

FEDERATION AERONAUTIQUE INTERNATIONALE

INTERNATIONAL PARACHUTE COMMISSION

WORLD CUP in CANOPY FORMATION

COMPETITION RULES

Effective 01 May 2005

1. FAI AUTHORITY

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.

2. DEFINITIONS

2.1 **Formation:** Consists of 3 or more (2 for the 2-way event) jumpers and canopies linked by grips, correct or not.

2.2 **Grip:** Consists of a hold on the "A" lines or front risers so that a formation is built in accordance with the diagrams.

2.3 Configurations

2.3.1 **Stack:** The shoulder of the upper jumper must be above the upper surface of the lower canopy. The grip must be on a line attached to the centre cell.

2.3.2 **Stair/step:** The shoulder of the upper jumper must be above the upper surface of the lower canopy. The grip must be on the outside "A" line of the end cell. The grip must be taken with the inside leg or foot and the torso must be on the outside of the canopy; this may include an additional handgrip if desired.

2.3.3 **Plane:** The head of the upper jumper must be below the lower surface of the lower canopy. The grip must be on the front risers or a line attached to the centre cell.

2.3.4 **Plane/stack:** Plane/stack or any position on a riser or a line attached to the centre cell between these configurations. A correct grip must be maintained.

The above configurations only apply to complete formations.

2.4 **Intermediate:** The stage between two formations. An intermediate formation must be flown and remain intact with the correct grips.

2.5 **Sequence:** A series of formations and intermediates.

2.6 **Working time:** The time allowed for a team to perform the jump.

3. THE EVENTS

The discipline has the following events:

- 2-Way Sequential Event
- 4-Way Sequential Event
- 4-Way Rotation Event
- 8-Way Speed Formation Event

3.1 Objective of the events:

The accumulated total of all rounds, in accordance with paragraph 6.3. and 7.3.8 is used to determine the final rank of the teams and declare the winner.

3.2 Performance requirement:

3.2.1 **4-way sequential event:** Each round consists of a repeatable sequence drawn from the dive pool.

3.2.2 4-way rotation event: Each round consists of successive 4-way plane/stack formations made by rotations. Rotations must be made by the top competitor in the complete formation dropping grips, flying to the bottom of the formation and again completing a 4-way plane/stack formation. The intermediate formation is the remaining correctly completed 3-way plane/stack formation.

3.2.3 8-way speed formation event: Each round consists of a single formation drawn from the dive pool. The formation must be held for at least five seconds. The holding time may run over the working time.

3.2.4 2-way sequential event: Each round consists of a repeatable sequence drawn from the dive pool.

4. GENERAL RULES

4.1 Canopy Formation must not be performed using a reserve parachute.

4.2 Meteorological Conditions:

4.2.1 When air turbulence is apparent or clouds at lower altitudes affect visibility, the Meet Director may decide to raise the exit altitude. The Meet Director must inform all jumpers of the decision. This decision is not open to protest.

4.2.2 Teams may refuse to jump in rain or turbulent conditions. The Meet Director, FAI Controller and the Chief Judge by unanimous decision may decide to continue the event. If a team aborts a jump a second time for the same reason, that team will not jump that round and must be awarded the maximum or minimum score whichever is worse.

4.2.3 Rain during a jump is not grounds for protest.

4.2.4 All forms of Canopy Formation jumping must cease by 750 m (~2500 ft). The FAI Controller has the authority to disqualify a team that breaks this rule, for that round or the whole event.

4.3 Miscellaneous Equipment:

4.3.1 Competitors must carry the following equipment:

- Every team member must carry a hook-knife for emergency use.
- One member of each team must carry a serviceable altimeter. It is strongly recommended that all team members carry an altimeter.

4.4 The Draw:

The draw of the sequences and the jump order will be supervised by the Chief Judge. The teams will be given not less than 2 hours knowledge of the results before the competition starts.

4.5 Training jumps:

Training jumps may be made only before the draw is made. If time allows these jumps may be assessed by the judges and the score may be published.

4.6 Jump order:

The jump order will be used for each round until there is a break in jumping of more than 30 minutes at the end of a round (rejumps ignored). The jump order for the next rounds will be in the reverse order of ranking (the order in which tied teams jump will be determined by their original draw). Reverse order of ranking must be used for the semi-final and final rounds.

4.7 Exit procedure:

4.7.1 There is no limitation on the exit other than those imposed by the Chief Pilot for safety reasons. The pilot must maintain the altitude and direction until the aircraft is well clear of the jumpers.

4.7.2 Teams will be responsible for their own exits once the aircraft has commenced the jump run.

4.7.3 The exit of the first team member must be clearly shown on the team's video recording.

4.7.4 The pilot chute must not be withdrawn from the equipment until the team member is clear of the aircraft.

4.8 Rejumps:

4.8.1 Where formations, inters, or total separations are not judgeable due to meteorological conditions, or factors relating to the video equipment, the video evidence may be considered insufficient for judging purposes. In this case, the Video Review Panel will assess the conditions and circumstances surrounding that occurrence and may award a rejump. Should the Video Review Panel determine that there has been an intentional abuse of the rules by the team, or by the videographer on behalf of the team, no rejump will be granted and they will receive zero points, or maximum time for that jump.

4.8.2 Problems with a team's equipment are not reasons for a rejump, except as determined under 4.8.1.

4.8.3 Contact or other means of interference, between a team and its videographer are not reasons for the team to request a rejump.

4.9 Scoring:

4.9.1 All formations and intermediate requirements must be completed and recorded in such a manner that the judges may determine that the required performance has been achieved. Provision of the video evidence for judging purposes is the responsibility of the team.

4.9.2 If a competitor, or team, is disqualified for a jump, they will receive zero points, or maximum time for that jump.

5. RULES SPECIFIC TO THE EVENTS

5.1 4-Way Sequential Event:

5.1.1 Exit altitude shall be 2500 m (~8,200 ft) AGL with a working time of 120 seconds.

5.1.2 **The draw of the sequences:** Each block sequence (6.4.2) or random (6.4.3) will be drawn only once for each competition. All rounds shall consist of four or five scoring formations, whichever number is reached first.

5.1.3 **Scoring:** The Working Time and Scoring begins with the first 4-way formation whether correct or not, or 30 seconds after exit of the first team member, excluding the team's videographer, whichever is first. Teams will be awarded one point for the first formation and each subsequent formation or formations preceded by an intermediate correctly completed within the working time. Teams will not be awarded points for incorrect formations. There will be no penalty.

Omissions: Omission of a formation will stop the scoring at that formation. The next formation to score is the second correctly completed formation following the last omission. Scoring may also continue if the team goes back to correctly complete the omitted formation, incorrect formation or formation prior to the incorrect intermediate requirement. An attempt to complete a formation, although incorrect or incomplete, demonstrated by at least 3 canopies connected with grips, and in the formation required by the drawn sequence, will be judged as an incorrect formation, not as an omission.

5.1.4 Each formation and intermediate requirement must be performed in accordance with the illustrations in the drawn sequence. Where there is no intermediate requirement between formations, there must be complete separation of all canopies. Mirror images are acceptable for complete blocks and random formations. Formations need not be symmetrical. At the end of a sequence there must be complete separation before restarting the sequence as drawn.

5.2 4-Way Rotation Event:

5.2.1 Exit altitude shall be 2150 metres (~7,000 ft) with a working time of 90 seconds.

5.2.2 The Working Time and Scoring begins with the first 4-way plane/stack formation whether correct or not, or 30 seconds after exit of the first team member, excluding the team's videographer, whichever is first. One point is scored for every correctly completed 4-way plane/stack formation within the working time, according to the performance requirement.

5.3 8-Way Speed Event:

5.3.1 Exit altitude shall be 1850 m (~6,000 ft) AGL with a working time of 120 seconds.

5.3.2 Each round consists of a single formation as shown in the dive pool (6.4.4). A draw will be made for the first 4 rounds. The formations will be replaced to enable the draw for the remaining rounds.

5.3.3 **Scoring:** The score for the jump shall be the time in seconds and hundredths of seconds to complete a correct 8-way formation, provided the formation is held for 5 seconds. If the formation separates within working time, the team may rebuild the formation. The holding time may run over the working time. The maximum score for any round shall be 120 seconds.

5.4 2-Way Sequential Event

5.4.1 Exit altitude shall be 1850 m (~6,000 ft) AGL with a working time of 60 seconds.

5.4.2 The draw of the sequences: Each round consists of 5 points that have been drawn from the dive pool of 6 formations. When a formation is drawn, it will be immediately returned to the dive pool so that it may be drawn again.

5.4.3 Scoring: The working time and scoring begins with the first 2-way formation whether correct or not, or 30 seconds after exit of the first team member, excluding the team's videographer, whichever is first. Teams will be awarded one point for the first formation and each subsequent formation correctly completed within the working time. Teams will not be awarded points for incorrect formations. There will be no penalty.

Omissions: Omission of a formation will stop the scoring at that formation. The next formation to score is the second correctly completed formation following the last omission. Scoring may also continue if the team goes back to correctly complete the omitted formation or incorrect formation.

5.4.4. Each formation must be performed in accordance with the illustrations in the drawn sequence. Jumper position for each random is set by the draw, i.e. the dark canopy position on the first formation built within a round must remain in the dark canopy position on all subsequent formations of that round. There must be complete separation between each formation. No mirror formations are allowed. All formations shall be performed as shown in the dive pool, as seen from behind.

6. JUDGING RULES

6.1.1 Each team shall provide the video evidence required to judge each round. Only one of the team's members may jump on each jump as a videographer. Each videographer must use the video transmission system, if provided by the Organiser.

6.1.2 For the purpose of these rules, "video equipment" consists of the complete video system used to record the video evidence of the team's performance, including the camera, video tape, tape recorder and battery. The equipment must deliver a PAL digital signal through an IEEE 1394 compatible connection (Firewire).

6.1.3 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 video equipment to verify that it meets the competition requirements. Inspections may be made at any time during the competition that does not interfere with a team's performance, as determined by the Event Judge. If any video equipment does not meet the performance requirements as determined by the Video Controller, this equipment will be deemed to be unusable for the competition.

6.1.4 The videographer must deliver the video equipment (including the tape used to record that jump) for dubbing at the designated dubbing station as soon as possible after each jump is completed. Only one videotape will be dubbed and judged. Secondary video evidence may only be used where there is insufficient video evidence due to meteorological or technical reasons.

6.1.5 A Video Review Panel will be established consisting of the Chief Judge, the President of the Jury, and the Chair of the Canopy Formation Committee or a person nominated by the Chair of the Committee. Decisions rendered by the Video Review Panel shall be final and shall not be subject to protest or review by the Jury.

6.1.6 If the Video Review Panel determines that the video equipment has been deliberately tampered with, the team will receive no score for all competition rounds involved with this tampering.

6.2 Observing the Performance:

6.2.1 The judges may use an electronic scoring system to record their evaluation of the performance.

6.2.2 Each performance must be evaluated by a panel of three judges.

6.2.3 The judges will watch each performance once at normal speed. At the request of any working judge, a second viewing at normal speed may be made. A third viewing at normal speed may only occur when authorised by the Event Judge. The judges shall start the timing when the first team member (excluding the team's videographer) leaves the aircraft. At the end of working time, freeze frame of the video image shall be applied.

6.2.4 If the Judges use score sheets to record their evaluation, they will operate their own chronometer and use the signs below to record their assessment. The score sheets of all judges must be collected immediately after the judges have scored the jump for checking by the Event Judge and Chief Judge. Freeze frame of the video image need not be used.

Situation:

- Correct scoring formation	√
- Penalty	0
- Formations, inters or total separations not visually judgeable	NJ
- Insufficient video evidence	NV
- End of working time	//

6.2.5 The determination of time awarded in the 8-way event:

- If 3 scores fall within a 3 seconds spread, the score for that jump is the average of these.
- If only 2 scores fall within a 3 seconds spread, the score for that jump is the average of the two with the third score discarded.
- If no scores fall within a 3 second spread, then the Event Judge shall consult with the judging panel to determine whether there is an actual time of completion for the formation. Additional viewings may be used in this case.

6.3 Determination of Winners

The Winners are the teams who:

- Where only one round is completed, have the best score for that one round, or.
- Where more than one round is completed, have the best score in the completed rounds calculated as follows:

2-WAY EVENT:

- Have the highest number of formations in the completed rounds.
- If 2 or more teams have an equal number of formations, the first 3 places will be decided by the highest number of points in any completed round for each team.
- If there is still a tie, the team with the fastest time in those rounds with the highest points wins the tied place.
- Tied teams placed lower than third remain tied.

4-WAY EVENTS:

- Have the highest number of formations in the completed rounds.
- If 2 or more teams have an equal number of formations, the first 3 places will be decided by the highest number of points in any completed round for each team.
- If there is still a tie, the team with the fastest time in those rounds with the highest points wins the tied place.
- Tied teams placed lower than third remain tied

8-WAY SPEED FORMATION:

- Have the most 8-ways in the completed rounds.
- If 2 or more teams have an equal number of 8-ways, the winner is that team with the lowest total time for the completed rounds.
- If there is still a tie the first 3 places will be decided by the fastest times for any completed round.
- Tied teams placed lower than third remain tied

6.4 Dive pool: Formation diagrams






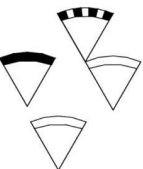
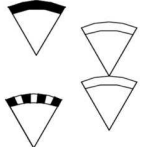
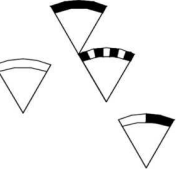

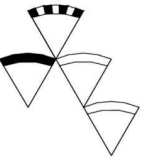



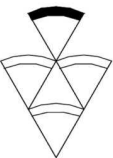


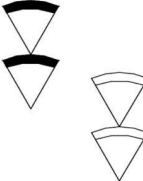
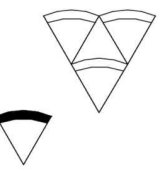
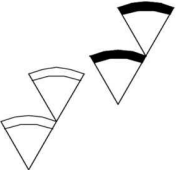
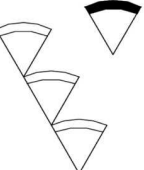




6.4.1 Definitions used in the formation diagrams are as follows:


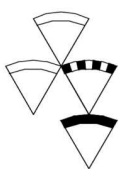
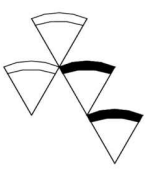
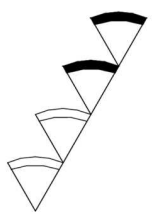
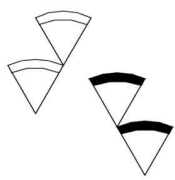
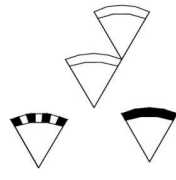
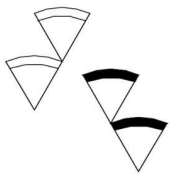
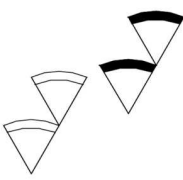

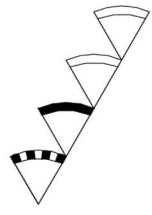


- Canopy identification:



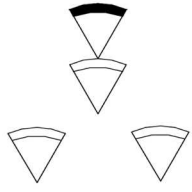
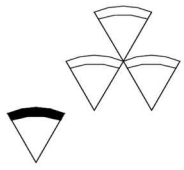

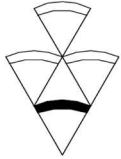


- Block sequence numbers: 1 2 3 4
- Random formation letters: A B C D
- Intermediate requirement: INTER

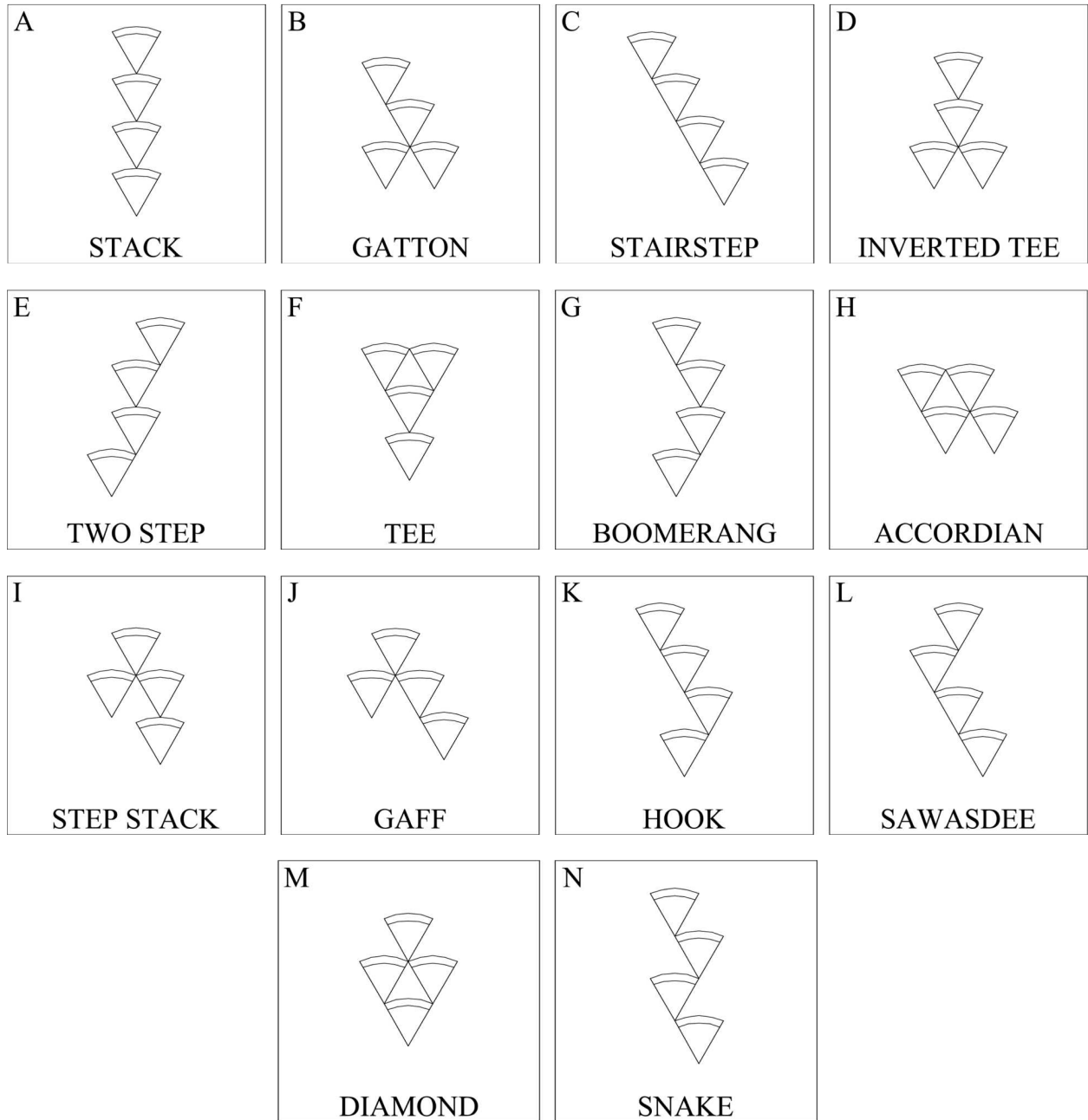
6.4.2 4-way block sequences:

<p>1</p>  <p>INVERTED TEE</p>	<p>2</p>  <p>VICHY</p>	<p>3</p>  <p>STACK</p>	<p>4</p>  <p>STEP STACK</p>
 <p>INTER</p>	 <p>INTER</p>	 <p>INTER</p>	 <p>INTER</p>
 <p>DIAMOND</p>	 <p>GAFF</p>	 <p>BOOMERANG</p>	 <p>TWO STEP</p>
<p>5</p>  <p>STACK</p>	<p>6</p>  <p>DIAMOND</p>	<p>7</p>  <p>DIAMOND</p>	<p>8</p>  <p>SAWASDEE</p>
 <p>INTER</p>	 <p>INTER</p>	 <p>INTER</p>	 <p>INTER</p>
 <p>STACK</p>	 <p>VICHY</p>	 <p>DIAMOND</p>	 <p>HOOK</p>

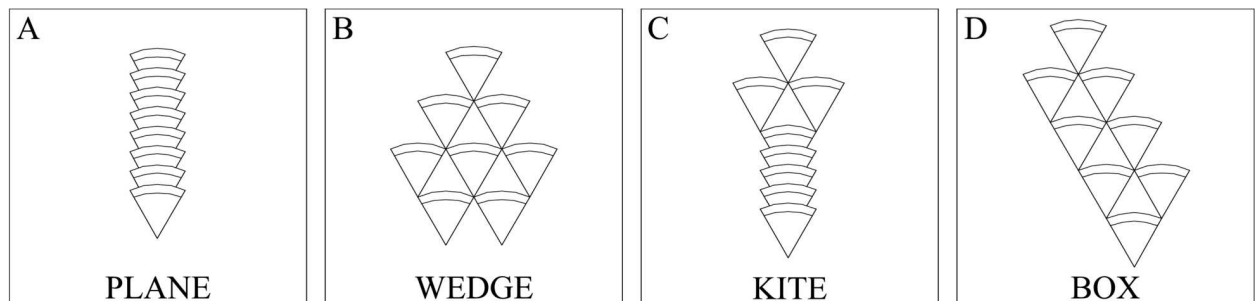
<p>9</p>  <p>BOOMERANG</p>	<p>10</p>  <p>STEP STACK</p>	<p>11</p>  <p>GAFF</p>	<p>12</p>  <p>STAIRSTEP</p>
 <p>INTER</p>	 <p>INTER</p>	 <p>INTER</p>	 <p>INTER</p>
 <p>SAWASDEE</p>	 <p>STAIRSTEP</p>	 <p>BOOMERANG</p>	 <p>DIAMOND</p>

<p>13</p>  <p>STACK</p>	<p>14</p>  <p>GATTON</p>
 <p>INTER</p>	 <p>INTER</p>
 <p>INVERTED TEE</p>	 <p>DIAMOND</p>

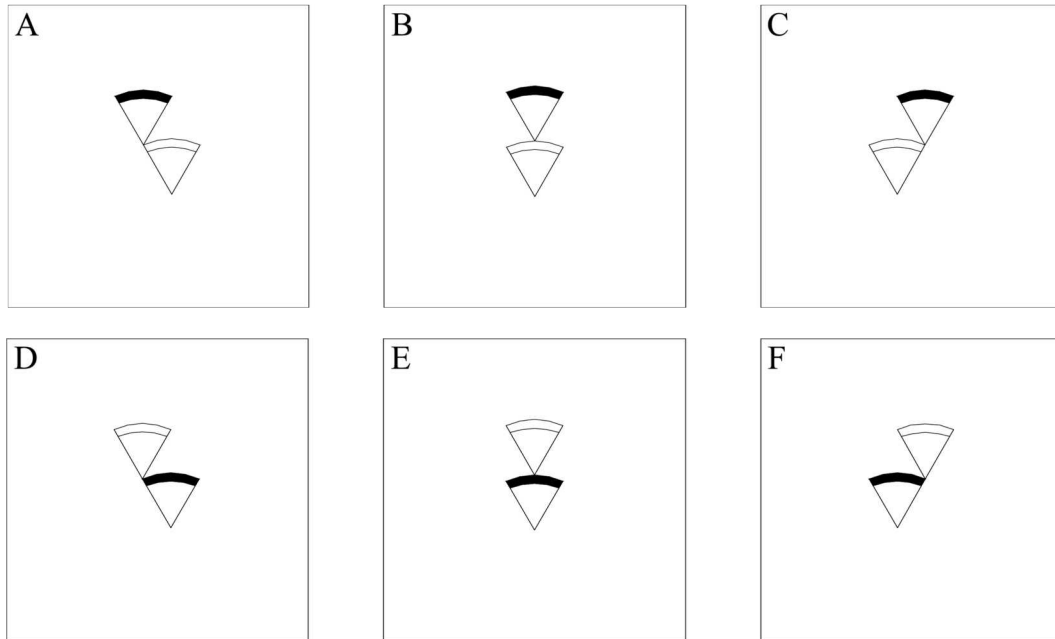
6.4.3 4-way random formations:



6.4.4 8-way formations:



6.4.5 2-way random formations:



7. RULES SPECIFIC TO THE COMPETITION

7.1 Title of the competition: 7th World Cup of Canopy Formation

7.2 Aims of the World Cup

7.2.1 To determine the Winners of the World Cup of Canopy Formation in the following events:

- 2-Way Sequential
- 4-Way Sequential
- 4-Way Rotations

7.2.2 To determine the world standings of the competing teams.

7.2.3 To establish Canopy Formation world records.

7.2.4 To promote and develop Canopy Formation competition.

7.2.5 To exchange ideas and strengthen friendly relations between the sport parachutists of all nations.

7.2.6 To allow participants to share and exchange experience, knowledge and information.

7.2.7 To improve judging methods and practices.

7.3 Competition Information

7.3.1 Date and place:

- The competition will take place from: Monday 24 through Saturday 29 October, 2005.
- The venue of the competition will be: Skydive Arizona, Eloy, Arizona, USA.

7.3.2 Judges' conference:

There will be a judges' conference: 22 - 23 October, 2005.

7.3.3 Entries:

- Provisional entries must reach the organiser by: 10 August 2005.
- Official entries must reach the organiser by: 8 September 2005.
- Entries sent after 45 days prior are subject to a late entry fee.
- The entry forms shall be sent to:

Name: Skydive Arizona
Address: 4900 North Taylor Rd, Eloy Az. 85321 USA
Telephone: 520 – 466 – 3753
Fax: 520 – 466 – 4720
e-mail: jump@skydiveaz.com
website: www.skydiveaz.com

7.3.4 Entry fees:

- All delegation members except the approved judges shall pay an entry fee.
- Entry fees are:
 - Competitors entered in 1 event: 480 USD
 - Competitors entered in 2 events: 590 USD
 - Competitors entered in all events: 700 USD
 - Alternates and non-competitors: 125 USD
 - Late entry fee: 100 USD
- Entry fees cover the cost of jumps, for the conduct of the competition, unless stated otherwise.
- The entry fees shall be paid to the bank account:

Sunstate Bank
ABA Routing 122105252
Skydive Arizona
Account # 61815010111

7.3.5 Organisation:

- The Organising Committee is chaired by: Lawrence E. Hill
- The Meet Director is: Bryan Burke
- The FAI Controller is: to be announced
- Training facilities shall be available to teams prior to the start of the competition.

7.3.6 Composition of delegations:

Each delegation may comprise:

- 1 x Head of Delegation
- 1 x Team Manager
- 1 x Team Coach
- 1 x Interpreter

Accompanying personnel

4 x 2-way teams consisting of 4 members, any of who may be the team videographer.

3 x 4-way teams in each event consisting of 6 members, any of who may be the team videographer.

7.3.7 Aircraft Type and Speed:

- The aircraft used for the 2-Way sequential event will be: Twin Otter
Exit speed: 85 \pm 5kts
- The aircraft used for the 4-Way event will be: Twin Otter
Exit speed: 85 \pm 5kts

7.3.8 Program of events:

i) The World Cup is comprised of the following events:

- 2-Way Sequential - 8 rounds
- 4-Way Sequential - 8 rounds
- 4-Way Rotations - 8 rounds

ii) The 7th round of each event shall be the Semi-Final Round in which teams holding the first ten placings shall participate.

iii) The 8th round of each event shall be the Final Round in which teams holding the first six placings shall participate.

- A minimum of 1 round must be completed to establish Winners of the World Cup in any event.

The timetable for competition jumping is:

- Training jumps commence: 23 October, 2005.
- Competition jumps commence: 24 October 2005.
- Competition jumps end: 29 October 2005, 2 p.m.

7.3.9 Panel of Judges:

- Chief Judge is: Lindy Rochow-Williams
- Assistant Chief Judge is: to be announced
- Judges approved by the IPC are: to be announced

7.3.10 Protest fee:

A fee of 50 USD must accompany each protest.