

## 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

16<sup>th</sup> World POPs Meeting & Championships – Villarrica 2024  
SPORT ACCURACY COMPETITION RULES 2024

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

