

Cornhusker State Games

2019

Weeping Water, NE

1-1: 4 Way FORMATION SKYDIVING COMPETITION RULES

1-1.1: PURPOSE AND OBJECTIVES

- A. To establish and conduct an annual Cornhusker State Games Parachuting Championships.
- B. To promote learning, safety, competition, sportsmanship, and camaraderie among skydivers.
- C. To recognize and honor Cornhusker State Games Parachuting Champions of Formation Skydiving.

1-1.2: QUALIFICATION REQUIREMENTS

- A. To be eligible to compete, each competitor must—
 - 1. Be a current USPA member.
 - 2. Hold the following minimum USPA skydiving license:
 - a. Formation Skydiving,—A license
 - 3. Be at least 19 years of age.
- B. Classes of competition
 - 1. Intermediate class is open to participants whose team average jump number is equivalent to 1000 parachute jumps or less (videographer is not calculated in this total).
 - 2. Open class is open to participants whose team average jump number is equivalent to 1001 or more parachute jumps (videographer is not calculated in this total).
 - 3. Competitors at time of registration may choose to compete at a higher class.

1-1.3: DUTIES AND CONDUCT OF PARTICIPANTS

- A. By formally registering for the Cornhusker State Games, each competitor agrees to accept all rules published in this document and only persons meeting and abiding by the requirements outlined herein may compete.
- B. Participants must be acquainted and comply with these rules throughout the competition.
- C. Participants must abide by the basic rules of good behavior and sportsmanlike conduct, follow the schedule fixed by the meet officials, attend scheduled activities on time with the proper equipment, and respect the established order of jumping.

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1-1.4: EVENT DESCRIPTION

- A. Event — 4 way Formation Skydiving (FS)
 - 1. Each round consists of a sequence of four scoring formations drawn from the dive pool.
 - 2. Teams are determined by its members.
 - 3. Videographers can jump with more than one team and they may determine how many teams they wish to jump with.
 - 4. Each team consists of 5 members including a videographer, but is eliminated if, for any reason, the team is cut to 3 or fewer members and videographer. Alternates may be used so long as they fall within the same jump number range as original team.
 - 5. The classes in this event are Intermediate and Open.

1-1.5: COMPETITION DRAW

- A. The draw of the sequences will be supervised by the Chief Judge.
- B. Teams will be given no less than one hour between the disclosure of the drawn formation and their teams manifest for their competition dive.
- C. 4 Way FS Intermediate and Open
 - a. Random and block formations from the dive pool will be used for each event. Electronic draws will be utilized.
 - b. Electronic draws in the order generated, without replacement, determines the sequences to be jumped in each round.

1-1.6: EXIT ALTITUDE AND WORKING TIME

- A. Formation Skydiving 4 way
 - a. Each jump is made from 13,000 feet which may be lowered for a complete round to 8,000 feet by meet director to negotiate weather.
 - b. Working time starts the moment any team member (excluding the videographer) separates from the aircraft, as determined by the judges.
 - c. Each sequence should be repeated until the working time of 35 seconds has expired.

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B. Exit Altitude Changes

- a. For meteorological reasons only and with the consent of the Chief Judge or Meet Director may lower the exit altitude s listed below.
- b. The round in progress will stop.
- c. The next round will be conducted from the lower altitude.
- d. The remaining incomplete round will be completed as soon as the weather permits.
- e. If the incomplete round cannot be completed from the full altitude, the teams will finish the round from the lower altitude.
- f. If the incomplete round cannot be completed from the full altitude, the teams that jumped from full altitude in the incomplete round will be rescored using the reduced working time; in this case:
 - Exit altitude for 4-Way FS is 7,000 feet, and the working time is 20 seconds.

1-1.7: EXIT PROCEDURES

- A. 4 way FS – There are no exit limitations other than those imposed by the Chief Pilot for safety reasons.
- B. Jump Abortion
 - a. The team may choose not to exit the aircraft for any pertinent reason and land with the aircraft.
 - b. Once any team member (other than the videographer) has left the aircraft the jump shall be evaluated and scored.
 - c. A team that has landed with the air craft shall be given a new opportunity to jump as soon as possible

1-1.8: BREAK-OFF PROCEDURES

- A. The intent of these break-off procedures is to ensure that safety requirements and responsible, cooperative conduct are followed by teams and videographers.
- B. Break-off altitude
 - a. 4 way FS Formations – 3,500 feet

1-1.9: NUMBER OF ROUNDS

- A. One complete round constitutes a meet; the maximum (scheduled) number is two.
- B. The scores of all completed rounds are computed to determine the final standings.

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1-1.10: SCORING

A. 4 way FS

1. A team will score one point for each judgeable scoring formation performed in the sequence within the allotted working time of each round.
2. Teams may continue scoring by continually repeating the sequence.
3. Credit will be given for formations and total separations if the video is judgeable.
4. One point will be deducted for each omission in that round.
5. For each infringement occurring within working time, one point will be deducted from the total points awarded for that round.
6. The minimum score for any round is zero points.
7. It is the responsibility of the team to clearly present the correct scoring formations and total separations to the videographer and judges.
8. Scoring formations need not be perfectly symmetrical, but they must be performed in a controlled manner.
9. Mirror images of random formations are permitted.

1-1.11: Definitions

- A. A scoring formation is a formation which is correctly completed and clearly presented as a random formation as depicted in the dive pool, and which, apart from the first formation after exit, must be preceded by a correctly completed and clearly presented total separation.
- B. Grips
1. A grip consists of a handhold on an arm or leg.
 2. As a minimum, a grip requires stationary contact of the hand on an arm or leg
- C. Any side-body link-up requires an arm grip and a leg grip on the same person.
- D. An infringement is one of the following:
1. An incorrect or incomplete formation which, apart from the last point at freeze frame, is followed within working time by total separation.
 2. A correctly completed formation preceded by an incorrect total separation.
 3. A formation or total separation not clearly presented
- E. Omission is one of the following:
1. A formation is missing from the drawn sequence.
 2. No clear intent to build the correct formation is seen, but another formation is presented, resulting in an advantage to the team.
- F. Separation
1. Total separation is required between random formations.
 2. Total separation is when all team members show they have released all their grips and have no contact with each other at one point in time.

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1-1.13: JUDGING AND RECORDING

- A. Judging will be done by video review
- B. Judges will be stationed at video monitors and laptops to observe each team's performance
- C. Judges will watch each jump to a maximum of three times at normal speed
- D. Meet management will have a minimum of three judges
 - 1. 2 Main Scoring Judges
 - 2. 1 Chief Judge
- E. Judges will use score sheets to record their evaluation, they will operate their own stopwatches, accurate to one one-hundredth of a second and use the following symbols:
 - 1. Correct scoring formation: /
 - 2. Formation infringement: O
 - 3. Omission: X
 - 4. Formations or total separations not visible on screen due to uncontrollable factors affecting freefall video equipment (lens fog): NV
 - 5. End of working time: //
- F. A majority of judges must agree in the evaluation in order to credit the scoring formation or assign an infringement mark.
- G. The score sheets of all judges must be collected immediately after the judges have scored the jump for evaluation by the scoring section.
- H. The results of the evaluation will be checked by the Chief Judge.

1-1.14: TECHNICAL EQUIPMENT

- A. Video monitors & Laptop computers for video review
- B. HD cables so review can take place on multiple devices at the same time
- C. Stopwatches for each judge

1-1.15: AIRCRAFT

- A. All aircraft must be similar in configuration, interior, and exterior, as determined by the Meet Director, who is responsible for ensuring that all teams receive an equal aircraft rotation within the limits of aircraft availability.
- B. The Chief Pilot will determine the aircraft speed, torque, and flap settings at the time of exit.

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1-1.16: WEATHER

- A. Meet management will make wind speed and direction recordings at no greater than 30 minute intervals.
- B. The maximum allowable wind speed at ground level in the Formation Skydiving Events is set by the Chief Judge, Event Judge, and Meet Director at 20 MPH.

1-1.17: PROTESTS

- A. At any time during the event, a competitor or a team that is dissatisfied on any matter should first ask the appropriate official for assistance and, if still dissatisfied, may file a written protest with the event management.
- A. Each protest concerning a jump attempted or made must be filed within one hour following the protested incident and the decision of the event management is final.

1-1.18: CLASSIFICATION OF FINAL RESULTS

- A. The winners of an event are determined by combining all scores earned in completed rounds of the event.
- B. In the case of a tie in the top three places, one jump off round will be conducted.
- C. If a tie still occurs, the team with the highest score in any one round obtains the higher place.
- D. If a tie still occurs, the competitor with the highest score, starting with the last completed round and continuing in reverse order, round by round until the tie is broken, obtains the higher place.
- E. If a tie still occurs, the competitors concerned shall be declared co-medalists'.

1-1.19: RECOGNITION OF WINNERS

- A. Appropriate trophies or medals will be presented to the first-, second-, and third-place winners in—
 - 1. 4 way Formation Skydiving (FS).
 - a. Intermediate Class
 - b. Open Class