

FÉDÉRATION AÉRONAUTIQUE INTERNATIONALE
INTERNATIONAL PARACHUTING COMMISSION
COMPETITION RULES FOR FORMATION SKYDIVING 2003

1. FAI AUTHORITY

- 1.1. The competition will be conducted under the authority granted by the FAI, according to the regulations of the Sporting Code of the FAI, General Section, and Section 5 as approved by the IPC and validated by the FAI, and these rules. All participants accept these rules and the FAI regulations as binding by registering in the competition.

2. DEFINITIONS OF WORDS AND PHRASES USED IN THESE RULES

- 2.1. Formation: consists of jumpers linked by grips.
- 2.2. Grip: consists of a handhold on an arm or leg. As a minimum, a grip requires stationary contact of the hand on an arm or leg, as shown in diagram 7.2.
- 2.3. Dive Pool: consists of the Random Formations and Block Sequences depicted in the annexes of these rules.
- 2.4. Subgroup: is the individual jumper, or linked jumpers, required to complete a designated manoeuvre during the inter of a block sequence.
- 2.5. A subgroup's centerpoint: is the defined grip, or the geometric centre of the grips within a subgroup.
- 2.6. Total Separation: is when all competitors show they have released all their grips and have no contact with each other at one point in time.
- 2.7. Inter: is an intermediate requirement within a block sequence which must be performed as depicted in the dive pools.
- 2.8. Sequence: is a series of random formations and block sequences which are designated to be performed on a jump.
- 2.9. Scoring formation: is a formation which is correctly completed 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 total separation or inter, as appropriate.
- 2.10. Infringement: is one of the following:
- 1) An incorrect or incomplete formation which is followed within working time by either
 - a total separation or,
 - an inter, whether correct or not.
 - 2) A correctly completed formation preceded by an incorrect inter or incorrect total separation,
 - 3) An omitted formation.
- 2.11. Working Time: is the period of time during which teams are scored on a jump which starts the first moment any team member (other than the Videographer) separates from the aircraft, as determined by the Judges, and terminates a number of seconds later as specified in Chapter 3.1.
- 2.12. NV: Formations, inters, or total separations not visible on screen due to meteorological conditions, or factors relating to the Videographers equipment,
- 2.13. NJ: Formations, inters, or total separations not judgeable due to factors not related to meteorological conditions or the Videographers equipment.

3. THE EVENTS

- 3.1. The discipline will be comprised of the following events:
- 3.1.1. 4-Way Event: Exit altitude is 3 050 meters / 10 000 feet. Working Time is 35 seconds.
 - 3.1.2. 8-Way Event: Exit altitude is 3 960 meters / 13 000 feet. Working Time is 50 seconds.

- 3.1.3. For meteorological reasons only, and with the consent of the FAI controller or the Chief Judge, the Meet Director may lower the exit altitude and continue the competition starting the next round of an event. In this case, the;
- exit altitude for the 4-way event is 2 150 meters / 7 000 feet, and the Working Time is 20 seconds,
 - exit altitude for the 8-way event is 2 750 meters / 9 000 feet, and the Working Time is 30 seconds.

3.2. Objective of the Event

- 3.2.1. The objective of the event is for the team to complete as many scoring formations as possible within the working time, while correctly following the sequence for the round.
- 3.2.2. The accumulated total of all rounds completed is used to determine the final placing of teams.
- 3.2.3. Determination of final placings:
- 3.2.3.1. The 4-Way and 8-Way World Champions are the national teams with the highest scores in the completed rounds.
- 3.2.3.2. If two or more teams have equal scores the following order of procedures will be applied until the first 3 placings are determined:
- i) one tie break round,
 - ii) highest score in any completed round,
 - iii) highest score starting with the last completed rounds and continuing in reverse order, round by round until the tie is broken,
 - iv) fastest time to last common scoring formation in last completed round.

3.3. Performance Requirements

- 3.3.1. Each round consists of a sequence of formations depicted in the dive pools of the appropriate annexes, as determined by the draw.
- 3.3.2. It is the responsibility of the team to clearly present the correct scoring formations, inters and total separations to the judges.
- 3.3.3. Scoring formations need not be perfectly symmetrical, but they must be performed in a controlled manner. Mirror images of random formations and whole block sequences are permitted.
- 3.3.4. In sequences, total separation is required between block sequences, between random formations, and between block sequences and random formations.
- 3.3.5. Where degrees are shown, (180°, 270°, 360°, 540°), this indicates the approximate degrees and direction of turn required to complete the inter as intended.
The degrees shown are approximately that amount of the circumference of the subgroup's centerpoint to be presented to the centerpoint(s) of the other subgroup(s).
- 3.3.6. Contact or grips are allowed between subgroups during the inter.
- 3.3.7. Where subgroups are shown, they must remain intact as a subgroup with only the depicted grips.
- 3.3.8. Assisting handholds on other jumpers or their equipment within a subgroup or a scoring formation are not permitted.

4. GENERAL RULES

- 4.1. Teams may consist of competitors of either or both sexes, except in the female event.
In the female event, the Videographer may be of either sex.
- 4.2. Jump Abortion: The Team Captain may choose to abort a jump for any pertinent reason, and elect to let his/her team land with the aircraft. Once any team member has left the aircraft after the «EXIT» command has been given, the jump shall be evaluated and scored. A team that has elected to land with the aircraft, shall be given a new opportunity to jump as soon as possible. (Ref.: Sporting Code: 5.1.1)
- 4.3. The Draw
- 4.3.1. The draw of the sequences will be supervised by the Chief Judge and teams will be given not less than two hours knowledge of the results of the draw before the competition starts.

- 4.3.2. Event Draws: All the «Block sequences» (numerically numbered) and the «Random Formations» (alphabetically marked) shown in the appropriate annex will be singularly placed in one container. Individual withdrawal from the container, (without replacement) will determine the sequences to be jumped in each round. Each round will be drawn so as to consist of five or six scoring formations, whichever number is reached first.
- 4.3.3. Use of Dive Pool: Each block or formation will be drawn only once for the scheduled rounds of each competition. In the event that additional rounds are necessary, due to the tie-breaking jump-off, the dive pool for this round will consist of the blocks and formations which were not drawn for the scheduled rounds. In the event that all of the remaining blocks and formations do not complete the tie breaking round, the draw will continue from an entire original dive pool in that event, excluding any blocks or formations which have already been drawn for that round.

4.4. Jump Order

- 4.4.1. The jump order for the first competition round of each event will be in the reverse order of the first eight placings in that event at the most recent IPC sanctioned International Parachuting Championships of Formation Skydiving. Jump order between teams with tied placings will be determined by a draw. All teams not covered by this procedure will jump at the beginning of the round, with their jump order determined by a draw.
- 4.4.2. An updated reverse-order-of-jumping shall be implemented after every break in the competition jumps which occurs after a completed round. The order in which tied teams jump will be determined by their original jump order. The semi-final and final rounds will be in reverse order of placing.

4.5. Video Transmission and Recording

- 4.5.1. Each team shall provide the video evidence required to judge each round. Only one of the competitors may jump on each jump, as a Videographer. Each freefall Videographer must use the video transmission system if provided by the Organiser.
- 4.5.2. For the purpose of these rules, «freefall video equipment» shall consist of the complete video system(s) used to record the video evidence of the team's freefall performance, including the camera(s), video tape(s), tape recorder(s), and battery(ies). All freefall video equipment must be able to deliver a PAL digital signal through an IEEE 1394 compatible connection (Firewire).
- 4.5.3. As soon as possible after each jump is completed, the freefall videographer must deliver the freefall video equipment (including the tape(s) used to record that jump) for dubbing at the designated dubbing station. This video evidence will be used to judge the team's performance.
- 4.5.4. Only one video tape will be dubbed and judged. Secondary video evidence may only be used in NV situations.
- 4.5.5. The dubbing station will be as close to the landing area as possible.
- 4.5.6. A Video Controller will be appointed by the Chief Judge prior to the start of the Judges' Conference. The Video Controller may inspect a team's freefall video equipment to verify that it meets the performance requirements as determined by him/her. Inspections may be made at any time during the competition which do not interfere with a team's performance, as determined by the Event Judge. If any freefall video equipment does not meet the performance requirements as determined by the Video Controller, this equipment will be deemed to be unusable for the competition.
- 4.5.7. A Video Review Panel will be established prior to the start of the official training jumps, consisting of the Chief Judge, the President of the Jury, and the Chairman, or acting Chairman, of the Subcommittee for Formation Skydiving. Decisions rendered by the Video Review Panel shall be final and shall not be subject to protest or review by the Jury.
- 4.5.8. If the Video Review Panel determines that the freefall video equipment has been deliberately tampered with, the team will receive no points for all competition rounds involved with this tampering.

4.6. Exit Procedure

- 4.6.1. There are no limitations on the exit other than those imposed by the Chief Pilot for safety reasons.
- 4.6.2. The exit will be controlled by radio and commands relayed to the team in the aircraft by the pilot or crew. Exit commands will be: «RUN-IN» – «EXIT» with an appropriate signal system. The «RUN-IN» command will be a minimum of 20 seconds before the «EXIT» command.

4.7. Scoring

- 4.7.1. A team will score one point for each judgeable scoring formation performed in the sequence within the allotted Working Time of each round. Teams may continue scoring by continually repeating the sequence.
- 4.7.2. Credit will only be given for formations, inters or total separations if the video image is judgeable.
- 4.7.3. One point will be deducted for each infringement occurring within Working Time from the total points awarded in 4.7.1 for that round with the following exceptions:
 - In the case of an omitted formation two points will be deducted for each omission,
 - If an infringement in the scoring formation of a block sequence is carried into the inter (ref. 2.7), this will be considered as one infringement only, and only one point will be deducted, provided that the intent of the inter requirements for the next formation is demonstrated and no other infringement occurs in the inter. If an NJ occurs, this principle also applies, both for random formations and block sequences.
- 4.7.4. The minimum score for any round is zero points.

4.8. Rejumps

- 4.8.1. In an NV situation, the video evidence will be considered insufficient for judging purposes, and the Video Review Panel will assess the conditions and circumstances surrounding that occurrence. In this case a rejump will be given unless the Video Review Panel determines that there has been an intentional abuse of the rules by the team, in which case no rejump will be granted and the team's score for that jump will be zero.
- 4.8.2. Contact, or other means of interference between competitors in a team shall not be grounds for the team to request a rejump.
- 4.8.3. Adverse weather conditions during a jump are no grounds for protest. However, a rejump may be granted due to adverse weather conditions, at the discretion of the Chief Judge.
- 4.8.4. Problems with a competitor's equipment shall not be grounds for the team to request a rejump.

4.9. Training Jumps

- 4.9.1. Each team in each event will be given the option of one official training jump before the draw is made.
- 4.9.2. The aircraft type and configuration, plus the judging and scoring systems to be used in the competition will be used for the official training jump.
- 4.9.3. Two sequences will be created by the Chief Judge. Only teams performing one of these sequences, will receive an evaluation and posted score.

5. JUDGING

- 5.1. The official training jump and competition jumps will be judged as the Videographer is dubbing the video evidence. With the consent of the FAI Controller and the Chief Judge, the Meet Director may modify this procedure.
- 5.2. The judging will, as far as practical circumstances allow (landings out, rejets etc), be judged in the reverse order of placing.
- 5.3. Five judges must evaluate each team's performance.
- 5.4. The Judges will watch each jump to a maximum of three times at normal speed.
- 5.5. The Judges will use the electronic scoring system to record their evaluation of the performance. The judges may correct their evaluation record after the jump has been judged. At the end of working time, freeze frame of the image will be applied on each viewing.
- 5.6. A majority of Judges must agree in the evaluation in order to;
 - credit the scoring formation, or,
 - assign an infringement mark.

- 5.7. The chronometer will be operated by the Judges or by a person(s) appointed by the Chief Judge, and will be started as determined in 2.11.
- 5.8. If the Judges use a score sheet to record their evaluation, they will operate their own chronometer and they will use the signs below. In this case the score sheets of all judges must be collected immediately after the judges have scored the jump for evaluation by the scoring section. The results of the evaluation will be checked by at least one judge.

Situation:

- Correct scoring formation..... /.
- Infringement0.
- Formations, inters or total separations not judgeable ref 2.13 NJ.
- Insufficient video evidence ref 2.12NV.
- End of Working Time..... //.

6. RULES SPECIFIC TO THE COMPETITION

6.1. Title of the Competition: “The ___TH World Parachuting Championships of Formation Skydiving”.

6.2. Aims of the World Championships

6.2.1. To determine the World Champions of Formation Skydiving in the:

- 4-Way Event,
- 8-Way Event,
- 4-Way Female Event,
- and,
- To determine the world standings of the competing teams,
- To establish Formation Skydiving world records,
- To promote and develop Formation Skydiving,
- To present a visually attractive image of the competition jumps and standings (scores) for competitors, spectators and media,
- To exchange ideas and strengthen friendly relations between the sport parachutists, judges, and support personnel of all nations,
- To allow participants to share and exchange experience, knowledge and information,
- To improve judging methods and practices.

6.3. Competition Information:

6.3.1. Date and Place

6.3.1.1. The competition will take place from: ___/___/___ to ___/___/___

6.3.1.2. The venue of the competition will be: _____ (Location of WPC).

6.3.2. Judges’ Conference: There will be a Judges’ Conference commencing: ___/___/___

6.3.3. Entries

6.3.3.1. Provisional entries must reach the organiser 75 days prior to the start of the championships.

6.3.3.2. Official entries must reach the organiser 45 days prior to the start of the championships.

6.3.3.3. Entries sent after 45 days prior to the start of the championships are subject to a late entry fee.

6.3.3.4. The entry forms shall be sent to: (Address for WPC Organising Committee),

Fax: _____

6.3.4. Entry Fees

6.3.4.1. All delegation members except the approved judges shall pay an Entry Fee.

6.3.4.2. The Entry Fees are:

- Competitors (including Videographer) entered in one event US\$ _____
- Competitors (including Videographer) entered in two events US\$ _____

- 6.3.8.2. A selection round left incomplete must be completed as soon as possible, but after the round in progress has been completed. If the selection rounds are not completed at the starting time of the semi-final, the semi-final round will start regardless of the number of completed rounds. For the semi-final, only the standings from the completed rounds are considered.
- 6.3.8.3. Time must be reserved before the end of competition to allow for the completion of the semi-final, final and tie break round.
- 6.3.8.4. The semi-final round will consist of the teams with the 8 highest placings from the selection rounds.
- 6.3.8.5. The final round will consist of the teams with the 4 highest placings from the semi-final.
- 6.3.8.6. The competition will be organised during a maximum time frame of 5 competition days. The timetable for competition jumping is:
 - Arrival day: (day, date).
 - Competition jumps start: (hour, day, date).
 - Competition jumps end: (hour, day, date).
 - Departure day: (day, date).
- 6.3.9. Panel of Judges:
 - The Chief Judge is: _____
 - The Assistant to the Chief Judge is: _____
 - The Chief of Training Judges is: _____
- 6.3.10. Protest Fee: Each protest shall be accompanied by a fee of US\$ 50.

7. DEFINITIONS OF SYMBOLS

7.1. Coding in the Dive Pool annexes is as follows:

7.1.1. Indicates direction of turn by the subgroup:



7.1.2. Indicates turn by the subgroup in either direction:



7.1.3. Indicates turns by all subgroups:



7.1.4. Indicates clarification of intent:



7.1.5. Any side-body link-up requires an arm grip and a leg grip on the same person:



7.2. Visualisation for grip positions, (Ref: 2.2):

ARM:

LEG:

