

16th World POPs Meeting & Championships – Villarrica 2024

Villarrica, February 19 to 29 2024

General & Competition Rules

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GENERAL COMPETITION RULES 2024

1. Information Bulletin:

- a) The Organizer will:
 - i. Set up an information website and will publish an Information Bulletin thereon, no later than six months before the start of the competition.
 - ii. The Bulletin and website will include all necessary information regarding the competition, including, but not limited to:
 - Competition Dates
 - Location and access by air, road etc.
 - Aircraft to be used.
 - Speed of Jump Aircraft at time of exit
 - Competition Rules for all events
 - Name of Chief Judge and Meet Director
 - Registration Forms
 - Entry fees and what is included in the fees.
 - Entry fees payment date and bank details etc.
 - Hotel accommodation information
 - Social program
 - Banquet and prize giving
 - Any other information considered useful.
- b) The website should also be used for on-line registration.

2. General Rules for Competition Events

- a) All competitors must be a member of their National POPS Organization, and, if jumping as SOS (Skydivers Over Sixty), be a member of their national SOS organization or of the international chapter of SOS. All competitors must show current membership cards of both organizations, as appropriate. As an alternative, the respective National Top POP or his alternate may confirm such Memberships.
- b) To ensure the highest level of safety, all competitors must meet any currency or proficiency requirements required by the host Parachute Training Organization (PTO)/Drop Zone (DZ).
- c) The parachute equipment of each competitor will be checked by the Organizer or an appointed representative before the competition starts. The use of an AAD for this meet, is mandatory for all disciplines.
- d) Each jumper must have:
 - i. current parachuting license.
 - ii. reserve canopy packed in date, according to participant's home country rules.
 - iii. It is necessary to have insurance against third parties and personal damages, if the competitor does not have one, the organization will provide one at an affordable cost.
 - iv. In addition to these, there may be additional local requirements. If so, these will be included in the organizer's Information Bulletin.

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- e) Each competitor is responsible for the payment of entry fees and event fees in accordance with the published deadline dates. Registration closes a month before the start date and jumps must be paid for in advance of the event (if applicable).
- f) Late entries will be honored though there is no guarantee that all benefits of the registration. The Organizer must allow registration and entry fee payment to be made for a particular competition event (see 3) at any time before the opening ceremony.
- g) Judges - The Chief Judge will be chosen by a joint decision of the Organizer and the World Top POP. The number of judges required and any financial arrangements (provision of accommodation, meals, travel costs etc.) will be decided by a joint decision of the Chief Judge, World Top POP and the Organizer. In the accuracy events, the judges at the target must be clearly distinguished by wearing brightly colored vests.
- h) The award of a re-jump will be decided by the judges subject to any provisions in the specific event competition rules. The re-jump will be at the expense of the jumper/team making the re-jump unless otherwise decided by Meet Director. Re-jumps will be made as soon as possible after the incident causing the re-jump. If the competitor/team is not satisfied with a decision of the judges or any other matter connected with a particular event, an appeal may be made to a three-person panel made up of Top POPS, chosen before the competition starts. If any such panel member has a conflict of interest, a replacement must be found. The decision of this panel will be final without further appeal.
- i) A briefing will be conducted by the Chief Judge and Meet Director prior to the start of each event to ensure that all competitors, staff (including pilots) and judges are aware of the rules being used for the event. Unless otherwise stated in the Competition Rules for an event (see 3) that a lower maximum wind speed is applicable to that event, the maximum wind speed at ground level for parachuting to take place 10 m/sec (20 knots)

3. The events will be:

- 4-way Scrambles – 4 rounds
 - National 4-Way or A Class Open Event – 5 rounds (POPS and SOS)
 - Speed Star – 3 rounds
 - Precision Accuracy – 6 rounds (POPS and SOS)
 - Sport Accuracy – 3 rounds (POPS and SOS)
 - Hit'n'Rock – 1 round (POPS and SOS)
- a) It is proposed that the 4-Way Scrambles will take place before the National and A Class Open 4-Way events and the Hit'n'Rock will be the last event. Each event has a set of Competition Rules, which set out the specific rules governing each event. These Rules can be obtained from the World Top POP and will also be included on the website and in the Information Bulletin (see above).

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4. Time between jumps and Boarding Calls.

- a) The Meet Director must allow sufficient time between jumps for packing and recovery and is requested to exercise common sense and flexibility in this regard, without unduly causing delays.
- b) The minimum time interval between arriving at or returning to the competition site and the first call for the next jump is suggested as being 1 hour for the accuracy jumps and Formation Skydiving (FS) jumps.
- c) This time interval does not apply to the first jump of the day or re-jumps, nor to tie breaking jumps, which must be done as soon as possible after the previous jump.
- d) The first jump call will be given approximately 30 minutes before aircraft boarding. There will be a second call approximately 15 minutes before aircraft boarding, further calls will be subject to PTO/DZ operations.

5. Speed of Jump Aircraft at time of exit

- a) During the Accuracy and Hit'n'Rock Events, the speed of the aircraft at the time of exit may not exceed 80 knots (92 mph) indicated. During the FS Events, the speed of the aircraft at the time of exit will be 85 (+/- 5) knots (98 mph +/- 6) indicated. It is the responsibility of the pilot to maintain the airspeed within these limits.
- b) Any variation from these limits will be decided by joint decision of the Chief Judge, World Top POP and the Organizer.

6. Medals

- a) At a minimum, gold, silver, and bronze medals will be awarded for the three competitors/teams placing first, second and third in each category in each event.
- b) In the POPS Spirit, the Organizer is encouraged to award additional recognition to 4th, 5th, etc., if practical.
- c) IMPORTANT: To receive medals, each individual competitor or individual National 4-Way team member must compete in at least two different events. Any competitor who competes in only one event, will have their/team scores removed from the results list and they/team will not be eligible for any awards.

7. Categories

- a) There will be two categories, POPS and SOS (subject to 8 a) below), in each event except in 4-Way Scrambles and Speed Star. Before an event starts, each competitor/team will be listed according to category for that event, based on the age(s) declared on the entry form.
- b) In the National 4-Way and A Class Open event, any team with at least one POPS member will be listed in the POPS category. However, an SOS competitor/team may request to be listed in the POPS category for a particular event and once so requested may not revert to SOS for that event.
- c) It is not permitted to be registered as both a POPS and SOS competitor/team in the same event.

8. Results Lists

- a) Separate POPS and SOS results lists will be produced for each event (excluding Scrambles and Speed Star).
- b) Results lists will be unofficial until the end of the competition.
- c) Results lists will be posted on Competition web site.

9. Safety

- a) All competitors competing in FS jumps must:
 - i. wear a hard hat.
 - ii. have an AAD;
 - iii. flat track away from the formation before deploying.
 - iv. be under a full canopy, at a minimum height for main parachutes of 2,500ft AGL (765m)
 - v. are also recommended to have an audible altimeter.

4 Way Scrambles and Nationals

1. Definitions of Words and Phrases used in these Rules.

Grip	As a minimum, a Grip requires stationary hand contact on an arm, leg, or foot of another jumper,
Arm	any part of the body between the shoulder and the fingertips
Leg	any part of the body between the hips and the tips of the toes
Total separation	is when all competitors show at one point in time, they have released all their grips and no part of their arms have contact with another body
Sequence	a series of random formations and block sequences which are designated to be performed on a jump in accordance with the draw.
Scoring formation	a formation correctly completed
Working Time	is the period during which teams are scored on a jump which starts the first moment any competitor (other than the videographer) separates from the aircraft, as determined by the Judges, and terminates a few seconds later as specified in 3.

2. Objective.

- a) The objective of the teams is to complete as many scoring formations as possible within the working time.

3. Exit Altitude.

- a) The standard exit altitude, approx. 3,660 meters Above Ground Level (AGL), 12,000 ft with a working time of 45 seconds.
- b) The minimum exit altitude to be used is 10,500ft with a working time of 30 seconds.
 - I For meteorological or other good reasons, with the agreement of the Chief Judge, the Meet Director may conduct a complete round from the alternative exit altitude. In this case: the round in progress will be stopped.
 - II the next round will be started and will be run from the alternative exit altitude.
 - III the remaining interrupted round will be completed as soon as conditions permit.
 - IV if the interrupted round cannot be completed from the standard exit altitude, the teams that have not jumped will finish the round from the alternative exit altitude.
 - V the teams that jumped from standard exit altitude in the interrupted round will be rescored using the reduced working time.

4. Exit Procedure.

- a) There are no limitations on the exit other than those imposed by the pilot for safety reasons.

5. Video Recording

- a) National teams may provide their own freefall videographer. The Organiser will provide a freefall videographer for Scrambles teams and for those National teams that do not provide their own freefall videographer.

6. Judging

- b) Three judges will evaluate each team's performance, or less at the Chief Judges discretion.
- a) The judges will watch the video of each jump no more than three times. Viewings will be at normal speed unless a judge asks for a reduced speed (no more than 50% of normal speed) as decided by the chief judge for the second/third viewing.
- b) The judges are directed to use flexibility and common-sense in evaluating the performance, even when, due to distance or camera angle, grips or separation cannot be directly seen.
- c) As an example, it may be evident that a controlled formation has been built but one required grip cannot be seen due to camera angle. The judges are directed, in such a case, to score the formation as being correct.
- d) The judges are directed to always keep this principle in mind but to apply it only when their experience and instinct would indicate a successful completion of the performance requirement.
- e) The draw of the sequences will be supervised by the Chief Judge and the teams will be given no less than two hours knowledge of the draw before the first call for a jump.

7. Scoring

- a) Scrambles and 4-Way Nationals:
 - I A team will score one point for each of the 4 random formations performed in the sequence, within the allotted working time.
 - II For each omission, incorrect formation, or lack of complete separation between formations, one point will be deducted from the total points calculated above.
 - III The total points scored for all completed rounds will determine the final placings.
 - IV In case of a tie (for the first three places only) a tie break jump will be carried out, if possible.
 - V For the tie break round a new sequence draw will be made. If a tie break round is not possible, the highest score in any completed round will determine the higher placing. If a tie still exists, the lowest time taken to complete the last scoring formation in the highest score round will determine the higher placing.
 - VI 4-Way Scrambles will consist of four rounds (minimum of 1 round).
 - VII 4-Way Nationals will consist of five rounds (minimum of 1 round).
- b) A Class (Open)
 - I Team will score one point for each random formation and up to two for each correctly competed block sequence.
 - II The draw will include all random formations plus blocks 2, 4, 6, 7, 8, 9, 19, 21.

POPS 4-Way Rules, Scrambles and Nationals (Parachutists Over Phorty Society (POPS)/Skydivers Over Sixty (SOS)) and A Class Competitions Rules 2024

- III The draw will be comprised of 3 or 4 scoring formations per round, which ever number is reached first (for example if a block and random are drawn, no further formations will be drawn for that round).
- IV For each omission, incorrect formation, incorrect inter movement within each block sequence or lack of complete separation between formations, one point will be deducted from the total points.
- V In case of a tie (for the first three places only) a tie break jump will be carried out, if possible.
- VI For the tie break round a new sequence draw will be made. If a tie break round is not possible, the highest score in any completed round will determine the higher placing. If a tie still exists, the lowest time taken to complete the last scoring formation in the highest score round will determine the higher placing.
- VII 4-Way A Class open will consist of five rounds (minimum of 1 round).

8. Performance Requirements

- a) The Nationals will consist of a sequence of four formations determined by a draw from the 4 Way Formation Skydiving Randoms 2019 (see Annex A).
- b) 4-Way Scrambles will consist of a sequence of four formations determined by a draw, starting with H or P and only including B, E, F, J, M, N and O.
- c) 4-Way A Class open will consist of a sequence of both random and A Class blocks 2, 4, 6, 7, 8, 9, 19 and 21. The sequence of 3 or 4 formations determined by a draw from the 4 Way Formation Skydiving A Class Blocks 2019 (see Annex B).
- d) Formations may be used more than once, but not in the same jump.

9. Re-jumps

- a) Re-jumps will be awarded by the judges.
- b) Re-jump will be awarded where the video evidence is insufficient for judging purposes.
- c) For those teams without their own videographer, contact or other interference between team members and the videographer shall result in a re-jump. However, minor, incidental contact with the videographer, as decided by the judges, will not result in a re-jump. There is no room for any claim.

10. Injury

- a) In the event of an injury or illness of a team member, making it unable for this team member to continue jumping, an alternative may be made.
- b) In Scrambles the judges will ensure that this injury substitute is of an equivalent or lower experience level as the injured team member. If this cannot be done, the team will withdraw from the competition.
- c) In 4 Way Nationals and 4 Way open, the team is free to make any injury substitution that it chooses, except in the SOS competition where the alternative must be a SOS jumper.

11. Scrambles Draw

- a) Teams are selected by a drawing of names of participants by the judges. The drawing may be organized by the judges to balance the teams for safety and fairness according to the experience of the participants and language (where possible).
- b) The teams will be a mix of nationalities.
- c) Each team will choose a team captain (for communication with the Chief Judge or Meet Director) and provide a team name. If a team name is not provided, one will be assigned.
- d) The 4-Way Scrambles sequence will start with formation H – Bow or formation P – Sidebody, each to be used twice in alternating rounds. The remaining formations will be drawn from these formations:

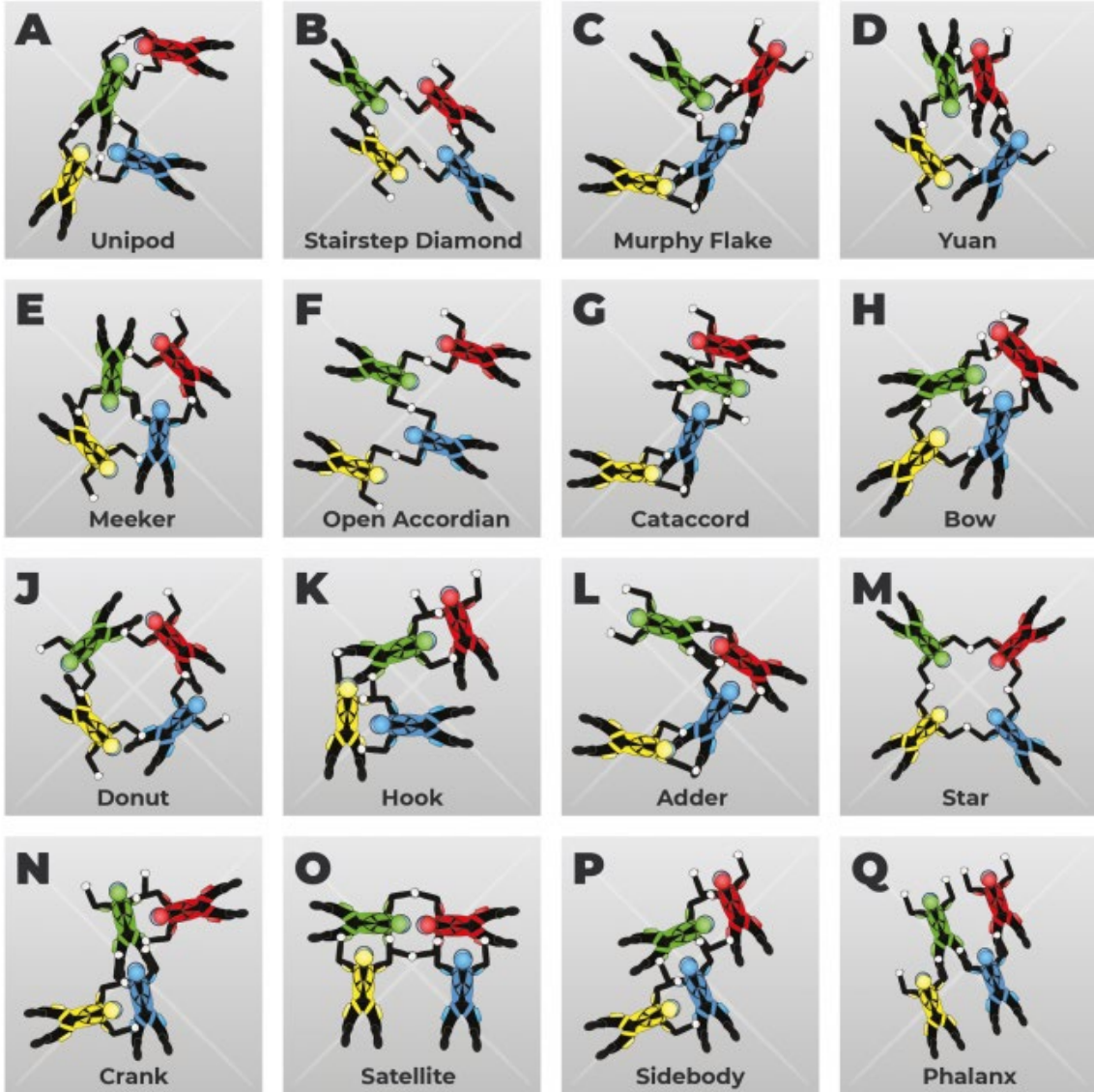
B – Stairstep,
E – Meeker,
F – Open Accordion,
J – Donut,
M - Star,
N - Crank, and
O – Satellite.

12. Nationals and A Class Open Competition

- a) Competitors can only complete in either the Nationals or A Class Open and will be either a POPS or SOS team.
- b) Teams are made up of competitors of the same nation.
- c) There is no restriction to nationals teams (POPS or SOS) either in Nationals or Class A.

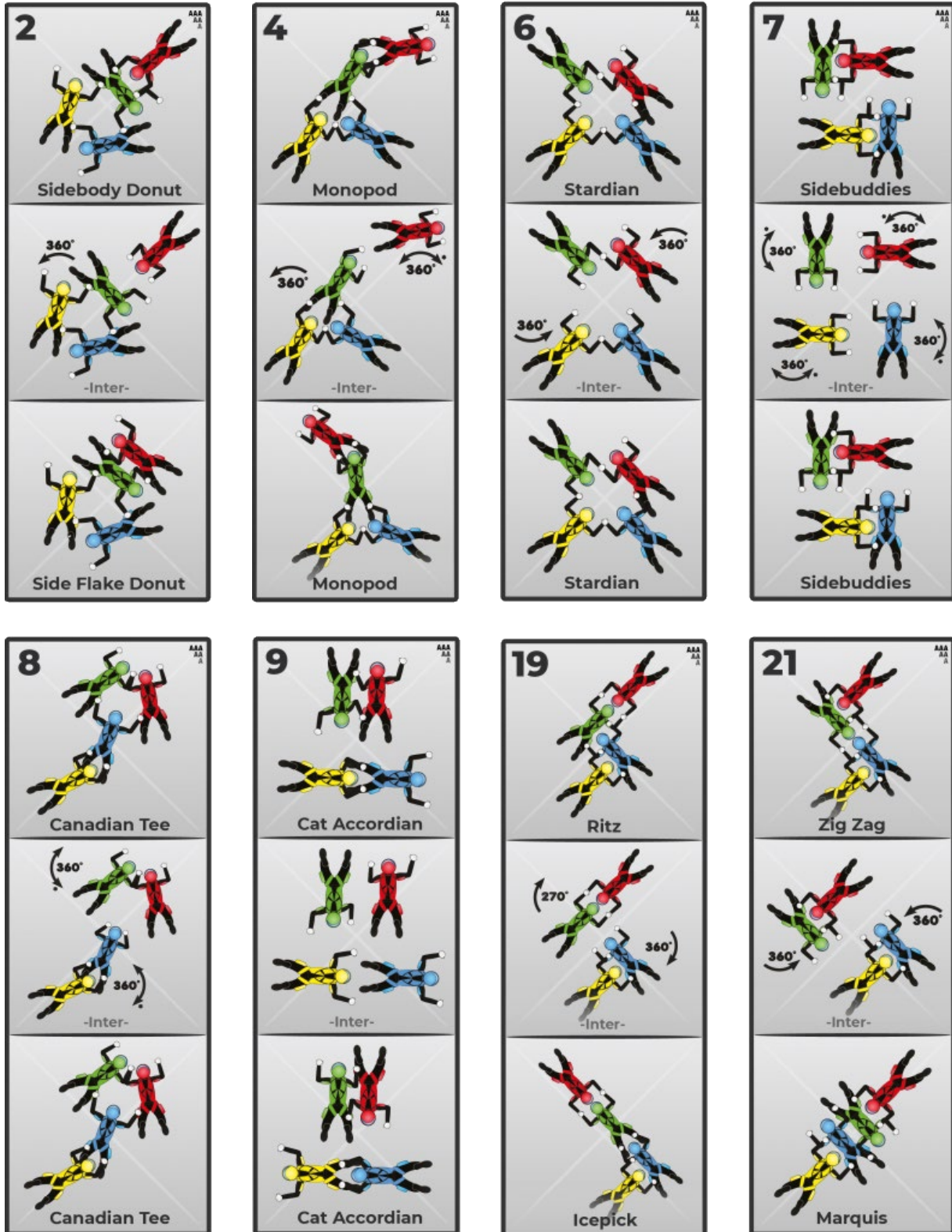
Annex A

4 Way Formation Skydiving Randoms 2019



Annex B

4 Way Formation Skydiving A Class Blocks 2019



1. Definitions of Words and Phrases used in these Rules

Formation	Jumpers linked by grips on arms
Grip	As a minimum, a Grip requires stationary contact, a handhold on an arm
Scoring formation	A formation correctly completed.
Star	A star is correctly completed when each jumper in the formation has grips on two other arms or has grips taken by another jumper on both of his/her arms or a combination thereof.
Arm	That part of the body between the shoulder and the fingertips (A grip on a shoulder is not a valid grip)
Working Time	Period during which teams are scored on a jump which starts the first moment any competitor (other than the Videographer) separates from the aircraft, as determined by the Judges, and terminates a number of seconds later as specified in paragraph 4.

2. Objective

- a) The objective of the teams is to complete an “Speed Star” formation as fast as possible within the allowed working time.

3. Team Composition

- a) At the discretion of the World Top POP and Meet Director, the event may consist of 6, 7 or 8 members of the team. The numbers of team members will be dictated by the type and size of aircraft.
- b) Changes to team size will be conveyed by the Meet Director before the start of the event.
- c) If the team size is less than 8, the scoring paragraphs below will be adjusted accordingly.
- d) Teams are selected by a draw, by the judges, from competitors' names, with no account taken of gender.
- e) The draw may be organized by the judges to balance the teams for safety and fairness according to the experience of the participants.
- f) Teams consist of 6, 7 or 8 competitors of either or both sexes and from at least 3 different countries if possible.
- g) Each team will choose a team captain (for communication with the Chief Judge and Meet Director) and a team name. If no team name is chosen, one will be assigned.

4. Exit Altitude.

- a) The standard exit altitude will be 3,600 meters AGL (~12,000 ft) with a working time of 45 seconds. The alternative exit altitude will be 2,745 meters AGL (~9,000 ft) with a working time of 25 seconds.
- b) For meteorological or other good reasons, with the agreement of the Chief Judge, the Meet Director may conduct a round from the alternative exit altitude. In this case:

POPS SPEED STAR COMPETITION RULES 2024

- the round in progress will be stopped.
 - the next round will be started and will be run from the alternative exit altitude.
 - the remaining interrupted round will be completed as soon as conditions permit.
- c) If the interrupted round cannot be completed from the standard exit altitude, the teams that have not jumped will finish the round from the alternative exit altitude; the teams that jumped from standard exit altitude in the interrupted round will be rescored using the reduced working time.

5. Exit Procedure and Penalty.

- a) There are no limitations on the exit other than those imposed by the pilot for safety reasons.
- b) Any team that is adjudged to have had a team member take a grip before being clear of the airplane will, for each such grip, have 3 points deducted from the size of star completed in accordance with paragraph 7 below and will receive a time score of 45 seconds (or 25 seconds, as appropriate)
- c) Any team that is adjudged to have deliberately exited with a formation (2 way or larger) linked by grips will receive a point score of zero and a time score of 45 seconds (or 25 seconds, as appropriate)

6. Judging

- a) Three judges will evaluate each team's performance, or less at the Chief Judges discretion.
- b) The judges will watch the video of each jump no more than three times. Viewings will be at normal speed unless at least two judges ask for reduced speed (no higher than 50% of normal speed as decided by the Chief Judge) for the second and/or third viewing.

7. Scoring

- a) Each team receives a score (in seconds) for a 6, 7 or 8-way star that is completed within the working time and that is held for a minimum of 3 seconds. The 3 seconds holding time may extend beyond the allowed working time.
- b) If a team does not complete the speed star within the working time or does not hold it for the required 3 seconds, it will receive one point for each competitor correctly linked in a star formation completed within working time regardless of holding time.
- c) The winner will be the team with the highest number of speed stars properly completed within the working time and held for the required 3 seconds. In case of a tie in the number of successfully completed speed stars, the lowest total time to complete the speed stars will determine the winner. If a tie remains, the team with the lowest time to complete a speed star in any round will be given the higher placing.
- d) If no team successfully completing the speed star as directed in para 3, the winner will be the team with the highest number members joining the speed star, as set out in para 7b) above.
- e) The score determined in accordance with this paragraph is subject to the penalty

provision in paragraphs 5b) and 3 above.

8. Performance Requirements

- a) The event consists of three rounds (minimum one). The formation consists of a round, closed star, with grips on each arm. The scoring formation need not be perfectly round but must be performed in a controlled manner.
- b) It is the responsibility of the team to clearly demonstrate to the judges the start of working time, no grips until clear of the airplane and the correct scoring formation.
- c) The teams will have a freefall videographer provided by the Organizer and for this reason, the judges are directed to use flexibility and common sense in evaluating the performance, even when, due to distance or camera angle, grips or separation cannot be directly seen.
- d) As an example, it may be evident that a controlled formation has been built but one required grip cannot be seen due to camera angle. The judges are directed, in such a case, to score the formation as being correct.
- e) The judges are directed to always keep this principle in mind but to apply it only when their experience and instinct would indicate a successful completion of the performance requirement.

9. Re-jumps

- a) Re-jumps will be awarded by the judges.
- b) A re-jump will be awarded, where the video evidence is insufficient for judging purposes.
- c) Contact or other interference between team members and the videographer shall result in a re-jump. However, minor, incidental contact with the videographer, as decided by the judges, will not result in a re-jump.

10. Injury

- a) In the event of an injury to a team member, making it unable for this team member to continue jumping, a substitution may be made.
- b) The judges will ensure that this injury substitute is of an equivalent or lower experience level as the injured team member. If this cannot be done, the team will withdraw from the competition.
- c) For clarity, illness or other medical condition is not considered an injury.

1. Objective of the Event

- a) Competitors aim to land on the center of a 2 cm target (dead center).
- b) Jumps will be from 1200 m AGL (~4,000 ft.), with a maximum of four competitors per pass over the target area.
- c) The Meet Director may lower the altitude to 900 m AGL (~3,000 ft.) with individual passes if meteorological conditions require it.
- d) The competitors should arrange the exit order of each load or pass based on canopy size and descent rate and are responsible for organizing a stack and must allow the “low man” the right of way.
- e) The competitor will be issued a number this must be attached to the left side of their harness.

2. Wind Drift Indicator

- a) Prior to starting the event, or if jumping has been interrupted for more than 60 minutes, at least one wind drift indicator must be dropped from an altitude 100m below the exit altitude and above the target by an experienced parachutist appointed for the Meet Director.
- b) The wind drift indicator must have approximately the same rate of descent as the parachutes used by most of the competitors. Its wind drift indicator landing point must be marked on an aerial photo or plan of the drop zone, with the date and time.
- c) 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.
- d) When the boarding area is not close to the target area, as determined by the Chief judge and Meet Director 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.

3. Exit Point

- a) A competitor on an individual pass will determine his/her own exit point.
- b) On a pass with more than one competitor jumping, the exit point will be determined by mutual agreement of the competitors concerned.

4. Wind Speed

- a) The maximum allowable wind speed at ground level in the accuracy event will be set by the Chief Judge and Meet Director either 6 or 7 m/s. Their decision will consider the area surrounding the target and the likelihood of turbulence during the final approach to the target. This limit will be given to the competitors at the initial briefing and will be in effect 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 center, may accept a re-jump.
- b) The competitor must make an immediate decision and must inform the Event or Chief Judge of their decision, otherwise that competitor must do a re-jump.

- c) The event will be automatically interrupted for a minimum of 5 minutes if the ground wind speed exceeds 1 m/s more than the agreed wind limit.

5. Wind Direction on the Ground

- a) The windsock must be capable of responding to winds of more than 2 m/s and be acceptable to the Chief Judge. The judges will determine its location, which is at a fixed place, approximately 60 m from the target center. This decision is not subject to any protest by a competitor.
- b) A wind direction indicator (streamer) mounted on a pole, which can respond to winds of less than 2 m/s will be placed by the Chief Judge, who will decide the position. Its position is not subject to any protest by a competitor.
- c) The wind speed and direction will be monitored and recorded by an automatic anemometric system, which must function without interruption.
- d) The location of the system will be determined by the judges and is not subject to any protest by a competitor.

6. Target

- a) The center of the target must be an Automatic Measuring Device (AMD) with a Dead Centre Disc of 2 cm diameter. The device must be kept as flat as possible, and capable of measuring to a minimum distance of 16 cm in increments of not more than 1 cm.
- b) The AMD is placed centrally on a tuffet, which must be acceptable to the Chief Judge and should have the following approximate specifications:
 - i. Diameter: app. 5 m
 - ii. Thickness: a minimum of 30 cm
 - iii. Color: any color
- c) The target must have a clearly marked circle of 20 m radius centered around the dead center disc.
- d) The AMD must be repositioned immediately after the landing of any competitor who moves or covers its location.
- e) In order not to damage the AMD, suitable footwear must be worn.

7. Presence on the Target

- a) The only persons allowed within the 20 m circle during jumping are the judges and necessary members of the organizing staff, clearly identifiable.
- b) During the final approach of a competitor, only judges are allowed within 5 meters. Exceptions to this rule are the responsibility of the Chief Judge and require no previous agreement by the competitors.
- c) After landing, competitors must leave the target area immediately.

8. Re-jumps

- a) Any malfunction of the main parachute canopy, which creates a control problem for a competitor, may merit a re-jump. 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.

- b) 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 themselves.
- c) 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.
- d) If there is a sudden 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 secs before and ending 15 secs after the competitor's landing, the competitor has the choice of accepting the score or making a re-jump. The competitor's decision must be made immediately.
- e) If two or more competitor's approach and/or land on the target simultaneously or close together, and in the process interfere with each other, a re-jump for one, or both, and neither may be awarded by the Chief Judge.
- f) If an AMD is found to be defective or not reset and the first point of contact has been on it, and above does not apply, the affected competitor(s) must be offered a re-jump.
- g) Only the affected competitor(s) will make a re-jump and get a new score. The exit altitude for re-jumps will be decided by the Meet Director and be between 750 and 1100m AGL.
- h) 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 re-jump, and must receive a score of 16 cm.

9. Scoring Accuracy Landing

- a) The landing point is the first point of body contact with the surface or the AMD.
- b) The AMD must register the distance between the landing point and the edge of the dead center disc when the landing point is on the AMD.
- c) Any landing point off the AMD must be given a score of 16 cm.
- d) A Video Viewing system must be used (for example: tablet with slow motion) for all competition jumps. The system must be HD and capable of reduced speed playback at a minimum frame rate of 50 fps and be acceptable by Chief of Judges.
- e) Upon the challenge of most of the target judges, the Chief of Judges will watch the video. This challenge may be made for an unclear landing or on technical grounds. The video must be reviewed at the first opportunity to facilitate the complaint procedure and reach a final scoring decision. This decision is not grounds for protest.

10. Performance

- a) The event consists of seven rounds (minimum two for a valid event).
- b) The winner is the competitor with the lowest cumulative score at the end of all completed rounds.
- c) In the event of a tie (for the first three places), tie breaking jumps shall be made, until the tie is broken.

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- d) If this does not break the tie (lack of time, bad weather etc.), the competitor with the greater number of low scores (i.e., dead centers, 1cm etc.) from all completed rounds and the tie break jump(s) will receive the higher placing.
- e) If a tie remains, the jumper with the best final round score will receive the higher placing.

11. Canopy

- a) Only competitors jumping canopies meeting the definition of a “Precision Accuracy canopy” will be allowed to take part in this event. Any uncertainty will be subject to a decision from the judges, which is not subject to any protest.
- b) A Precision Accuracy canopy is defined as less than 1.1 wing loading.

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1. Objective

- a) Competitor's aim is to land standing up within a defined area with their first point of contact as close as possible to the center of a rectangular target.

2. Event Description

- a) Each round consists of individual competitors flying their canopies to a stand-up landing on a rectangular target. The target is divided into several five meters square zones, each with an assigned point value – see Annex A

3. Exit Altitude.

- a) Jumps will be from 1220 m AGL (~4,000 ft.), with a maximum of three competitors per pass over the target area. The Meet Director may lower the altitude to 915 m AGL (~3,000 ft.) with individual passes if meteorological conditions require it.
- b) To permit better understanding among the competitors (for safety reasons) the group jumping in the same pass will be composed, as far as possible, by people speaking the same language.
- c) The competitors should arrange the exit order of each load or pass based on canopy size and descent rate and are responsible for organizing a “stack” and must allow the “low man” the right of way.

4. Exit Point

- a) A competitor on an individual pass will determine his/her own exit point. On a pass with more than one competitor jumping, the exit point will be determined by mutual agreement of the competitors concerned.

5. Number of Rounds

- a) The scheduled number of rounds is four, with one round being the minimum for a valid event.

6. Technical Conditions

- a) Winds
 - i. A windsock, capable of responding to winds of more than 2 m/s, and acceptable to the Chief Judge, will be in a fixed place approximately 60m from the target center. The Judges will determine the location, which is not subject to any protest by a competitor.
 - ii. A wind direction indicator (streamer), mounted on a pole and being capable of responding to winds of less than 2 m/s, will be placed by the Chief Judge, near the target. Its location is not subject to any protest by a competitor.
- b) Target
 - i. The target is a rectangular zone (45m x 15m) divided into 27 squares (5m x 5m), see – Annex A
 - ii. The landing area surrounding the target will be a flat, open, unobstructed, grass covered, if possible, area with a minimum distance to bigger obstacles (e.g., trees and buildings) of at least 200 meters (~700 feet).

- iii. The spectator areas must be on a line at right angles to the target zone at a distance not less than 30 meters (~100 feet) from the target zone.
- c) Canopy limitations
 - i. Competitors must compete using a canopy wing loading of more than 1.1 (exit weight in pounds per square foot of canopy area - per manufacturer's published wing area).
 - ii. Competitors must, upon registering, indicate the canopy size that they will use for this event and their exit weight with this canopy
 - iii. The canopies used in this event cannot be more not be less than 1.1 wing loading ratio. If there is sufficient interest then a separate sports accuracy class for those with a wing loading under 1.1 will be run, to enable maximum participation.
 - iv. Competitors cannot use a canopy described as a "Precision Accuracy" canopy.
 - v. Any doubts about the above requirements will be resolved by a decision of the judges and is not subject to any 'protest.'
 - vi. The judges will do a calculation test check for at least 10 competitors before the competition starts and may also do test checks at any time during the competition.
 - vii. Competitors must use the same size canopy for all three jumps. Any violation of this requirement will result in a zero score for the jump on which the different size canopy was used.

7. Score

- a) Score awarded.
 - i. The score for the jump, is equal to the landing point value less any landing penalty.
 - ii. The landing point is the first point of body contact on the ground or the target.
 - iii. The landing point value is the assigned point value of the square containing the landing point. If the landing point is on the line dividing two squares, the assigned point value will be the lower of the two square values. Plus, an additional 5 points will be scored if the competitor lands on the dead center (1 meter circle) within the 50- meter scoring square.
 - iv. The landing penalties described in 7b), are separate penalties and may be assessed in respect of any one jump.
- b) Landing penalty
 - i. Failure to execute a stand-up landing will result in a landing penalty of 5 points.
 - ii. A stand-up landing is defined as landing with only the soles of the shoes on the ground and no other body part encountering the ground or target pad during the landing and before coming to a complete stop.
 - iii. A successful stand-up landing does not require that the competitor remain standing still at the point of landing.
 - iv. Failure to contain the complete landing from first point of contact to a complete stop within the target rectangle will result in a landing penalty of 5 points
 - v. Any competitor landing outside the target rectangle will receive a score for the jump of zero points
 - vi. The maximum score for a jump is 55 points. The minimum score for a jump is 0

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points (i.e. the score may not be a negative point value)

8. Re-jumps

- a) Any malfunction of the main parachute canopy, which creates a control problem for a competitor, may merit a re-jump. 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.
- b) Following a malfunction, the inspection, by the Judges, 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.
- c) 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.
- d) If two or more competitor's approach and/or land on the target simultaneously or close together, and in the process interfere with each other, a re-jump for one, or both, or neither may be awarded by the Chief Judge.

9. Judging and Recording

- a) At least two judges will determine the landing point and are then responsible for determining the landing point value, assessing any landing penalty, and determining the score for the jump.
- b) Two separate sets of score sheets will be completed, one of which will be retained by the Chief Judge.
- c) The judges should use a loud whistle to alert all people at the target area of the final approach of a competitor.

10. Radical Maneuvers and Disqualification

- a) Any competitor executing a radical canopy maneuver during the final approach of the jump, as determined by the judges, will receive the minimum score of 0 points for that round and may, by joint decision of the Chief Judge and Meet Director, be disqualified from the competition.
- b) A radical canopy maneuver during the final approach of the jump is defined as an abrupt canopy turn of more than 90 degrees below 75 meters AGL (~250 ft.).

11. Wind

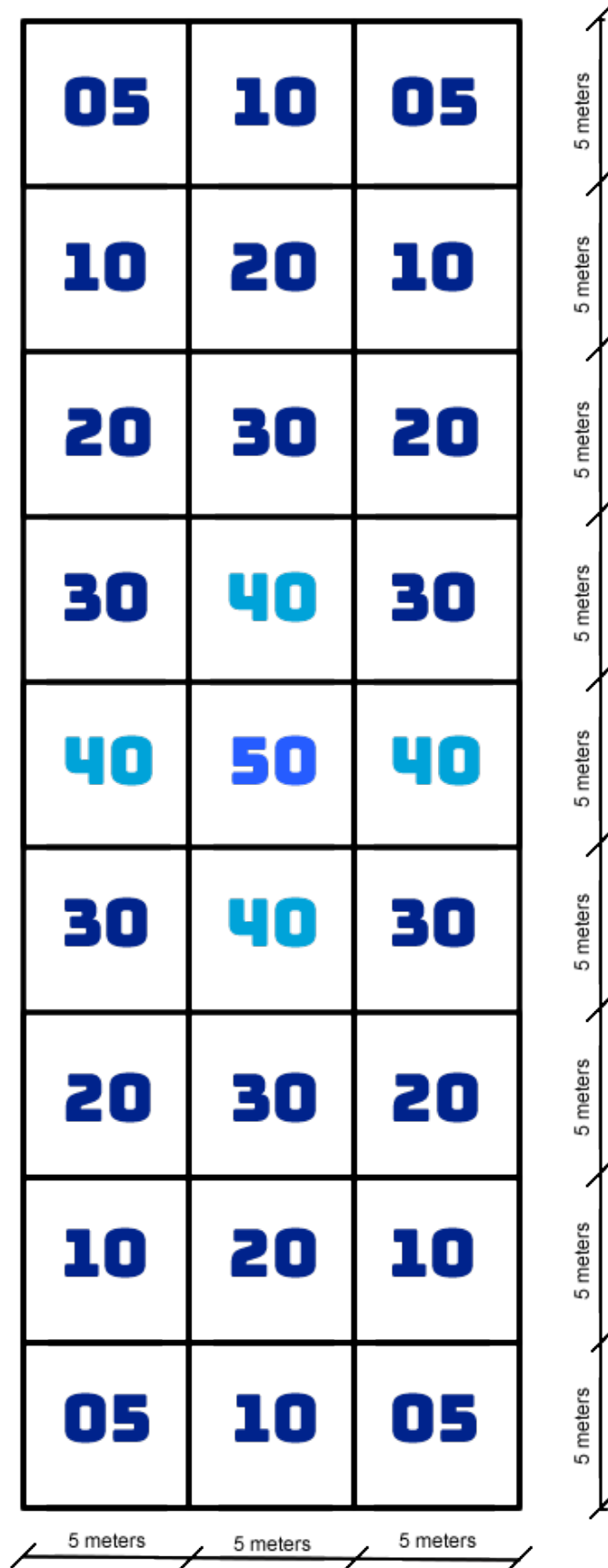
- a) The wind speed and direction will be monitored and recorded by an automatic anemometric system, which must function without interruption. The location of the system will be determined by the judges and is not subject to any protest.
- b) Wind speed and direction recordings will be made by the judges at no less than 10-minute intervals when the wind speed on the ground is greater than 7 m/s.
- c) When the wind speed on the ground is greater than 9 m/s, the wind speed will be monitored constantly and recorded at an interval of no less than every 2 minutes.
- d) The maximum allowable wind speed to conduct the event is 10 m/s (~20 knots)
- e) If the wind exceeds this limit, the event will be halted for 5 minutes.

- f) If the average wind, then continues to exceed this limit, the event will be halted for at least 30 minutes.
- g) If a competitor is on final approach, below 75 meter (or 250 feet) and the wind exceeds this limit, the competitor will be given the option of keeping their score or taking a re-jump.

12. Classification of Results

- a) The winner is the competitor with the highest cumulative score at the end of all completed rounds.
- b) In the case of a tie (in the top three places), the tie will be broken by a jump-off round.
- c) If a jump off is not possible, the best score in any completed round will determine the higher placing.

Annex A



1. The Event

- a) This is a timed event. The score is the time, in seconds, starting just when the jumper makes first contact with the ground on landing and stopping when the jumper sits in the chair. The jumper having the lowest time is the winner.
- b) Any competitor with a score more than 90 seconds will receive a score of 90 seconds.
- c) Failure to follow the required steps (see below) will result in the maximum score of 90 seconds.
- d) The event is one round.
- e) Under no circumstances will re jumps be granted

2. Judging and Target Area Equipment and Procedures

- a) The judges must have enough stop watches at the target area to time all competitors exiting on one pass. "Enough" means that the number of working stopwatches at the target area is equal to the number of jumpers per pass plus two. Watches should read to the hundredths of a second.
- b) The chair is placed 12 meters from the target and 90 degrees to the wind line. Judging staff must include helpers to brace the chair to prevent it from tipping over.
- c) The chair must be padded sufficiently to be safe as the jumpers run to it and impact it to sit. The chair must also be quite sturdy as jumpers may sit down quite hard.
- d) The target area should be flat and clear of obstacles. A pea gravel pit is optional. A tuffet must not be used for this event.
- e) The chair position and target position should be clearly marked on the ground. The chair position must be checked after each competitor to be certain that it remains 40 feet from the target. Spray paint may be useful to mark the positions but must be used carefully to avoid damage to parachute equipment.
- f) The target will be a round and 16 cm in diameter. It is not necessary for the pad to have a dead center disc as the whole pad is the target. If a pad is used it will need to be secured in place.

3. Wind Direction on the Ground

- a) A windsock, which must be capable of responding to winds of more than 2 m/s and is acceptable to the Chief Judge, will be placed by the Judges in a fixed location, approximately 60 m from the target center. This decision is not subject to any protest by a competitor.
- b) A wind direction indicator (streamer) mounted on a pole, which can respond to winds of less than 2 m/s, will be placed by the Chief Judge, who will decide the position. Its position is not subject to any protest by a competitor.
- c) The wind speed and direction will be monitored and recorded by an automatic anemometric system, which must function without interruption.

4. Jump Procedures

- a) Aircraft passes will be made at 1100 meters AGL (3600ft.) with no more than 4 competitors per pass.
- b) Each jumper must execute the following steps, in this order:
 - i Land at or near the target area,
 - ii Stand where he/she lands and remove and drop parachute harness and equipment (other than optional equipment – see below),
 - iii Move to and touch the target,
 - iv Go to the chair,
 - v Sit in the chair,
- c) Jumpers may loosen the leg straps and may loosen/undo the chest strap and/or belly band after opening and prior to landing. **Jumpers are cautioned that loosening leg straps may compromise safety.** Loosened leg straps will also make the toggle keepers farther from the jumper and may cause control problems such as inability to reach the toggles or unexpected stalled flight.
- d) Landing will ideally be in the immediate area of the target, but there is no advantage to landing on the target itself. If the jumper lands on the target, he must step off the target before removing the harness and equipment.
- e) The jumper must completely remove and drop the harness and equipment BEFORE touching the target. All harnesses will be used as though they are 'step through'. If snaps or quick ejector snaps are present on the leg straps, they MUST remain connected.
- f) The jumper must not progress from the landing point toward the target until the harness is completely removed. Jumpers sometimes inadvertently move a bit toward the target as they struggle to remove the harness, and this is not considered a violation unless it appears to the judges that the jumper is making a blatant move to better the time.
- g) If the wind is strong, catchers may be used to capture the canopy after the jumper is out of the harness. Catchers must not touch the canopy before the jumper is out of the harness except in circumstances where lack of action would likely result in injury to the jumper.
- h) If the canopy falls on the target, the jumper must uncover the target before touching it so that the judges can see that the jumper has touched the target after removing the harness. The jumper may use any body part (hand, foot, head, etc) to touch the target after removing the harness. A foot is recommended but not required.
- i) If, in the opinion of the Judges, a jumper fails to follow any of the required steps or procedures, as described above, the jumper will receive the maximum score of 90 seconds. The decision of the Judges may not be protested.
- j) Flying leaps into the chair are not allowed and will result in the maximum score of 90 seconds.
- k) It is not necessary to have the feet off the ground to stop the clock.
- l) The following equipment items are considered optional for this event: goggles, gloves, and shoes.

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- m) It's jumper's responsibility to choose to use or not use these items to make the jump.
- n) Jettisoning optional equipment before landing will be grounds for disqualification if in the judges' opinion it endangers those people in the target area.
- o) The competitors should arrange the exit order of each load or pass based on canopy size and descent rate and are responsible for organizing a stack and must allow the "low man" the right of way.