
| ROUND 5: | |
| ROUND 6: | |
| ROUND 7: | |
| ROUND 8: | |
| ROUND 9: | |
| ROUND 10: | |
| JUMP-OFF: | |
| | |
| COMPETITION DRAW NOTES | |
| | |

DRAW FOR MANIFEST

EVENT: _____

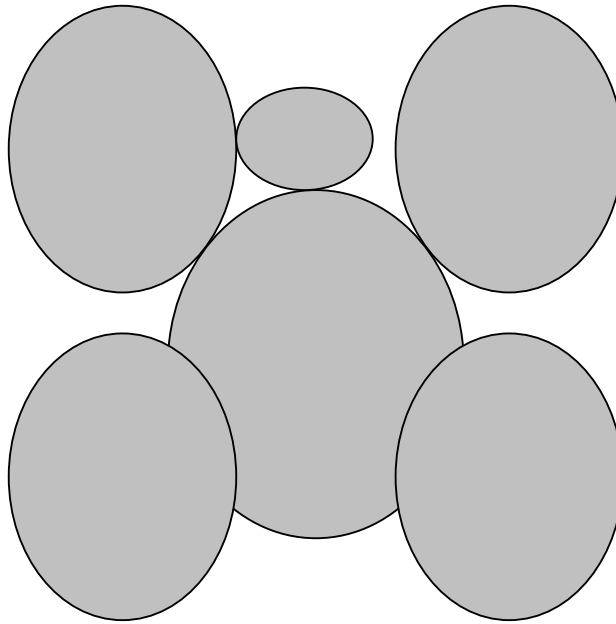
| DRAWN ORDER | TEAM # | TEAM NAME |
|------------------------|---------------|------------------|
| 1 | | |
| 2 | | |
| 3 | | |
| 4 | | |
| 5 | | |
| 6 | | |
| 7 | | |
| 8 | | |
| 9 | | |
| 10 | | |
| 11 | | |
| 12 | | |
| 13 | | |
| 14 | | |
| 15 | | |
| 16 | | |
| 17 | | |
| 18 | | |
| 19 | | |
| 20 | | |
| 21 | | |
| 22 | | |
| 23 | | |
| 24 | | |
| 25 | | |

Appendix 5: Formation Skydiving body shape

The following body shape of a Formation Skydiver has been provided for beginners who wish to learn formations.

Simply trace this shape onto a sheet of paper then place it on top of a stack of three or seven sheets of paper and cut out four or eight perfectly symmetrical shapes. Sticking them onto cardboard will preserve their lives!

(Colouring them in and naming them shows signs of early onset of dementia.)



Appendix 6: Answers to self-assessment exercises

Table 1.

| Situation | Minimum level | Rule |
|---|---|------------------------|
| Accepting a protest | Chief Judge, who may delegate it to the Assistant Chief Judge | 14.1.14 (1) & 15.2.12 |
| Discussing a jump with other Judges | Judges | 15.2.23 |
| Make a change to the rules or offer a different interpretation | Jury | 14.1.15(3) |
| Assigning duties to Judges | Chief Judge | 13.6.4 & 15.2.4 |
| Advising competitors on why a dive has been scored as it was | Event Judge | Ethics & 14.1.14 (4) |
| Assessing jumps | Judge | 14.3.20.1 (i) & 15.2.1 |
| Direct the judging panel to watch for an absolutely incorrect assessment. | Chief Judge or Event Judge | 14.3.20.1 (iii) |
| The score sheets are collected and results checked | Judge (Collator) | 14.3.20.1 (ix) |
| Keeping a record of competitions judged in a log book | Trainee Judge | 15.1.4 |
| Promptly submitting scores | Event Judge | 15.2.17 |
| Conducting a seminar for Trainee Judges | Chief of Training Judges | 15.2.20 |
| Supervising the Formation Skydiving draw | Chief Judge | 14.3.10(1) |
| Showing a score sheet to Competitors | Event Judge | Ethics & 14.1.11(4) |

Table 2.

| Situation | Official | Rule |
|---|--------------------|--|
| Investigates jumps where the video image is insufficient for assessment | Video Review Panel | 14.3.14 (1) |
| Has the discretion to award a re-jump if the video evidence shows adverse weather conditions. | Chief Judge | 14.3.14 (5) |
| Provides the scoreboard | Organiser | No rule anywhere! It is commonly understood that the scoreboard is provided by the Organiser. Most judges these days take a PC and access the DZ printer to print “scoreboards” created in Excel or take photo-enlarged A3 sheets to the comp to write up the scores. |
| Is the authority for running the meet | Meet Director | 13.6.1 The MD is in charge of “operational and administrative” aspects. The MD’s job is to get the comp finished. They focus on aircraft, weather, getting loads up, getting the comp callable, organising Manifest, etc. THEY ARE NOT IN CHARGE of the judging aspects and may not make decisions which are in the realm of the Chief Judge. In all judging matters, and as per the Sporting Code, the Chief Judge is the final authority and may not be overruled by a MD. CJs need to work positively and encouragingly with MDs to make the comp run well. Before every comp, it is a good idea to have a sit-down meeting with the Meet Director to re-establish those boundaries and decide together how the comp will run, as the CJ has to staff the judging. Make the agenda for this; it is a very beneficial practice and creates harmony up front. Many decisions must be taken jointly in the rules. Also, during a meet, the CJ will speak to the MD many times a day as things change. It is a joy to work with a MD who knows the rules and makes the comp run according to them. If the comp is NOT run according to the rules, any competitor may protest and whole places may change. |
| Deals with situations not covered by the rules | Jury | 14.1.15 (3) |
| Is authorised to inspect camera equipment | Video Controller | 14.3.11 (5) Almost a redundant rule now, with digital equipment, not analogue taping equipment, being unable to affect tape speed. The reason why this rule was invented? – slower tape speed equals more points in time! |

| | | |
|---|---------------------------------------|---|
| Organises competitors onto aircraft under directions from the Meet Director | Manifest | <p>13.6.2 Manifest are staff belonging to the MD. But do let them know that no-one gets on the plane for a rejump without the Chief’s authority. Only a Chief Judge may grant a re-jump; not even a Meet Director may do this.</p> <p>So many times a competitor will have a camera shut-down and go straight to Manifest to order up their own re-jump!</p> <p>Another reason for interacting with Manifest – when you want to update the jumping order, you print them a reverse order of placing.</p> <p>In exchange for your good PR with them, they will give you a list of all the jumpers in all the teams for when you need to do a medals presentation to unknown teams.</p> |
| Accepts protests | Chief Judge or Assistant Chief Judge. | <p>14.1.14(1), 15.2.12 & 15.2.14</p> <p>Most offenders tend to be other newer judges eager to help, so train all judges to send all Protests or Requests for Review to the Chief. Saves a protest later when the team says, “the judges took it from us”.</p> |
| Reviews protests | Jury | 14.1.14(1) & 14.1.15 |
| Assigns aircraft for jumps | Meet Director | <p>13.6.9. Yes. Judges in Formation Skydiving have NOTHING to do with aircraft other than politely enquire what sort are being used – right-hand door, left-hand door, or tail exits, so the Chief can design the training jumps, and working out when to start working time.</p> <p>In other disciplines, they may have a higher interaction.</p> |
| Responsible for aircraft safety | Chief Pilot | 13.7.30 & 14.3.12(1) Essentially the same rule for FS but differs for other disciplines. FS teams manage their own exits. |
| Provides a packing area and creeper enclosure | Organiser | 13.5.4 & 13.5.8 |
| Ensures the Organiser follows the Sporting Code | Meet Controller | 13.6.8(i) Only appointed at Nationals (Second Category) or world (First Category) events, so at local comps, even more important the MD and CJ can work together. Usually held by the APF Director Competitions. |

Table 3

| |
|--|
| <p>1. Do a draw and make up the dive sheets for a five round competition.</p> <p>2. The draw done in front of the competitors has been incorrectly transcribed by the judges making up the dive sheets. 100 copies have been made of a draw only slightly different from what was drawn. As Chief Judge, what do you decide to do?</p> <p>Answer:</p> |
|--|

You only have one option. Re-make the dive sheets according to what was drawn. (An alternative approach is to call the Team Leaders together and obtain a unanimous decision to go with the draw as copied. This requires a spirit of friendly cooperation whereas option 1 is more technically correct.)

Self-assessment exercise:

Question: What was this team's final score?

Answer: 10