



PARACHUTIST

INFORMATION

MANUAL

PART 4B

COMPETITION RULES

*Freefall Style, Accuracy Landing
and Sport Accuracy*

MAY 2019

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The CSPA Judging Committee has prepared the Judge's Rating Program under the authority granted to it by the CSPA Board of Directors.

Prior to 2016, this manual was developed and prepared by the CSPA Competition and National Teams Committee.

LIST OF REVISIONS / CHANGES

| <u>Date</u> | <u>Section</u> |
|---------------|---|
| May 2019 | Revision: section 3.2.1. ,4.2., 5.1., 5.1.2., 5.1.9., 5.1.9 (1), 5.1.9. (4), 5.1.9.(6) |
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| December 2016 | Minor Revisions |
| October 2016 | Formatting |
| July 2016 | Full Revision |
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| June 2011 | |

CHAPTER 1 – CSPA AUTHORITY

- 1.1 The Event will be conducted in accordance with PIM 4B – Competition Rules – General Section and Freefall Style (ST), Accuracy Landing (AL) and Sport Accuracy Rules – Canadian National Parachuting CNPC Hosting Manual. All participants accept and agree to abide by PIM 4B, PIM 4A and all other relevant CSPA regulations upon registration for the National CNPC.

CHAPTER 2 – DEFINITIONS OF WORDS AND PHRASES USED IN THESE RULES

- 2.1. MANOEUVRE: a turn or loop starting and finishing in the horizontal face down position with the head toward the target. The shoulders must at all times remain in a horizontal plane.
- 2.2. TURN: a manoeuvre that is a 360-degree rotation in the horizontal plane.
- 2.3. LOOP: a manoeuvre that is a 360-degree rotation in a vertical plane.
- 2.4. DRIFT: lateral movement of the jumper away from the target heading after the jumper has started the first manoeuvre.
- 2.5. ARROW PENALTY: can occur at the beginning of the first and third turn (when coming out of the first back loop), when the competitor is off-heading in the direction of the turn.
- 2.6. DEVIATION: (D) penalty – execution of turns or back loops with the body tilted or banked (pitch or roll).
- 2.7. S PENALTY: (S) after last back loop, when the competitor is off-heading.
- 2.8. TUFFET: landing area on which the AMD is placed.
- 2.9. AMD: Automatic Measuring Device

CHAPTER 3 – THE EVENTS

3.1. Event Descriptions

The events will comprise of the following disciplines:

- Individual Open Accuracy Landing (male & female)
- Intermediate Accuracy Landing
- Team Accuracy
- Sport Accuracy
- Open Freefall Style (male & female)
- Intermediate Freefall Style

A separate classification for men and women is made in all events except Sport Accuracy where male and female competitors compete together.

Refer to PIM4B General Section Competition Rules, Chapter 2 – 2.3 for the requirements for each category

3.2. Objective of the events

3.2.1. (a) Accuracy Landing and Team Accuracy: competitors land on or as close as possible to the centre of a target/Automatic Measuring Device (AMD). Competitor is responsible to clearly present the first contact with the target to the judges.

(b) Sport Accuracy: competitors using high performance canopies land standing up within a 15-meter circle with their first point of contact (FPC) on/or as close as possible to the dead center (DC).

3.2.2. Freefall Style: competitors perform a prescribed sequence of manoeuvres in freefall as correctly and as quickly as possible.

3.3. Performance Requirements

3.3.1. The accumulated total of all rounds is used to determine the final placing of teams or individuals. A minimum number of rounds (specified in chapter 5 for AL & ST and chapter 8 for Sport Accuracy of these Competition Rules) must be completed to determine a team's and individual's placing and declare winners in any one event.

CHAPTER 4 – GENERAL RULES

4.1. Practice jumps

Practice jumps will be available at the site for some period of time during the week prior to the CNPC and prior to the close of registration. For complete details, refer to PIM4B General Section Competition Rules, chapter 5 – 5.2.1.

4.2. Order of jumping

The Meet Director, Chief Judge or Accuracy Landing Event Judge will select the teams' manifest order by "blind" draw of the self-declared teams, or other suitable means at the competitor briefing prior to the start of the event. Jump order is by consecutive number from the number starting each round, subject to rejump requirements.

4.2.1. Accuracy Landing:

- (a) The competitors will jump consecutively in manifest order in groups of four. Both men and women shall jump together. Competitors are prohibited from making a change in the manifest order or the manifest for an assigned aircraft, but may rearrange the exit order within their group of four in order to avoid simultaneous landings.
- (b) Where the manifest order has been determined and there are insufficient competitors to make up a complete group of four, the remainder of the competitors (either one to three individuals) shall be treated as a group of four with respect to manifest order and shall jump on a single pass.
- (c) Exit order Rotation: When there has been an interruption in the accuracy landing event, such that a wind drift indicator is dropped, and such an interruption occurs at the end of a complete round, or in the last quarter of the jump order, the first one-quarter of the competitors (groups of four) in the manifest order will be placed at the end of the jump order for the next round.
- (d) Reverse Order of Standing: In the tenth round the manifest jump order will be in reverse order of standing after nine rounds.

4.2.2. Freefall Style:

The order of jumping for the Freefall Style event will be based on the competitor numbers drawn for the Accuracy Landing event.

4.2.3. Sport & Team Accuracy:

The order of jumping is determined as per 4.2

4.3. Determination of Champions

4.3.1. Accuracy Landing Events

Individual Accuracy event:

- At the end of all completed rounds, the Open category competitor (male and female separately) with the lowest cumulative score is the Open Individual Accuracy Landing Champion.
- At the end of all completed rounds, the Intermediate category competitor with the lowest cumulative score is the Intermediate Individual Accuracy Landing Champion.

Team Accuracy event:

- At the end of all completed rounds, the lowest team total for all rounds wins.

Sport Accuracy event:

- At the end of all completed rounds, the event winner will be the competitor (male and female together) whose total points for all jumps is the lowest.

- (1) In the event that less than two women enter Individual Accuracy, a Female Accuracy Landing Champion will not be declared. The woman will be ranked in the standing with the men and in the event of placing 1st, 2nd, or 3rd will hold co-placement with her male counterpart.
- (2) If all rounds cannot be completed, the team or competitor ranked first at the end of the last completed round is the winner. See 7.2 (1) for tie-breaks

4.3.2. Style Event

- (1) At the end of all completed rounds, the competitor (male and female separately) with the lowest total score in the style event is Open or Intermediate Freefall Style Champion respectively. See 7.2. (2) for tie-breaks.
- (2) In the event that less than two women enter style, a Female Style Champion will not be declared. The woman will be ranked in the standing with the men and in the event of placing 1st, 2nd, or 3rd will hold co-placement with her male counterpart.

4.4. Overall Champions

The Overall Champion (male and female, separately) will be the competitor whose overall placing total yields the lowest total points.

4.4.1. The overall placing total will be calculated for only those competitors who are entered in both the individual accuracy landing and freefall style events without distinction as to open or intermediate classification. The calculation will be done in the following manner:

- (a) Two lists will be created (one for accuracy and one for style) of ONLY those competitors who have competed in both style and accuracy. On both lists the competitors will be ranked in the ascending order according to their actual score in the event (i.e. lowest score will have highest ranking)
- (b) The competitors will then be given a placing according to their ranking (i.e. highest rank will have lowest numerical placing) on each list. Note: These placings will probably differ from the accuracy and style master score sheets once competitors not competing in both events are eliminated from this process.
- (c) Where there is duplicate placing, in either the accuracy list or the style list, the next following placing will be deleted, i.e a tie for 5th place would eliminate the 6th place.
- (d) The overall placing total is then computed by adding the placing in the accuracy event and the placing in the style event.

4.4.2. If more than one competitor has the same overall placing total, the higher standing will be given to the competitor achieving the highest placing in the accuracy event.

4.4.3. No Overall Champion will be declared unless there are at least three (3) competitors (male and female separately) entered in both the individual accuracy and style events, without distinction as to open or intermediate classification.

CHAPTER 5 – RULES SPECIFIC TO THE ACCURACY LANDING & FREEFALL STYLE EVENTS

5.1. Individual Accuracy Landing Event

Each competitor will make ten (10) precision landing jumps all of which shall be scored. Five rounds will constitute a valid event. The Accuracy competition is conducted in a “team format” for the first eight rounds.

5.1.1. Wind Drift Indicator

- (1) Prior to starting the event, or if jumping has been interrupted for more than sixty (60) minutes, at least one wind drift indicator must be dropped from the designated opening altitude above the target by a judge or an experienced parachutist appointed by the Chief or Event Judge.
- (2) The wind drift indicator must have approximately the same rate of descent as the parachutes used by most of the competitors. Competitors must be given an opportunity to observe the descent of the wind drift indicator and its landing point must be marked on an aerial photo or plan of the drop zone available to competitors at the boarding area.
- (3) Continuity of the event and the opportunity for competitors to observe canopies in the air is considered sufficient for all competitors to evaluate the opening point.
- (4) When the boarding area is not close to the target area, as determined by the Jury, and competitors have been at the boarding area for more than 60 minutes, they must be informed of the wind speed and direction at the target area before boarding.

5.1.2. Exit Point and Altitude

Each “team” (group of four or five) selects its own exit point.

The first nine rounds shall be from 4000 ft. with four competitors out per pass. The Meet Director may lower the exit altitude to 3500 ft. for the whole round to negotiate weather. Round ten shall be from an altitude of 2800 ft. with two competitors out per pass.

There must be clear separation between all jumpers on exit. Violation of this provision may be a breach of CSPA Technical Recommendation 3.18 (no FS below 3500ft.) and, if so, will result in the provisions of PIM4B – General Section Competition rules 5.4 being applied.

5.1.3. Wind Speed

The maximum allowable wind speed at ground level in the accuracy events is set by mutual agreement of the Chief Judge, Event Judge, and Meet Director at a value no less than 6.0 m/s and no more than 8.0 m/s. This limit will be given to the competitors at the initial briefing and will remain for the duration of the competition.

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

The event will be automatically interrupted for a minimum of 5 minutes, if the ground wind speed exceeds 9 m/s.

Any competitor in the air at the time when a decision has been made to suspend jumping because of high winds or a change in direction shall be granted a rejump.

5.1.4. Wind Direction on the Ground

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

- (2) A wind direction indicator (streamer) mounted on a pole, which is capable of responding to winds of less than 2 m/s, will be placed by the Event Judge within 20 m of the target. The Event Judge will decide the position. Its position is not grounds for protest.
- (3) The wind indicators to be used shall be approved by the CNPC Jury before the start of the accuracy landing events, and once approved, the construction and/or design or location of them will not be grounds for any rejump request or appeal to the Jury.

5.1.5. Target

- (1) The centre of the target must be an Automatic Measuring Device (AMD), acceptable to the Chief Judge with a Dead Centre Disc of 2 cm diameter in a contrasting colour, preferably yellow on a black background. The device must be kept as flat as possible, and capable of measuring to a minimum distance of 15 cm in increments of not more than 1 cm from the edge of the disc. If an AMD with a 2 cm disc is not available, an AMD with a 3 cm disc may be used.

(NOTE: An AMD measuring to 16 cm is preferable, however an AMD measuring to 15 cm is acceptable).

- (2) The AMD may be mounted centrally on an underlying pad.
- (3) The AMD and the underlying pad are placed centrally on a tuffet, which has to be acceptable to the Chief and Accuracy Landing Event Judges.
- (4) Not Used
- (5) The AMD must be repositioned immediately after the landing of any competitor who moves or covers its location, except during team jumps when there is insufficient time between the landings of team members.
- (6) If the AMD is not repositioned before the competitor lands, a rejump must be offered.
- (7) If the AMD is repositioned but is not reset or does not register and the first point of body contact is on the AMD, the competitor may elect to make a rejump or may accept the maximum score measured by the AMD (either 15 cm or 16 cm).
- (8) If the AMD is repositioned and the first point of body contact is not on the AMD, no rejump will be awarded, whether the AMD is reset or not.
- (9) In order not to damage the AMD, suitable footwear must be worn. The judges have the right to decide what footwear is suitable and may refuse to allow certain footwear to be worn. This decision is not subject to any appeal to the jury.

5.1.6. Presence on the Target

- (1) The only persons allowed within the 20 m circle during jumping are members of the Panel of Judges, members of the Jury and necessary members of the organising staff.
- (2) Guests of the Organisers are allowed in a reserved area of the 20 m circle designated by the Event Judge and not closer than 15 m to the Automatic Measuring Device.
- (3) Accredited press, radio and TV officials are allowed at a position within 20 m circle but not closer than 5 m, decided by the Event Judge.
- (4) During the final approach of a competitor, only members of the Panel of Judges are allowed within 5 metres. Exceptions to this rule are the responsibility of the Chief Judge and/or Event Judge and require no previous agreement by the competing teams and individuals.
- (5) After landing, competitors must leave the target area immediately.
- (6) No competitor assistance is permitted other than that supplied by the competition management. Specifically, signals spoken aloud or made by signaling devices are prohibited. Such signals, verbal or otherwise, could result in a maximum score being awarded for the jump or in disqualification from the event or the entire CNPC. The Meet Director will make the decision, after consultation with the Judges.

5.1.7. Rejumps

- (1) Any malfunction of the main parachute canopy, which creates a control problem for a competitor, may merit a rejump. Circumstances include the malfunction of the main canopy; a fault in the steering mechanism not due to careless packing or maintenance; turning off the target to avoid an imminent mid-air collision, etc. The subsequent failure of equipment other than the main parachute, steering mechanism and riser attachment, which has been inspected prior to the meet, may be grounds for a rejump. In this case the competitor must indicate immediately that he has such a problem by signaling with his arms or legs outstretched, or other suitable signal, throughout most of the descent and must make no attempt to land in the target area.

Following a malfunction, the inspection of the equipment immediately after the competitor has landed must indicate that the competitor did suffer a malfunction that was not created by the competitor himself.

All situations will be judged individually as they occur.

- (2) A control problem is a condition in the deployment of the parachute such that it is virtually impossible to attempt a precision target approach, or that the main canopy configuration is such as to prevent the competitor from demonstrating his skill. Rejumps will not be considered where a competitor has been judged to have had a reasonable opportunity to perform.
- (3) If there is a change in ground wind direction of more than 90 degrees within 2 seconds when the wind speed is more than 3 m/s and automatically recorded by an electronic device, during the period commencing 30 seconds before and ending 15 seconds after the competitor's landing, the competitor has the choice of accepting the score for the jump or making a rejump. The competitor must make an immediate decision and must inform the Event or Chief Judge of their decision to accept or decline the rejump otherwise the original score stands.
- (4) (a) If during the accuracy events, two or more competitors' approach and/or land on the target simultaneously or close together, and in the process interfere with each other, a rejump for one, or both, or neither may be awarded by the Event judge. In these circumstances, the judges should order one competitor to turn off and land clear by waving a large red flag or by using smoke. However, if no such wave-off is given, the competitor should continue a target approach, unless he chooses to comply with 5.1.7 4(b).

(b) If a higher competitor is descending to a level that could present a potential hazard to another jumper who has set up for a final approach, the higher jumper should turn off and signal the Judges that he is doing so for reasons of safety. Only if the Judges agree that he made the proper decision, will he be granted a rejump. The judges will not grant a rejump if they feel the decision to turn off was a sudden whim or impulse and was not called for, or was the result of the competitor's dissatisfaction with his target approach or if the competitor thereafter makes an attempt to land on target.
- (5) (a) If an AMD is found, by the CJ or EJ, to be defective or not reset and the first point of contact has been on the scoring surface, and (4) above does not apply, the affected competitor(s) must be offered a rejump. The competitor(s) may elect to make a rejump or may accept a score of 15 cm.

(b) If the AMD becomes defective such that a round of jumping has to be continued using a "backup" AMD, no rejumps will be awarded to competitors having already jumped in that round whose score was measured by the original AMD, unless the Judges determine the original AMD was defective in its function for a period of time prior to it being declared defective. Those competitors who have jumped, and their first point of contact being on the scoring surface of the AMD, during the period in which the AMD was declared defective, shall have the option of making a rejump. Once the decision has been made to make a rejump, the original score for the round will be deleted and the competitor's score on the rejump will be the score for that round.
- (6) Only the affected competitor(s) will make a rejump and get a new score. The exit altitude for rejumps will be decided by the Meet Director and is dependent upon whether the rejump is made with the "team" or at an alternate time to facilitate the completion of a round.
- (7) If the AMD registers a score and in the opinion of the judges at the target the first point of contact was not on the AMD, the competitor will not be granted a rejump, and must receive a score of 16cm.

- (8) In the event of interference from a cameraman or other official allowed in-air or within the 5m circle during the approach of a team and/or individual competitor, a rejump may be granted by the Chief Judge or Event Judge to the affected competitor(s) only. This decision is not grounds for protest.
- (9) If a rejump is granted to a competitor who has requested it, it must be made. If the competitor does not jump, he/she will receive maximum score, as appropriate, for that jump.

5.1.8. Scoring Accuracy Landing

- (1) The landing point is the first point of body contact with the surface or the AMD.
- (2) The AMD must register the distance between the landing point and the edge of the dead centre disc when the landing point is on the AMD. If the landing point is determined by the judges to be on the AMD the score for the jump is the distance measured by the AMD and shown on the display.
- (3) In the Open category, any landing point off the AMD must be given a score of 16 cm.
- (4) Not used.
- (5) Not used.
- (6) Not used.
- (7) Any competitor achieving a perfect score (0.00) will be awarded with a "dead centre cookie". However, if the judges are unable to supply the competitor with a cookie this will not be grounds for a rejump.
- (8) Intermediate category:
 - The landings will be scored by an AMD or by manual measurement. For landings off the AMD, the measurement is taken from the first point of body contact with the surface to the edge of the dead centre disc. The score for the jump will be the distance in metres and centimetres. The maximum measurement scored will be to the edge of the tuffet.
 - If the first point of body contact is not on the AMD, the three judges will lay their fichets flat on the surface at the landing point. When the judges have agreed on the landing point (being the average point of all fichets), a fichet will be placed vertically and the measurement in metres and centimetres will be made to the nearest lower centimetre, taken from the axis of the fichet to the nearest edge of the dead centre disc.
 - If the judges determine that the first point of body contact was not on the AMD and the fichet triangulation results in the mark being within the circumference of the AMD, the score given shall be the maximum score measured by the AMD plus 1 cm.

5.1.9. Team Accuracy Landing Event

The Individual Accuracy Landing Event and the Team Accuracy Event are run simultaneously.

- (1) A team shall consist of four parachutists of either or both sexes. A team may, however, register five names, no more than one of who is registered with any other team and any four of the five team members so registered may jump in any round of the competition, subject to 5.1.9 (2). No other substitution will be permitted. Any team that, for any reason, is permanently reduced to three or fewer members shall be scored as individuals only.
- (2) No competitor may jump with more than one team during the same round. If any competitor is registered with more than one team in one event and has already jumped with one team and for any reason jumps with a second team during a subsequent round, that competitor must not jump again with the first team. In the event that a team is awarded a rejump for a round and if a team member is injured and is unable to make the rejump, then this provision will not apply to the rejump, in that a registered member who has already jumped that round with another team may make the rejump, in order to allow the team to complete the rejump. The question of valid injury shall, be decided by the competition management - specifically, the Meet Director, Chief Judge, Meet Safety Officer and any medical doctor present.

- (3) **Ghost Jumpers** – in the event there are not sufficient competitors to make up full four person teams, other jumpers may enter a team made up of themselves and a maximum of three ‘ghost jumpers’. The ghost jumpers will be randomly selected by secret draw, from all jumpers in the event. The competitor numbers (excluding Guests) will be sealed in a container at the start of the event. At the end of the event the EJ will draw the appropriate amount of competitor numbers from the container. The scores of these competitors will be the scores to make the said team complete. Medals are only presented to the actual bodies on the ‘ghost jumpers’ team. The DZ is not required to send an aircraft load with empty slots.
- (4) Each team will make eight jumps from 1210 metres (4000 ft), all of which shall be scored. Four rounds constitute a valid event.
- (5) The jump order for the Team Accuracy event is determined per 4.2 of these rules.
- (6) All four (or five) team members shall jump on the same pass to the same target and be scored. Each team member will be measured to a maximum of 16 cm.
- (7) There must be clear separation between all jumpers on exit. Violation of this provision may be a breach of CSPA Technical Recommendation 3.17 (no FS below 3500ft.) and, if so, will result in the provisions of PIM4B – General Section Competition rules 5.4.
- (8) Interference between team members may be grounds for a rejump.
- (9) Should a competitor be injured, it may be necessary for the judges to wave off another team member. This will only be done with a large red flag or smoke, as per Individual Accuracy, 5.1.7 (4). All other signals should be ignored by the jumper.
- (10) All rules for the Individual Accuracy Landing Event apply, as written, to the Team Accuracy event with the exception of 5.1.
- (11) If the team member does not land on the AMD, the score will be 16 cm.

5.2. Freefall Style Event

Competitors will make five jumps all of which shall be scored. Two rounds shall constitute a valid event.

5.2.1. Style series selection

- (1) The first four rounds consist of a series of individual freefall manoeuvres drawn from the following pool:

| 1st series | 2nd series | 3rd series | 4th series |
|-------------------|-------------------|-------------------|-------------------|
| Left turn | Right turn | Left turn | Right turn |
| Right turn | Left turn | Right turn | Left turn |
| Back loop | Back loop | Back loop | Back loop |
| Left turn | Right turn | Right turn | Left turn |
| Right turn | Left turn | Left turn | Right turn |
| Back loop | Back loop | Back loop | Back loop |

- (2) The fifth round consists of a series of individual freefall manoeuvres, selected by the competitor, from the pool in 5.2.1 (1). Competitors shall not be required to inform the judges of the series chosen either before, or after the jump is performed.

5.2.2. Jumping procedure

- (1) The jump must be made from an altitude of 7200 ft (2200 metres).
- (2) The target heading must be directly downwind or directly upwind. That choice will be made by the cameraman in close co-operation with the observing judge. Competitors are to be made aware of any change at the earliest opportunity. Those airborne must be notified before the aircraft begins a run in on the new heading.
- (3) The target must be clearly visible from the air and of approximately 200 sq m in size. The shape and colour will be agreed by the Event Judge.

- (4) All manoeuvres are performed with reference to the heading indicator as zero (0) degrees and the two other axis at right angles to the required heading.
- (5) The Chief or Event Judge will use an aircraft load as “dummy” drops in order to determine the jump run direction and exit angle and to check drift and visibility for both the competitors and judges. An aircraft load shall be no less than two and need be no more than four people.

5.2.3. Jump Order

The jump order is that determined by the rules set out in 4.2 and 4.2.2.

5.2.4. Exit Procedure

The exit point is specified and controlled by the judges. The exit command must be given so that the camera angle of the optics is between 60 and 80 degrees at the start of the first turn. In order to ensure that all competitors are judged at approximately the same angle, the competitors must leave the aircraft on the exit command. Any competitor who fails to exit within three seconds of the judge’s “exit” command does so at the risk of rendering himself unable to be observed. In this instance, the competitor cannot make a protest and will not be granted a rejump

- (1) The exit commands will be "Stand By", followed shortly by "Exit, Exit, Exit".
- (2) If the winds aloft are so strong that the command is required before 55 degrees, the style competition may be stopped.

5.2.5. Drift Angle

Any competitor who experiences drift of 10 degrees or more during their style series or who starts their first turn out of the given range (60 – 80 degrees) must be offered a rejump. On the rejump, if the competitor exits at approximately the same exit point as all other competitors and still has drift of 10 degrees or more or starts their first turn outside the given range of 60 – 80 degrees they shall not receive a further rejump and must accept their score.

5.2.6. Malfunctions

A parachute malfunction on style jumps will not constitute grounds for a rejump.

- (1) Equipment problems occurring during freefall will not be grounds for a rejump; however, premature main or reserve activation before or after exit may be grounds for a rejump, depending on the circumstances.

5.2.7. Scoring Freefall Style

- (1) The score for a style jump is the time in seconds and hundredths of a second to complete the series plus penalty times awarded for incorrect performance of the manoeuvres.
- (2) The time to complete the series is measured only to 16.00 seconds. Any time, including penalties, in excess of this is recorded as 16.00 seconds.
- (3) The working time starts when the Competitor starts the first manoeuvre, whether or not it is the correct manoeuvre.

5.2.8. Freefall Style penalties

- (1) Undershoots (-), and Arrow (□) penalties at the beginning of the first and third turns.
 - 1-5 deg 0.1 sec
 - 10 deg 0.2 sec
 - 15 deg 0.3 sec
 - 20 deg 0.4 sec
 - 25 deg 0.5 sec

And similarly to

- 75 deg 1.5 sec
- 80 deg 1.6 sec
- 85 deg 1.7 sec

- 90 deg 1.8 sec
- >90 deg 16.0 sec

(2) Overshoots (+)

- 1-180 deg No penalty
- >180 deg 16.0 sec

(3) Deviations (D)

(4) Last back loop off heading (S)

(5) Completion of first loop before reaching the horizontal level (-), or

(6) Continuation of first loop after passing the horizontal level (+)

(7) Completion of last loop before reaching the horizontal level (-), or

(8) Continuation of last loop after passing the horizontal level (+)

- 1-30 deg No penalty
- 31-60 deg 0.4 sec
- 61- 90 deg 1.5 sec
- >90 deg 16.0 sec

(9) Omission of a figure 16.0 sec

Added figure 16.0 sec

Incorrect Series 16.0 sec

If manual scoring is used, the signs used on the score sheet to describe the series are:

- Correct manoeuvre
- Undershoot -
- Overshoot +
- Deviation in turn or loop D
- Off heading into 1st turn -->
- Off heading into 3rd turn -->
- Completion of 2nd loop off heading S
- Completion of 1st or 2nd loop before reaching horizontal level -
- Continuation of 1st or 2nd loop past the horizontal level +
- Omitted manoeuvre ZO
- Added manoeuvre ZA
- Combined with -, +, -, D, S to show penalty in excess of allowable limits Z
- Not judgeable NJ
- No time NT
- L and R will be used to denote the directions of the turns

(10) If the competitor omits or adds one or more manoeuvres to those prescribed in 5.2.2 (1) has a "Z" penalty assigned, or performs an incorrect series a score of 16.00 seconds will be given.

(11) If rule 5.2.8 (11) applies to that part of the series that has been evaluated, no rejump will be given. Otherwise a rejump must be made if either of the following occurs

- Less than four judges evaluate the complete series
- Less than three judges have determined a performance time.

CHAPTER 6 – WORK OF THE JUDGES IN THE ACCURACY LANDING & FREEFALL STYLE DISCIPLINES

6.1. Accuracy Landing

6.1.1. Decision on landing point

- (1) Three judges positioned at or near the target will independently assess the landing and indicate by visible signal (hand/arm, predetermined by the Chief Judge) if the displayed score is valid/invalid. The decision of the judges will be made by simple majority.
- (2) A fourth judge (known as a leg judge) may be used at the discretion of the EJ/CJ and whose opinion/assessment will be used if there is no majority agreement among the three (3) judges designated in (1).
- (3) Trainee judges may work with the judges in the target area, but their opinion or assessment will not be considered.

6.1.2. Other Responsibilities

- (1) The Event Judge will sign the score sheet when completed and ensure the results are entered for tabulation.
- (2) The wind speed and direction at the anemometer will be observed by an official appointed by the Meet Director and approved by the Event Judge.
- (3) One or more observers, supervised by the Event Judge, must watch each jump made and observe the competitors on opening and during their descent. The observer must check for any conditions or incidents that might constitute grounds for a rejump and/or disqualification for safety reasons. A written record must be made of any unusual observations or incidents.
- (4) If any judge observes a change in winds aloft, which prevents one or more competitors from making a reasonable accuracy approach on the target, though having exited at the correct point, they must immediately inform the Event Judge and/or the Chief Judge of their observations. If a decision is reached that the winds aloft have changed to this extent, the affected competitors will be granted rejudges. If the event is interrupted a new wind drift indicator must be dropped before the event may continue.

“Winds Aloft” shall be defined as any point above the height of the anemometer up to the exit altitude.
- (5) If there is a serious or sudden change in the meteorological conditions, the Chief Judge and/or the Event Judge, may decide to interrupt an event. This decision is not grounds for a protest. The interruption must be made in a way which clearly shows it to the jumpers concerned who must be granted rejudges, and also to the judges at the target. A new wind drift indicator must be dropped before the event may continue
- (6) The Event Judge and/or Chief Judge will advise the Meet Director when meteorological conditions allow the resumption of jumping.

6.2. Freefall Style

6.2.1. Observing the Freefall Style Series

- (1) Five judges evaluate the performance of the competitor on suitable video playback equipment and will record their evaluation on their own score sheets.
- (2) The jumps are judged with a video system, the optics of which must be placed on the axis of the flight direction. If the video system is changed, the Panel of Judges may determine that this change may only be made for complete rounds, so that all jumps in one round are judged using the same video system. If the Panel of Judges determines that this is not necessary, no special action need be taken.
- (3) The judges start their chronometers when the competitor starts the first manoeuvre, whether or not it is the correct manoeuvre. The manoeuvre starts when there is a change in heading of the torso. They stop their chronometers when the

competitor stops the second back loop or passes through the horizontal level, regardless of heading. The time for the series is taken from the video showing at normal speed.

- (4) The judges watch the jump twice, once at normal speed and once in slow motion, the speed of which is acceptable to the Chief Judge. Where a judge has not been able to take a time, further replays at normal speed may be made for that judge only. Thereafter the scores are collated.
- (5) After the performance, if the time is not recorded by computer, the judge records the time of the series to the nearest 1/100 sec, the penalties they have observed and the total score (sum of the time of the series and penalties).

6.2.2. Collation of the Score Sheets

- (1) If the assessment is not computerised, the judges' scores are collated immediately after the judges have assessed the jump. The results of the collation must be checked by at least one Judge.
- (2) Penalties are assigned to the respective manoeuvre, by each judge.
- (3) The score of the series is the mean score (arithmetic average) of the middle three total scores to the nearest hundredth of a second, the highest and the lowest of the five having been discarded.
- (4) The name and number of the competitor will be written on the screen or individual judge score board at the time of collation. The judges assessing the jump will not be informed of the name and number of the competitor before the assessment of the jump is finished.

6.3. Other Responsibilities

At least one observing judge will be positioned at the video camera(s) in order to monitor the aircraft run in and exit commands and ensure that approximately the same angle is used for the whole round. The judge will also watch each jump and must check for any conditions or incidents that might constitute grounds for a rejump and/or disqualification for safety reasons. The judge must keep a record of all their observations. The Event Judge must be informed if the angle of drift indicated by the camera is 10 degrees or more.

A person (who need not be a principal judge) will be designated to make a written record of the following information:

- (a) Angle, relative to the ground, of optics at exit command
- (b) Angle, relative to the ground, of optics at actual exit
- (c) Time between exit command and actual exit, if greater than three seconds
- (d) Amount of any lateral freefall drift after the competitor has started the style series.

CHAPTER 7 – TITLE OF THE COMPETITION

Title of the Competition: TH Canadian National Parachuting Championships.

7.1. Aims of the CNPC

7.1.1. To determine the National Champions

- Individual Open Accuracy Landing (Male and Female)
- Individual Intermediate Accuracy Landing
- Team Accuracy
- Sport Accuracy
- Open Freefall Style (Male and Female)
- Intermediate Freefall Style

7.2. Program of Events: Tie breaking

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

- (a) If the minimum number of rounds has been completed and in the opinion of the Meet Director, in consultation with the Chief Judge, there is not enough time left to complete the next round with all competitors, where possible tie-break jumps shall be made.
- (b) If this does not break a tie then the competitor or team with the greater number of low scores from all completed jumps, including the tie- breaking jumps, obtains the higher place.
- (c) If the tie remains, the competitor or team with the lowest score, starting with the last completed jump, including tie-breaking jumps, and continuing in reverse order, jump by jump until the tie is broken, obtains the higher place.
- (d) If the tie cannot be broken, the competitors or teams concerned shall be declared co-medalists.
- (e) All other ties will be ranked equal.

(2) Freefall Style:

In the event of a tie for the first three places in the Style event, the following rules apply:

- (a) If the minimum number of rounds has been completed and there is not sufficient time left to fully complete the next round with all competitors, where possible tie-break jumps shall be made.
- (b) If this does not break a tie, then the competitor with the lowest score in any one round obtains the higher place.
- (c) The competitor with the lowest score, starting with the last completed round and continuing in reverse order, round by round until the tie is broken, obtains the higher place.
- (d) If the tie cannot be broken, the competitors concerned shall be declared co-medalists.
- (e) All other ties will be ranked equal.

7.3. Not Used

7.4. Not Used

7.5. Not Used

7.6. Prizes and Awards

(1) Medals are awarded to the three competitors who have the highest placing in

- Individual Open Accuracy Landing (Male and Female)
- Individual Intermediate Accuracy Landing
- Sport Accuracy
- Open Freefall Style (Male & Female)
- Intermediate Freefall Style

(2) Medals are awarded to the three teams who have the highest placing in Team Accuracy Landing.

CHAPTER 8 – SPORT ACCURACY

The Individual Accuracy Event will take precedence over the Sport Accuracy Event. The Sport Accuracy event may be run if it is not possible, due to ceiling restrictions, to run any other event or other events are completed.

8.1. The Meet Director, after consultation with the Chief Judge and Meet Safety Officer, may choose to run the Sport Accuracy event at the same time as the Individual Accuracy event if, in his/her opinion, the manifesting of the competitors and the layout of the landing areas is such that the competitors in either event would not interfere with each other.

8.2. Purpose and Objective: Sport Accuracy is a competition where competitors using high performance canopies aim to land standing up within a 15-meter circle with their first point of contact (FPC) on/or as close as possible to the dead center (DC).

8.3. Canopy Types: Competitors may jump high performance canopies of their choice. Accuracy canopies as determined by the Judges are not allowed. A high performance canopy is one that has a wingloading of at least 1.0 and is not considered, by the judges, to be an Accuracy canopy.

8.4. Each competitor will make three jumps all of which shall be scored. Two rounds will constitute a valid event. The exit altitude shall be 3500 feet; individual passes will not be used unless deemed appropriate by the Meet Director.

8.5. Wind Drifts: Prior to starting the Sport event at least one wind drift indicator will be dropped by a Judge or by an experienced parachutist appointed by the Event Judge, from the designated opening altitude above the target. The dropping of wind indicators is not necessary if there have been any canopies in the air within the last 60 minutes.

8.6. Target: The dead centre shall be a flat disc of approximately 20 cm diameter set on flat ground. Concentric circles will be marked out with chalk or other suitable material with approximate radius five, ten and fifteen metres from the edge of the disc.

8.7. Scoring: A competitor's score is measured from the first point of contact (FPC) and shall be assessed as follows:

- zero (0) points – FPC on the dead centre disc (DC) and at least one foot remains on the DC;
- one (1) point – FPC on the DC and competitor does not cross the 10 m circle;
- two (2) points – FPC between the DC and 5 m and competitor does not cross the 10 m circle;
- three (3) points – FPC between 5 m and 10 m and competitor does not cross the 15 m circle;
- four (4) points – FPC between 10 m and 15 m; and competitor does not cross the 15 m circle;
- ten (10) points – FPC outside the 15 m circle

If the FPC is directly on the 10m or 15m circle marking, that is not considered to be crossing that circle, unless further forward motion results in contact with the ground outside the particular circle.

8.8. Penalty Points: Competitors are assessed penalty points as follows:

- 5 points - crossing the 10m or 15m circle (as applicable) before coming to a complete stop if the first FPC has been within the 15 m circle;
- 5 points – a part of the competitor's body other than the feet comes into contact with the ground during the landing, which ends when the competitor comes to a complete stop;

8.9. Judging and Scoring: Judges record each competitors' FPC points, penalty points and total score, which is equal to the sum of the FPC points (8.7) and penalty points (8.8) for each round. At the end of all completed rounds, the competitor with the lowest cumulative total score is the Sport Accuracy Champion.

8.10. The assessment of penalty points may not be protested to the Jury.

8.11. Safety: If the Event Judge, Chief Judge or MSO determines that a competitor flies his canopy in a way that endangers himself or others on the ground or performs in an unsafe or irresponsible manner, he may be disqualified from the competition.

8.12. The event will be run with modified scoring procedures. The Event Judge may assign as few as two Judges to monitor and assess performance. The Accuracy rules may be referred to as a guide in solving unforeseen matters but re-jumps will not normally be granted.

8.13. Ties: If there is a tie in Sport accuracy, a maximum of 2 jump-off jumps will be made. If after two jump off rounds there is still a tie, co-standings will be awarded.

APPENDIX I – DIAGRAM OF SPORT ACCURACY TARGET

