



## PARACHUTING REGULATIONS

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## **INTRODUCTION**

### **PRESENTATION OF PARACHUTING IN C.I.S.M.**

Leonardo da Vinci, universal genius of the Renaissance, anticipated in a drawing the principle and the building elements of the parachute. 1617 a jump was attempted in Italy from a tower. The first jump from the air is registered 1797 in France.

During World War I. the parachute was introduced as a safety device for fighter pilots. World War II brought the parachute as transport for vertical infiltration and commando missions; parachute units often prepared strategic and operational decisions: Crete and "Market Garden" are military history.

After 1945 the parachute became a sport tool, originating fascinating new sports attracting young people.

A parachute competitor demonstrates his skills in free fall and under open canopy, individually or in a team. Exigencies are in free fall an instinctive body control by deepest concentration, after opening a sure steering in three-dimensional environment until precise landing. Further exigencies are the capability to take risks, mental strength, the capability to socially integrate and to think in a team. All these qualities are growing even more important for soldiers and are strengthened by the parachuting schooling and sport practice.

Formation skydive, style and accuracy are the events at our championships, occasions for our soldiers and parachutists to fairly compare their skills. 1964 the first Parachuting Military World Championship of C.I.S.M. was organised in Pau at the French military parachute school. 1983 women participated for the first time. Until 2000 we saw 28 Parachuting Military World Championships, with in the last years, between 36 and 45 participating nations. Since 1992 we have also Parachuting Military Continental Championships.

The present rules are created with the main aim to further develop and strengthen parachuting in C.I.S.M. and to cover all Military Parachuting Championships.







## 1. GENERAL REGULATIONS

### 1.1. ABBREVIATIONS, VALIDITY, CHANGES, TITLE

#### 1.1.1. Abbreviations

- FAI = Fédération Aéronautique Internationale
- IPC = International Parachuting Committee (of FAI)
- TC = Technical Committee
- Pres. of TC = President of Technical Committee
- WMPC = World Military Parachuting Championship
- CJ = Chief Judge
- EJ = Event Judge

#### 1.1.2. CISM regulations

CISM Parachuting regulations consist of:

- volume 1: Statutes
- volume 2: Policy Manual
- volume 3: Procedures
- Sports Regulations for each world level sport as Parachuting. The official language in which they were established is English. This version will prevail in case of interpretation difficulties.

#### 1.1.3. References

in the current Sports Regulations will be: **volume #**, Article #. #  
e.g. 3,3.17 is: vol.3 (Procedures), Article 3.17

#### 1.1.4. Validity and exceptions

The present rules will govern all Military Parachuting Championships mentioned in 1.1.5 any exception must be approved in writing by the TC at least six (6) months before the Championships, so for instance :

- Composition and size of the mission (3.3.1);
- Duration and program;
- Special event and its Special Rules (1.1.2);



### **1.1.5. Title of the championship**

World Championships are called “(number) World Military Parachuting Championship (C.I.S.M. logo), see vol.2,3,4.

Continental Championships are called “(year) (Continent) Military Parachuting Championship (C.I.S.M. logo), see vol.2,3,5.

Regional championships are called “(year) (Region) Military Parachuting Championship (CISM logo), see vol.2,3,6.

Tournaments are called “(year) Parachuting Military Tournament (CISM logo), see vol.2,3,7.

### **1.1.6. Changes**

Necessary changes will be either worked in new editions of these rules or distributed as annexes.

## **1.2. EVENTS**

### **1.2.1. Events detailed in the rules**

The events of a WMPC are detailed in the present rules :

- accuracy (individual and team accuracy)
- style
- formation skydive,

They be jumped in any combination at the others Championships: all three of them, two or only one. The rules for these events are given in 5, 6 and 7.

### **1.2.2. Titles of champions**

The following titles are awarded for men and women:

- (year) World Military Parachuting Champion in Individual Accuracy.
- (year) World Military Parachuting Champion in Style.
- (year) World Military Parachuting Champion in individual Overall.
- (year) World Military Parachuting Champion in Team Accuracy.
- (year) World Military Parachuting Champion in Formation Skydive.
- (year) World Military Parachuting Champion in Team Overall.



### **1.2.3. Official CISM medals**

The organiser must offer one medal to each competitors or each member (5) of teams who are placed at the first three places of all classification mentioned in 1.2.2. The organiser can offer in addition any other prizes.

### **1.2.4. Events not detailed in the rules**

It is also possible to organise an event not detailed in the present rules. This event and its Special Rules must be approved by the TC (1.1.4). This event can also be jumped in any combination with the events given in (1.2.1.), but at least with one of them.

## **1.3. COMPETITORS**

### **1.3.1. Participation-military status (see vol 2, 3.19)**

#### **A. Active duty personnel**

Only personnel on active duty in Armed Forces may take part in competitions organised by CISM.

#### **B. Other**

No one may be recalled to active duty in Armed Forces for the purpose of participating in a CISM competition. In the case of an intermittent military service, the athletes regularly recalled may not take part in CISM competitions, under any circumstances, if more than 18 months have elapsed between this recall and the end of their first call to arms.

### **1.3.2. Nation representation**

Each nation may be represented by a full men's and/or women's team, or by one or more individual competitors. Each team may have not more than 5 competitors. To be considered for overall scoring, a team must have a minimum of 4 competitors. However, members of incomplete teams at the beginning of the competition may participate in the individual style and accuracy events.

A team finding itself reduced to less than four (4) members during the championship will receive the maximum (minimum) result for each missing score.

### **1.3.3. No official women's competition**

When no official women's competition is declared, a nation's team may be composed of both men and women.



## **1.4. DOPING CONTROL (vol.2,4.3.A) (new 2003)**

### **1.4.1 References**

Doping is strictly forbidden in CISM, and particularly in Parachuting. For practical reasons, CISM will only carry out anti-doping tests on the occasion of major competitions. Doping controls shall be carried out at least during all World Games and WMPC. Nonetheless, member nations are strongly encouraged to carry out such tests in their own areas of influence. The anti-doping tests must be carried out according to the requirements of Policy Manual of CISM, (vol.2, chapter 4), and Procedures, (vol.3, appendix 4).

### **1.4.2 Determination of the tests**

The Anti doping Commission of the competition will determine the number of tests and the most appropriated time to carry out them according to the possibilities of the organising nation. It will select the athletes who will be tested with priority for those who have established a new CISM record during the events, then those who are at the first provisional (or definitive) places in each discipline.

## **1.5. PARACHUTES, CLOTHING AND EQUIPMENT**

### **1.5.1. Execution of jumps**

The execution of a jump requires two parachutes (one main and one reserve parachute) attached to a single harness.

### **1.5.2. Parachutes**

The two parachutes must be square canopies and certified as being airworthy by the competent national authorities. Each competitor shall be responsible for the good condition of his equipment. A malfunction, premature opening or any equipment problems shall not be reason for a re-jump (for exception see 5.3.9.B).

### **1.5.3. Safety devices**

The use of a safety device to ensure the opening of the parachute is permitted. Activation of the device shall not be reason for a re-jump.

### **1.5.4. Type of clothing**

The clothing and equipment worn for the jumps may be of any sort. A head protection must be worn.

### **1.5.5. Accepted shape of the shoe**

For accuracy, in order not to damage the Automatic Measuring Device, suitable footwear must be worn :

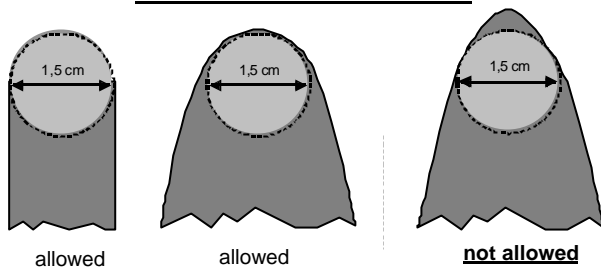
- the sole must be flat without any knobs protruding from it;
- on the horizontal plan, the portion of the sole touching the target must have a minimum diameter of 1,5 cm.;
- on the vertical plan, the angle of the part of the sole touching the target must have an angle of 90° (or 90°-15°, for explanation see diagram).



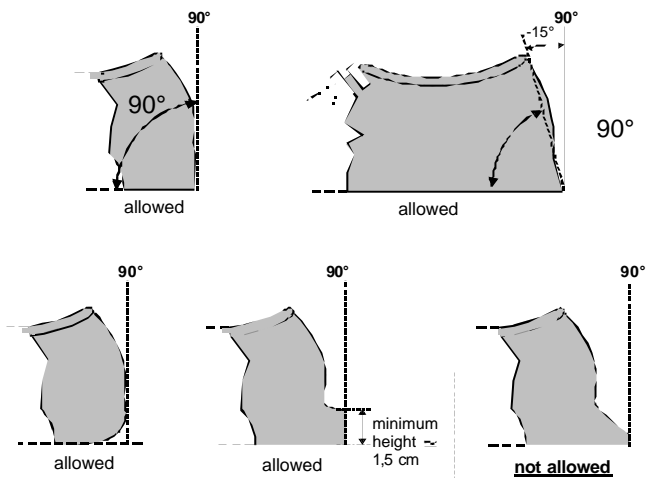
- The judges have the right to refuse the use of specific footwear at any time

4

### Shoes - Horizontal section



### Shoes - Vertical section



#### 1.5.6. Equipment problems

Equipment problems occurring in free fall, making it difficult or impossible for the competitor to perform shall not be reason for a re-jump.



## **2. COMPETENT AUTHORITIES**

### **2.1. OFFICIAL C.I.S.M. REPRESENTATIVE**

The official CISM Representative represents CISM at a WMPC and chairs the Jury of Appeal and the Anti-Doping Commission.

### **2.2. CHAMPIONSHIP AUTHORITIES**

#### **2.2.1. Meet Director**

At Military Parachuting Championships, the Organising committee includes the Meet Director .

#### **2.2.2 Technical Jury (vol.3,3.12)**

At Military Parachuting Championships, the Technical Jury is constituted by the Chief Judge as president, and the Event Judges as members. The Pres. of TC introduces them at the preliminary meeting. The Technical Jury is responsible for :

- overseeing prior the competition that the equipment and facilities are conform to the standards required by CISM,
- ensuring that the technical regulations are properly followed during the competition and it rules as first resort on all protests received,
- controlling and ratifying the results.

### **2.3. PANEL OF JUDGES**

Each participating country has to nominate one qualified judge (at preliminary entry form 3, 3.17. A).

The Chief judge appoints the Event judges as soon as possible preferably after the final entry date.



### **3. ORGANIZATION OF CHAMPIONSHIPS**

#### **3.1. GENERAL PROVISIONS**

##### **3.1.1. Schedule**

A World Military Parachuting Championship shall be organised every year.

#### **3.2. TECHNICAL ARRANGEMENTS**

##### **3.2.1. Judging equipment**

###### **A. Equipment provided by Organiser**

The organiser shall provide the judges with the equipment necessary to observe and score the jumps and with the personnel to put it in place and to remove it. The organiser shall also provide the necessary number of secretaries and scorers for the judges.

###### **B. Automatic Measuring Device – general conditions**

Any Automatic Measuring Device, which is used, for judging must be accepted by the Chief Judge. It must be connected to a constant power source so that there can be no voltage or current fluctuations, which could cause an erroneous reading.

###### **C. Video System – general conditions**

A video system with slow motion has to be used for style and formation skydive judging. It must be accepted by the Chief Judge.

###### **D. Back-up System**

A back-up system for judging must be provided for all events.

##### **3.2.2. Aircraft and pilots**

###### **A. Aircraft and Pilots – general conditions**

The organiser must provide sufficient aircraft and qualified pilots to run the events in good time.

###### **B. Drop Speed**

The drop speed must not exceed 120 knots and must not be below 60 knots

###### **C. Aircraft – general conditions**

The aircraft provided must be able to carry at least one complete team in addition to the crew.



D. Pilots – general conditions

The pilots must ensure that the jump runs are made on the correct altitude and with the correct speed/power setting.

**3.2.3. Meteorological equipment**

A. Meteorological Equipment

The organiser shall provide meteorological equipment on the drop zone. The organiser must provide evidence that competent authorities have checked the equipment.

B. Indication of wind speed

The wind speed shall be indicated in m/sec (exceptionally in kt/sec) by an anemometer, which shall function without interruption and shall be installed in the most appropriate position on the drop zone. The anemometer head shall be, according to Chief judges' decision, at a minimum height of 6 m above ground level. This decision is no reason for a protest.

C. Indication of wind direction

A windsock and a wind indicator shall indicate the wind direction at ground level. The windsock must be able to indicate the wind direction when the wind speed is 2 m/sec or more. The wind indicator must be able to indicate the wind direction when the wind speed is less than 2 m/sec.

D. Windsock

For accuracy events the windsock should have minimum entrance diameter of 0.6 m and minimum length of 4 m..

**3.3. PARTICIPATION**

**3.3.1. Composition of a mission**

A. Composition

The mission of a country may include a maximum of fourteen (14) persons, who shall be:

- 1 Chief of mission,
- 1 Team Leader,
- 1 international F.A.I. or C.I.S.M. qualified judge,
- 1 Video cameraman,
- 5 male competitors at the maximum,





- 5 female competitors at the maximum.

The Team Leader may be one of the competitors, but the maximum number of competitors per team is five (5).

B. Judges presence (see vol.3, 3.15)

Each participating nations will bring one judge that can be civilian (1.3.1 does not apply). In case the nation is not able to provide him, it may request assistance from another nation or the organiser to obtain him.

Mission that do not comply with this above procedure shall not participate in the championship.

C. Cameraman presence

The cameraman can be the fifth competitor, the team leader, the head of Delegation or one additional member of the mission. This additional cameraman can be from another country and even civilian (1.3.1 does not apply).

**3.3.2. Duties of the participants**

A. Participants and Rules

Participants shall be acquainted with these rules.

B. Observation of Rules

Participants shall observe the rules of good behaviour, follow the timetable set by the Meet Director, be on time for events, take the assigned place in the aircraft, obey the judges and respect the order of jumping.

C. Flag and Anthem

Each mission brings his national flag (dimensions: 1.0 m x 1.5 m for a 6 m flagpole) and its national anthem (on music-tape) for use during the Championship.

**3.3.3. Disqualification**

Failure to observe the rules of good behaviour or to practice safe parachuting may lead to a warning or a disqualification of a competitor or a team in one or more events. Any such decision shall be made by the Jury of appeal, following a recommendation from the Meet Director or the Chief Judge.



### **3.4. PROGRAM OF STAY**

#### **3.4.1. Duration of championship**

The duration of the championship is between 10 and 12 days.  
Usually, it is 11 days, including the days of arrival and departure.

#### **3.4.2. Programme**

1st day: arrival of missions.

2nd day : preliminary meeting, training jumps, opening ceremony, (competition).

3rd day : competition.

4th day : competition.

5th day : competition.

6th day : competition.

7th day : competition.

8th day : competition.

9th day : competition (reserve day) or study day

10th day : (competition if necessary), closing ceremony and banquet.

11th day : departure of missions.

If the duration is not 11 days, the schedule shall be adapted accordingly.

#### **3.4.3. Changes to the programme**

The organising country may change the days of the preliminary meeting and of the opening and closing ceremonies if it considers it necessary. Excursions or rest days may be scheduled, provided that all the conditions for the validity of the championship have been fulfilled.

#### **3.4.4. Exceptions**

Any exception to the prescriptions of 3.4.2 and 3.4.3 must be approved by the Technical Committee.

### **3.5. COMPETITION MANAGEMENT**

#### **3.5.1. Interpreters**

The organiser shall ensure, if necessary, the services of interpreters to English. The interpreters must know the technical terms used in sport parachuting.



### **3.5.2. Preliminary meeting (vol.3, 3.28.)**

The chairman of the organising committee holds a preliminary meeting before the beginning of the competition. During this meeting the draw of lots will be held (starting list, programs of Style and FS).

### **3.5.3. Meeting of team leaders**

Meetings of Team Leaders are called and directed by the Meet Director. The purpose of these meetings is to exchange information related to the competition between the Meet Director, the Chief Judge and the Team Leaders.

### **3.5.4. Duties and rights of team leaders**

They must be familiar with these rules and communicate all information from the Meet Director, the College of judges and from the Jury of appeal to the members of their teams.

They shall be attended at the preliminary meeting and at every called team leaders meetings.

They are responsible for the timely arrival of their team at the aircraft loading point.

With the advice of a physician they decide whether an injured team member may continue the competition.

They may obtain information from the Chief Judge, his assistant or the Event Judge, concerning their decisions on re-jump etc. for their competitors.

They may examine the final collated score sheets of their competitors.

### **3.5.5. Team captains**

The Team Captain is one of the members of the team, elected or appointed. The Team Captain is responsible for the communication between his team and the pilots, judge on board or judges on target.

He may act as Team Leader with all rights and obligations whenever the Team Leader is not present.

### **3.6. PUBLIC**

It is the Organising committee's duty to make sure that the public can follow all the events of the program under the best possible conditions.



### **3.6.1. Access**

#### **A. Fences**

Only the technical installations (secretarial offices, scoring controls, target, take off and landing zones, and waiting areas) must be surrounded by a fencing system.

#### **B. Target fence**

A fencing system 20 m from the centre of the target is necessary. Outside the fenced areas public access should be allowed.

### **3.6.2. Information**

A speaker system and scoring boards should inform the public permanently of the results and the competition standings.

## **3.7. CONCLUSION**

### **3.7.1. Completion of the championship**

A championship shall be considered ended when all events prescribed in these rules have been completed. If the number of rounds in any event must be reduced for any important reason, the event shall be considered ended when at least the minimum number of rounds has been completed. Exceptions may be granted under the conditions listed in 10.

### **3.7.2. Video tapes**

Videotapes from the championship have to be made available to the T.C. for use in evaluation and training seminars.

### **3.7.3. Official results**

The organiser shall ensure that each mission receives at least three copies of the official results.

### **3.7.4. Preservation of documents**

All documents relevant to a championship shall be preserved for a period of at least three years by the organiser.



## 4. JUMPING AT CHAMPIONSHIPS

### 4.1. DEFINITIONS

#### 4.1.1. Round:

a round is the completion, of one jump of the same kind by all competitors (qualified for this round).

#### 4.1.2. Event:

an event comprises the total of the rounds included in the competition and, solely for the purposes of registering a protest, includes the training round referred to in 4.2.1

#### 4.1.3. Team:

the competitors jumping together in an event.

### 4.2. EXECUTION OF JUMPS

#### 4.2.1. Jump

A jump starts at the moment the parachutist leaves the aircraft.

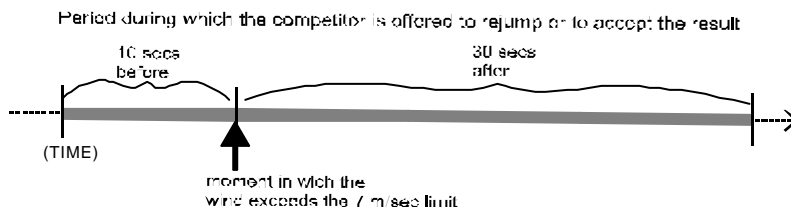
#### 4.2.2. Aircraft

Jumps may be made from any kind of aircraft; in FS the type has to be announced by the organiser prior to final entry date.

#### 4.2.3. Ground wind

##### A. Maximum wind speed in accuracy

The maximum wind speed at ground level in the accuracy events is 7m/s. Competitors who land while the wind exceeds this limit and for a period of 30 seconds after the wind has returned below 7 m/s are offered to accept the result or to execute a re-jump. A re-jump will also be offered to competitors landing within 10 seconds before the time the wind exceeded the 7 m/sec limit. They have to decide immediately, before the next competitor lands, otherwise they have to execute the re-jump.





The maximum wind speed at ground level in Accuracy is 9 m/sec. Jumping must stop while the wind exceeds this limit and for a period of 5 minutes after the wind has returned below 9 m/sec. Jumping may then resume. In accuracy, in case a team jumped during this period ( e.g. there was not time enough for the organisation to stop the jumping), the whole team will be waved away from the target by the judges and granted a re-jump.

**B. Maximum Wind Speed in Style and FS**

The Maximum Wind speed for Style and FS is 11 m/s. Jumping must stop while the wind exceeds this limit and for a period of 5 minutes after the wind has returned below 11 m/sec.

**C. Lowering the wind speed**

For reasons of safety the Meet Director of the Championship has the authority to lower the given wind speeds (e.g. due to obstacles near the DZ). However, in such a case, this decision must be taken in advance for a whole round.

**D. Data recorded by the Anemometer**

The anemometer as described in 3.2.3 must indicate and record both wind speed and direction.

**4.2.4. Training jumps**

The organiser shall attempt to provide one accuracy training jump per team. Weather permitting, the jump should be from 1500 m above ground level, with the aircraft provided for FS event so that the teams can train a formation skydive exit and accuracy.

**4.2.5. Order of jumping**

**A. Determination**

The order of jumping will be determined by teams separately for men and women. It will be determined by reversing order of placing, based on final result of team accuracy during the last World Championship

**B. Exceptions**

Teams not covered by this procedure will jump at the beginning with order determined by draw.



C. Individual numbers

will be assigned to each team as follows:

- team n. 1 : number 1 - 2 - 3 - 4 - 5
- team n. 2 : number 6 - 7 - 8 - 9 - 10
- and so on.

D. Distribution of starting numbers

It is responsibility of the Team Leader to distribute the numbers to the members of his team.

E. Jump order in Accuracy

In the accuracy event, the jump order shall only be used for the first round. Thereafter, the jump order shall be the reverse order of placing. In the event of tie placing, the jump order for those ties shall be the initial start order. individuals, not taking part to the team event, will be gathered in "teams" determined properly by the CJ and will jump at the end of the round, with order determined by draw, exceptions may be decided by CJ.

F. Jump order in Style and FS

In the style and formation skydive events, the jump order before the finals shall be the same than the next accuracy round. The jump order in the semi and final rounds shall be the reverse order of placing in the event concerned. If necessitated by re-jump or other important organisational needs, including additional time needed by the competitors arising through no fault of their own (such as a landing out, reserve repacking, effects of excessive time at altitude, aircraft incidents, substantial changes in the order of jumping or similar occurrences), the Meet Director may change the jump order for a round as necessary; re-jump shall be made as quickly as possible after the incident.

G. Medical treatment

Medical treatment does not constitute a reason for a change in the jump order except in accordance with F.

H. Jump Order within the team (Accuracy)

In the accuracy event, the jump order within the team can be modified for every jump; each competitor will maintain the initial start number for the whole competition.



#### **4.2.6. Order of events**

##### **A. General**

The Meet Director, in close cooperation with the Chief Judge, should take maximum advantage of favourable meteorological conditions.

In case of insufficient time to finish the whole programme, he can decide to go for the semi-final or final round earlier in one or more events. This decision needs the approval of the CISM Representative, TC president and Chief Judge.

##### **B. Order of Events**

The Meet Director has the sole authority to decide the order of events at any given time. He must, however, consider any pending protests that may affect his decision.

##### **C. Simultaneous Events**

In order to facilitate timely completion, or if the weather requires it, the Meet Director may decide to run two separate events simultaneously. The same event for men and women is considered a separate event for this purpose.

#### **4.2.7. Flight or traffic pattern**

##### **A. Traffic patterns**

The basic flight or traffic patterns shall be established by joint agreement of pilots, Meet Director and Chief Judge in accordance with logical and necessary competition requirements.

##### **B. Safety**

The interests of safety shall be maintained at all time.

#### **4.2.8. Calling the competitors**

##### **A. Calls**

Each competitor shall be allowed a minimum time of 30 minutes between their arrival on the drop zone where the manifest is located and when they leave the manifest to board the aircraft. Competitors shall be called to the manifest twice, first call about 15 minutes and second call 5 minutes before their expected departure from the manifest. If they do not arrive at the manifest in time they shall receive the maximum or minimum score (as appropriate) for that jump.





B. Regularity of Jumping

The Meet Director shall ensure that the aircraft are not delayed so that the dropping of the competitors can continue as efficiently as possible.

**4.2.9. Other persons on board or in the air**

A. Other persons aboard

If another person (e.g. television cameraman or photographer etc.) wishes to board the aircraft, the agreement of the Meet Director must be obtained.

B. Cameraman or photographer jumping

If a cameraman or photographer intends to exit with a jumper or a team, the collective permission of the jumper or Team Leader concerned, the Meet Director and the Chief Judge must be obtained.

**4.2.10. Ground to air communications**

A. Radios

Communication between the Meet Director or the judges on the ground and the competitors on board of the aircraft shall be by two-way radio.

B. Instruction given to teams/competitors

Disregard of the instructions passed to the team or competitor by the pilots or judge on board shall result in the maximum or minimum score (as appropriate) for that jump.

**4.2.11. Aircraft jump run**

A. Altitude

The competitor or Team Captain is responsible for monitoring that the aircraft is at the proper altitude. They are not obliged to jump if the altitude exceeds plus or minus 50 m from that of the event.

B. Exit point and jump run

If a competitor or team selects their own exit point no more than one (1) jump run shall be permitted unless the pilots or a judge authorises another pass because of extraneous circumstances, or when it is apparent that the competitor or team is careful of safety or common sense in making additional passes.



C. Violations

Violation of these rules shall result in the maximum or minimum score (as appropriate) for that jump.

**4.2.12. Change of jump altitude**

A. Change of jump altitude

A change of jump altitude within the limits set by these rules in Style and Formation event is not allowed during a current round, in Accuracy event the jump altitude can be changed because of meteorological conditions during a round.

B. Rounds at lower altitude

The Meet Director, in agreement with the Chief Judge, may decide to start a round at a lower altitude.

C. Completion of the postponed round

The completion of the postponed round shall be made at the earliest opportunity.

**4.2.13. Safety regulations (3.3.3. applies)**

Jumpers must practice safe parachuting and obey regulations fixed by the organising Armed Forces. For general sport parachuting activities in the CISM competitions, parachute deployment should be initiated by 700 m above ground level. Any failure to practice safe parachuting established by an Observing Judge, EJ or CJ may lead a warning. In case of a second infringement, the competitor(s) shall be disqualified.

**4.2.14. Meteorological conditions**

A. Continuity of jumping

Jumping shall be continued as long as there is sufficient visibility for both competitors and judges, in the opinion of the Meet Director and the Chief Judge.

As an indication, last landing should not be later than 15 min after the official sunset. The organiser must indicate the exact time.

B. Excessive wind speed during a jump

Excessive wind speed during a jump is no reason for a re-jump, except for accuracy events.



#### **4.2.15. Scoring**

##### **A. Scoring systems - general**

The scoring systems for the different events are laid down in the rules for these events.

##### **B. Performance judged and scored**

Once a jumper or team has left the aircraft, the jump is official and shall be scored.

If a performance of a competitor or team is judged and scored even though, through a fault of the organiser or the judges, the jump was not performed in the conditions laid down in these rules, the competitor or team has the right to accept the score awarded or to repeat the jump.

##### **C. Posting out of the scores and unofficial results**

The scoring of performances and the unofficial results of each round shall be immediately posted on a scoring board. The official results of each event and the names of the winners shall be published within 24 hours of the completion of each event.

#### **4.2.16. Execution of re-jumps**

##### **A. When the re-jump is to be made**

Re-jump shall be made as quickly as possible after the incident giving reason to the re-jump.

##### **B. Re-jump requested and granted**

If a re-jump is granted to a competitor or team who has formally requested it, the re-jump must be made. If the re-jump is not made, the maximum or minimum score (as appropriate) for that jump shall be given.

##### **C. Obstruction to competitors by other persons in the air**

If a competitor or a team is obstructed or disturbed in the air or, within the 5 m accuracy circle, due to the presence of other persons, aircraft or object, a re-jump to the concerned competitors may be granted by the CJ or EJ. This decision is not ground for a protest.



D. Jumps evidently within the limits

If an administrative or technical point of these rules is not adhered to, but jumps are made in conditions that are evidently within the limits of these rules, the non-compliance shall not be reason for a re-jump.

**4.2.17. Jumps per day**

A. Jumps per day

The maximum number of competition jumps allowed per competitor during one day shall be seven (7). This rule shall not apply in the case of tie breaking jumps, re-jumps, semi-final and final.

B. Continuation of a round

A round, which has not been completed in one day, may be continued on another day.

**4.2.18. Additional Jumps**

Additional jumps by competitors, other than competition jumps, are not allowed during a championship until the competitors have finished their competition.

The Meet Director and the Chief Judge must approve exceptions.

**4.3. PROTESTS AND APPEALS**

A Judge's assessment cannot be protested.

**4.3.1. Presentation of a protest**

A protest must be written and given to the Chief Judge at the latest two hours after knowledge of the reasons for the protest and has to be accompanied by a fee of US\$ 100 - which will not be returned to the Team Leader if the protest is rejected. A protest may be withdrawn at any time before the final vote of the Jury.

**4.3.2. References in a protest**

Every protest must make reference to the articles of these rules on which it is based.

**4.3.3. Appeal to the Jury**

The appeal to the Jury of appeal must be written within two hours after the written notification of the rejection by the Technical Jury, the protest fee is not to be paid again but will not be returned to the Team Leader if the protest is rejected.



## **5. ACCURACY**

### **5.1. GENERAL RULES**

#### **5.1.1. Abbreviations**

- AMD : Automatic Measuring Device (i.e. electronic pad)
- DCD : Dead Centre Disc

#### **5.1.2. Definitions**

Accuracy : individual competitors or teams attempt to land on, or as close as possible to, the centre of a target.

#### **5.1.3. Landing point - definition**

The landing point is the first point of contact with the surface or the AMD.

#### **5.1.4. Program**

- A. Team Accuracy consists of 8 qualifying rounds, one semi-final and one final.
- B. Individual accuracy consists of 8 rounds.
- C. Qualifying rounds

Eight (8) rounds for all teams and individuals. All rounds count for individual and team scoring. A minimum of four (4) rounds is required to validate the event.

- D. Team semi-final and final rounds

After completion of the eight rounds, the best 50% of the teams (minimum 8 teams) will make a ninth round (semi-final) and then the best 50% (minimum 4 teams) after the semi-final will make a tenth round (final).

#### **5.1.5. Target pit**

- A. AMD position and capabilities

At the centre of the target pit will be an AMD with a Dead Centre Disk of contrasting colour and having a diameter of 3 cm. The AMD shall be kept as flat as possible and must be capable of measuring to a minimum distance of 16 cm from the edge of the DCD in increments of not more than 1 cm.

It is possible to mount the AMD centrally on an underlying pad of at least 1.2 m diameter that, when struck, scores 16 cm at all



points. The CJ and/or EJ may decide to discontinue the use of this underlying pad for any pertinent reason.

B. Artificial pit

The AMD and the underlying pad are placed centrally on an artificial pit which has to be acceptable to the CJ and should have the following approximate specifications:

Diameter :	5 m
Thickness :	30 cm
Compressibility :	0.20 kp/sq cm
Color :	any

C. Markings of the target

The target must have clearly marked circles at 5 m and 20 m radius centred on the DCD.

D. Repositioning of the AMD

The AMD shall be repositioned immediately after the landing of any competitor who moves or covers its location, except during team jumps if there is insufficient time between the landings of team members.

E. Centring the AMD

The CJ must accept the method used for centring the AMD.

**5.1.6. Presence on the target**

A. Persons allowed inside the 20 m circle

The only persons allowed within the 20 m circle during the accuracy jumps shall be the members of the College of judges, members of the Jury of appeal and necessary members of the organising staff.

B. Reserved area

Team Leaders, accredited press, radio and guests of the organiser are allowed in this area, but shall occupy a reserved area at least 15 m away from the DCD. Camera and TV officials can be allowed by the EJ at the 5 m circle.

C. Presence inside the 5 m circle

During the final approach of a competitor, only acting members of the College of judges are allowed within the 5 m circle.



Exceptions to this rule are the responsibility of the Event Judge.

D. Observation of an approaching competitor

At the accuracy target area, the Event Judge is responsible for observing competitors in the air in order to be ready to inform the other judges when a competitor is approaching the target. He shall wave off an approaching competitor, if necessary, with a flag of a contrasting colour of a minimum size of 50 cm x 50 cm.

E. Leaving the target

After a landing, competitors shall leave the target area immediately via the shortest route.

**5.1.7. Wind drift indicator**

A. When it is dropped

Prior to starting the accuracy events, or if accuracy jumping has been interrupted for more than sixty (60) minutes, at least one wind drift indicator shall be dropped above the target 100 m below the drop altitude by a judge or an experienced parachutist appointed by the Event Judge.

B. Rate of descent and identification on the DZ

The wind drift indicator must have approximately the same rate of descent as the parachutes used by most of the competitors. Its landing point shall be marked on an aerial photo or a plan of the drop zone.

C. Evaluation of the opening point

Continuity of the accuracy events and the opportunity for competitors to observe canopies in the air shall be considered sufficient for all competitors to evaluate the opening point.

D. Time on board

The length of time elapsed since the take off of the aircraft shall not, of itself, be considered a pertinent reason to refuse the jump.

**5.1.8. Wind direction on the ground**

A. Windssock

The windssock must be capable of responding to winds of at least 2 m/sec (see 3.2.3.d) and be acceptable to the CJ. The



judges will determine its location, which is at a fixed place, approximately 50 m distant from the target centre.

B. Wind indicator

A wind indicator (streamer) mounted on a pole, which is capable of responding to winds of less than 2 m/sec, will be placed by the EJ within the 20 m circle. The wind indicator should be mobile, to be placed visible to competitors during their final approach. More wind indicators may be allowed.

## **5.2. EXECUTION OF JUMPS**

### **5.2.1. Altitude**

The jumps shall be performed at 1100 m above ground level and at only one pass of the aircraft for the five competitors of the same team.

A. Lowering the altitude

If weather conditions do not allow a ceiling of 1100 m, the pilot can lower the jumping altitude to 900 m during a round.

B. Individual jump altitude

The jump altitude for individual jumps shall be 800m.

### **5.2.2. Exit point**

Each team or competitor shall select their own exit point.

### **5.2.3. Winds aloft**

If the Event Judge decides that winds aloft prevent a team or a competitor of the team from making a reasonably accurate approach to the target, in spite of having exited at the presumed correct point, he must interrupt the event and the competitors concerned shall re-jump; a new wind drift indicator drop shall be made before the event may continue. If he decides that there is no such change, his decision is no reason for a protest.

## **5.3. SCORING - JUDGING**

### **5.3.1. Judging**

The landing point is the first point of contact with the surface or the AMD.

Landing precision is measured up to a distance of 15 cm. Any landing exceeding the distance of 15 cm from the edge of the DCD shall count as 16 cm.





### **5.3.2. Team score for each jump**

On each jump, the four (4) best results of the five-team members score for the result of team accuracy.

### **5.3.3. Individual score for each jump**

All the jumps made by a competitor count for the individual ranking.

### **5.3.4. Observation of competitors during their descent**

One Observing Judge shall watch each jump made and observe the competitors on opening and during their descent. He shall check the time between lowest opening and landing and any conditions that may give reason for a re-jump. A written record shall be made of his observations. He must inform the Event Judge in case of a serious change in meteorological conditions and changes in winds aloft.

### **5.3.5. Decision on landing point**

#### **A. Determination of landing point**

At least three judges at or near the target shall determine the point of landing.

#### **B. Observation of first contact with the target**

In addition to these three judges, two other judges shall be positioned at approximately 10 m from the target to observe which part of the body made first contact with the ground.

#### **C. First point of contact observed not on the AMD**

If the AMD indicates a score and in the opinion of the judges the first point of contact was not on the AMD, the competitor shall receive a score of 16 cm. A re-jump will not be granted.

#### **D. Inability to centre the AMD**

If the judges are not able to centre the AMD before a competitor lands, and he lands on the AMD, he shall receive the score indicated by it. If the AMD has not been centred due to insufficient separation between team members, and the competitor does not land on the AMD, the competitor shall receive a score of 16 cm. A re-jump will not be granted.

#### **E. AMD not reset – insufficient spacing**

If the AMD has not been electronically reset due to insufficient separation between team members, the maximum measurement of the AMD (16 cm) shall be given as score.



### **5.3.6. Recording the scores (sheets)**

There shall be a dual recording system. The score sheets given to the scoring section must be signed by the Team Leader and the E.J.

### **5.3.7. Checking of the score sheets**

At least one judge shall check the results of the scoring section.

### **5.3.8. Re-jumps**

#### **A. Re-jumps in Accuracy**

In the case of team accuracy jumps, only the competitors concerned make the re-jump.

#### **B. Control problem**

A control problem means that a competitor realises that his open parachute prevents him from executing an accurate approach to the target without danger to himself, or that the condition of his parachute prevents him from demonstrating his skill. In accuracy, any malfunction of the main parachute creating a control problem for a competitor may result in a re-jump, providing that :

- the competitor indicates his difficulty immediately by outstretching his arms and/or legs long enough to be observed by the judges,
- the competitor makes no attempt to land on the target,
- inspection of his equipment or verification by an official appointed by the Chief Judge immediately after the competitor has landed indicates that the competitor did suffer a malfunction that was not created by the competitor him on purpose.

#### **C. Sudden change in ground wind**

If there is a sudden change in ground wind direction of more than 90 degrees when the wind speed is more than 3 m/sec during the final approach of a competitor, he shall be offered a re-jump. For this purpose the final approach is defined 30sec prior to landing.

#### **D. Sudden change of meteorological conditions**

If there is a serious or sudden change in the meteorological conditions, the Chief or the Event Judge, assisted by the judge at the anemometer and the Observing Judges, may decide to interrupt the event. This decision is no reason for a protest. The interruption must be indicated in a clearly visible manner to



the jumpers concerned and also to the judges at the target. Remaining jumps should be made at the earliest opportunity.

E. Interference by other competitor

If during accuracy two or more competitors belonging to different teams interfere with each other while descending under canopy, or approaching or landing on the target simultaneously obstruct each other, the judges at the target may authorise a re-jump for the competitors concerned. If such an obstruction occurs between members of the same team, no re-jump shall be authorised. In order to avoid obstruction, an adequate interval should be allowed between each pass of the aircraft.

F. No results from the AMD

If the first body impact is on the AMD and the AMD does not give any result, a re-jump will be granted.

G. Landing outside an uncentered AMD

If a competitor lands outside an uncentered AMD, a re-jump will be granted. For exceptions see 5.3.8.E.

H. AMD not reset

If a competitor lands on an AMD which has not been reset, a re-jump will be granted. For exceptions see 5.3.8.E

I. AMD malfunction

If the judges at the target realise that the AMD obviously indicates the wrong point of landing, a re-jump will be granted to the competitors concerned. The defective AMD will be changed as soon as possible.

J. Landing after an interruption

Competitors who land after an interruption shall not be measured and a re-jump will be granted.

## 5.4. DETERMINATION OF THE WINNER

A. Individual accuracy.

Standings are obtained by adding competitors' penalty points on each jump. The competitor with the lowest total shall be "(year) World Military Parachuting Champion in Individual Accuracy".



B. Tie in individual accuracy.

In case of a tie for first, second or third place, the competitors concerned must execute supplementary jumps until the tie is broken. In case of limited time remaining the tie breaking jumps can start within the semi-final round or final round. The decision of the Meet Director needs the approval of the CJ and the TC President. If for weather or time reasons the jumps cannot be done, the following rules shall be applied. In case of a still further tie, the competitor having obtained the best score in one round, than in another round and so on shall be the winner. In case of a further tie the competitors shall remain tied.

C. Team accuracy.

Standings are obtained by adding the penalty points of the four best results of the team on each of the jumps. The team with the lowest total shall be "(year) World Military Parachuting Champion in Team Accuracy".

D. Tie in team accuracy.

In case of a tie for first, second or third place, the teams concerned shall execute supplementary team accuracy jumps until the tie is broken. If for weather or time reasons the jump cannot be done, the following rules shall be applied. In case of a further tie, the team having obtained the best score in one round, then in another round and so on shall be the winner. In case of a still further tie, the teams concerned shall remain tied.



## **6. STYLE RULES**

### **6.1. GENERAL RULES**

#### **6.1.1. Definitions**

A. Manoeuvre

A turn or loop starting and finishing in the horizontal face down position with the head towards the target. The shoulders must at all time remain in a horizontal plane.

B. Style :

Individuals perform a series of six manoeuvres in free fall, which are prescribed in these rules.

C. Turn:

A manoeuvre of a 360-degrees rotation in the horizontal plane.

D. Backloop :

A manoeuvre of a 360-degrees rotation in a vertical plane.

E. Drift

Lateral movement of the jumper away from the target heading after the jumper has started the first manoeuvre.

#### **6.1.2. Program of jumps**

A. Number of jumps

The event totals five (5) style rounds, including the final round. A minimum of two (2) rounds is required to validate the event.

B. Participation at the first jump

The competitors who don't execute the first jump receive the score of 11.00 seconds ( 12.00 for the women)..

*(new 2003)*

C. Qualifying for following rounds (1)

A competitor who scores 9 sec or more (for women: 10 sec or more), including penalties, in the first jump is not qualified for the following rounds; he is classified in the fifth and last part of the ranking list.

A competitor who scores a total of 17 sec or more (for women: 19 sec or more), including penalties, after the second jump is



not qualified for the third round; he is classified in the fourth part of the ranking list.

D. Entry for semi-final

After completion of the three rounds, the best 50% (minimum 16) of the remaining competitors will execute the semi-final. They will be classified in the second part of the ranking list; the competitors excluded from the fourth round are classified in the third part of the ranking list.

E. Entry for final

After completion of the semi-final, 50% will execute the final. They will be classified in the first part of the ranking list

F. Order of program

The order of programs for the four rounds shall be determined by drawing during the preliminary meeting out of the following four series :

<b>jump A</b>	<b>jump B</b>	<b>jump C</b>	<b>jump D</b>
left turn	right turn	left turn	right turn
right turn	left turn	right turn	left turn
back loop	back loop	back loop	back loop
left turn	right turn	right turn	left turn
right turn	left turn	left turn	right turn
back loop	back loop	back loop	back loop

The series of the final will be chosen by the competitor on the basis of the described series.

## **6.2. EXECUTION OF JUMPS**

### **6.2.1. Altitude**

Jumps are executed at an altitude of 2200 m above ground level. If weather conditions do not allow a ceiling of 2200 m, the Meet Director, in agreement with the Chief Judge, can lower the jumping altitude to 2000 m minimum for a whole round.

### **6.2.2. Control of the exit**

One Observing Judge is responsible for the control of the flight direction and the exit point and for observing the wind conditions.



### **6.2.3. Wind observation**

There shall be a responsible person at the anemometer that shall immediately inform the Event Judge if the wind speed exceeds the prescribed limit ( 4.2.3 ).

### **6.2.4. Target**

The target must be clearly visible from the air and of approximately 200 m<sup>2</sup> in size. The Event Judge must accept its shape and colour.

### **6.2.5. Jump run**

The direction to be followed by the aircraft shall be indicated by radio. The launching axis thus determined must coincide with the average wind direction. Launching may be executed up-wind or down-wind. If the loading capacity of the aircraft allows it, a judge shall be placed in the aircraft. He is responsible to check the above rules and to transmit the "exit" command to the competitor.

### **6.2.6. Exit procedure**

#### **A. Exit point**

The exit point shall be specified and controlled by the judges. In order to ensure that all competitors are judged at approximately the same angle, the competitors must leave the aircraft immediately on the exit command. Competitors who disregard this command shall not be granted a re-jump, should they not be recorded on the video.

#### **B. Target heading**

The target heading must be directly downwind or directly upwind. The choice of direction, downwind or upwind, is made by the cameraman observed by an Observing Judge. Competitors are to be made aware of any change at the earliest opportunity. Those airborne must be notified before the aircraft begins a run in on the new heading

## **6.3. SCORING-JUDGING**

### **6.3.1. Number of judges**

Five judges shall evaluate the performance of the competitors.

### **6.3.2. Scoring Freefall Style**

#### **A. Score of a jump**

The score for a style jump is the time in seconds and hundredths of second to complete the series plus penalty times awarded for incorrect performance of the manoeuvres.



B. Measuring time

The time to complete the series is measured only to 16.00 seconds. Any time, including penalties, in excess of this is recorded as 16.00 seconds.

C. Working time

The working time starts at the instant the competitor starts the first manoeuvre, whether or not it is the correct manoeuvre.

**6.3.3. Observing the Style series**

A. Video system

The jumps shall be judged with a video system, with the optics placed on the axis of the flight direction.

B. Exit command

The exit command must be given so that the seeing angle of the optics is between 60 and 80 degrees at the start of the first turn.

C. Drift

One judge shall be positioned in front of a video monitor near the video camera(s) in order to check the vertical and horizontal drift of the competitors. He shall keep a written record of all his observations. If a competitor, because of drift during the performance of his program, has to change his axis to the optics by 10 degrees or more, he shall be offered a re-jump.

D. Observation of jump run and exit command

One Observing Judge shall be positioned near the video camera(s) in order to monitor the aircraft run in and exit commands and ensure that approximately the same angle is used for the whole round. He shall also check the elapsed time between opening and landing. He shall keep a written record of all his observations.

E. Intentional drift

If a competitor exited at the same exit point as all other and performs an extraordinarily horizontal movement due to his body position before the first turn, and therefore starts out of the given range (60-80°) or has a drift more than 10° he shall not receive a rejump. This decision shall be taken after one warning by the EJ.





### 6.3.4. Style penalties

#### A. Undershoots and "arrow"

Undershoots and "arrow" penalties at the beginning of the first and third turn

1	-	5	degrees	0.1 sec
6	-	10	degrees	0.2 sec
11	-	15	degrees	0.3 sec
16	-	20	degrees	0.4 sec
21	-	25	degrees	0.5 sec

and so on to

71	-	75	degrees	1.5 sec
76	-	80	degrees	1.6 sec
81	-	85	degrees	1.7 sec
86	-	90	degrees	1.8 sec

greater than 90 degrees 16.0 sec

#### B. Overshoots

1	-	180	degrees	no penalty
greater than		180	degrees	16.0 sec

#### C. Last backloop off heading or,

#### D. Deviations: execution of turns or backloops with the body tilted or banked (pitch or roll) or,

#### E. Backloop,

Completed before reaching the horizontal level (-) or,

Continued after passing the horizontal level (+) :

1-30		degrees	no penalty
- 40		degrees	0.4 sec
- 50		degrees	0.5 sec
- 60		degrees	0.6 sec
- 90		degrees	2.0 sec
>90		degrees	16.0 sec

#### F. 16.0 sec

- Omission of a figure,
- added figure,
- incorrect series
- or score of Z : 16.0 sec



G. Taking the time

The judges shall start their chronometers at the instant the competitor starts the first figure, whether or not it is the correct figure. The figure does not start until there is a change in heading of the torso. They shall stop their chronometers at the instant the competitor stops the second backloop or passes through the horizontal level, regardless of heading. The time for the series is taken from watching at normal speed.

H. Watching the jump (Judges)

The judges shall watch the jump twice, once at normal speed and once at slow motion, the speed of which is acceptable to the CJ. In the event a judge has not been able to take a time, further replays at normal speed must be made for that judge only. Thereafter the scores are collated.

After the performance if the time is not recorded by computer, the judge records the time of the series to the nearest 1/100 sec, the penalties they have observed and the total score.

I. Re-judgement

If at least one of the judges and the Event Judge agree on a fault on the score sheet (e.g. wrong series), a re-judgement may be requested by the Event Judge. A re-judgement will consist of a complete judging cycle. This re-judging cannot be requested after the results are published.

**6.3.5. Collation of the score sheets**

A. Collation of score sheets

If the assessment is not computerised, the scores are collated immediately after the judges have assessed the jump. The results of the collation must be checked by at least one Judge.

B. Attribution of penalties

Penalties are assigned to the respective figure, by each judge.

C. Score of the series

The score of the series is the mean score (arithmetic average) of the middle three total scores to the nearest hundredth of a second, the highest and the lowest of the five having been discarded.

The name and the nation of the competitor will be written on the screen or individual judge scoreboard at the time of



collation. The judges assessing the jump will not be informed of the name and country of the competitor before the assessment of the jump is finished.

#### **6.4. DETERMINATION OF THE WINNER**

##### **A. Standings**

The competitor with the lowest total shall be "(year) World Military Parachuting Champion in Style".

##### **B. Tie in style**

In case of a tie for first, second or third place, the competitors concerned must execute one supplementary jump drawn from the programs given in 6.1.2. If for weather or time reasons the jump cannot be done, the following rules shall be applied. In case of a further tie, the competitor having obtained the lowest score on one of the jumps shall be the winner. If this is not sufficient, the best second time shall be taken, and so on. In case of a further tie, the competitors shall remain tied.





## **7. FORMATION SKYDIVE**

### **7.1. GENERAL RULES**

#### **7.1.1. Definitions**

**A. Formation:**

Team figure in skydiving with the competitor's bodies linked by grips.

**B. Team:**

It includes four men or women, but the Team Captain may, at any time, replace one member of the team for the fifth competitor of his mission.

**C. Grip:**

hand hold on an arm (between the finger tips and shoulder) or leg (between the toes and hip). As a minimum, a handhold requires stationary contact of the hand on an arm or leg.

**D. Random formations:**

consist of formations depicted in 11.2.1

**E. Block:**

consists of two formations separated by an inter who is an intermediate requirement which must be performed as depicted in 11.2.2 .

**F. Sub-group:**

Is the individual jumper, or linked jumpers, required to complete a designated manoeuvre during the inter of a block sequence. Where sub-groups are shown, they must remain intact as a sub-group from the break of the previous formation in the block until the correct completion of the second formation in the block.

Where sub-group turns are indicated, the sub-group(s) must continue turning in the direction of the arrow until it is possible for the sub-group to link together to complete the next designated scoring formation. Where degrees of turn are shown (180°, 270°, 360°, 540°), this indicates the approximate degrees and direction of turn required to complete the inter as intended. The degrees shown are approximately that amount of the sub-group's circumference to be presented of the other sub-group(s). Contacts or grips are allowed between sub-groups during the inter, but within each sub-group, jumpers must remain intact with only the designed grips throughout the inter. Assisting handholds within a subgroup are not permitted.



G. Sequence:

a series of formations and inters which are designated to be performed on a jump as prescribed in F. , changing during a jump as prescribed in F. to be repeated after completion.

H. Working time:

the period of time during which teams are scored on a jump.

Working time starts :

- at the moment of the first separation of a grip from the first star, or
- five seconds after any team member, other than the cameraman, separates from the aircraft, as determined by the judges, whichever comes first.

Working time terminates a number of seconds later as specified in paragraph 7.2.1

If the first separation is not on the recording, the working time begins at the exit from the aircraft. *(new 2003)*

I. Total separation:

when all team members show they released all their grips and have no contact with each other at one point in time. In sequences, total separation is required between random formations, and between whole block and random formation.

J. Scoring formation:

a formation which is correctly completed either as a random formation or within a block, and which, apart from the first formation after exit, must be preceded by a correctly completed total separation or inter, as appropriate. Scoring formations need not to be perfectly symmetrical, but they must be performed in a controlled manner. Mirror images of random formations and whole blocks are permitted.

K. Infringement

Infringement is some of the following:

- An incorrect or incomplete formation which is followed within working time by either a total separation or an inter, whether correct or not.
- A correctly completed formation preceded by an incorrect inter or incorrect total separation
- An omitted formation.



### 7.1.2. Program

#### A. Number of jumps

The event totals six (6) formation skydive rounds, including the final round. A minimum of two (2) rounds is required to validate the event.

#### B. Access to 2nd round

A team who scores less than 4 points (3 for the female teams) in the first jump is not qualified for the following rounds; it is classified in the last part of the ranking list (D. applies)

#### C. Access to 3rd round

A team who scores less than a total of 8 points (6 for the female teams) after the second jump is not qualified for the next round; it is classified in the next part of the ranking list (D. applies)

#### D. Access to semi-final

After completion of four rounds, the best 50%, but at least 8 teams of the remaining teams, will execute the semi-final.

#### E. Access to final

The best 50%, but at least 4 teams of the remaining teams, will execute the final. They will be classified in the first part of the ranking list; the teams excluded from the final round are classified in the second part of the ranking list.

#### F. Draw of sequences

The Chief Judge will supervise the draw of the sequences. Teams will be given not less than two hours knowledge of the results of the draw before the competition starts. All formation skydive jumps consist of sequences of five scoring formations. The first one is a star. The following two are drawn from the 12 random formations shown in 11.2.1. The sequences proceed with the two scoring formations of one block drawn from the 6 blocks shown in 11.2.2.

#### G. Separation after exit

It is not necessary to have separation before the initial star formation just after the exit.

#### H. Visibility of the formations

It is the responsibility of the team to clearly present the correct scoring formations, inters, and total separations to the cameraman and to the judges.



## **7.2. EXECUTION OF JUMPS**

### **7.2.1. Altitude and working time**

Jumps are executed from an altitude of 3200 m above the ground level (working time 35sec). For meteorological reasons, with the consent of the CJ the Meet Director may lower the exit altitude and continue the competition starting the next round at 2700 m (working time 25 sec) or, if necessary, 2200 m ( working time 20 sec).

### **7.2.2. Air-to-air system**

The event shall be scored by means of "air-to-air" video equipment. Each team shall provide a freefall cameraman who will provide the video evidence required to judge each round.

### **7.2.3. Teams per passage**

According the weather conditions and the dropping area the Meet Director and the Chief Judge can decide to drop more than one team by passage.

### **7.2.4. Exit command**

The exit commands relayed to the team in the aircraft by pilot, crew or judge will be: "RUN-IN" -"EXIT" for the first team of the passage and "EXIT" for the next(s).

### **7.2.5. Limitations**

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

### **7.2.6. Weather conditions**

Adverse weather conditions during a jump are no grounds for protest. However, a re-jump may be granted due to adverse weather conditions, at the discretion of the Chief Judge and the Event Judge.

## **7.3. SCORING-JUDGING**

### **7.3.1. Number of Judges**

Five judges shall evaluate the performance of the teams.

### **7.3.2. Judging**

#### **A. Starting of working time**

The judges shall start their chronometers when the first team member leaves the aircraft, in order to control the working time.





B. Observing the jump

The judges shall watch each jump twice at normal speed; further replays at normal speed may be made on request of two or more judges. Parts of jump may be viewed in slow motion on request of two or more judges. If it is doubtful that a point is within the maximum working time, the Event Judge may decide to use freeze frame video

C. Marking the observations

The judges shall mark their observations during the jump on the score sheet, including faults, omissions of formations and/or intermediate requirements. They shall use the following signs:

Situation	Sign
Scoring Formation OK	✓
Infringement	O
Omitted Formation	M
Formation not judgeable	N
Insufficient Video image	N
End of working time	//

D. Points :

A team will score one point for each correctly completed scoring formation performed in the sequence within the allowed working time of each round. Teams may continue scoring by continually repeating the sequence.

E. Penalty marks

Penalty marks will be assigned to the respective formation, if it has been penalised by a majority of judges observing the jump.

F. Infringement of the sequence

One point will be deducted for each infringement occurring within working time from the total points awarded in D. for that round, except in the case of an omitted formation where two points will be deducted for each omission. The minimum score for any round is zero point.



G. Absolute infringement

After viewing are completed, if the EJ thinks that an absolute infringement has occurred, and has been missed by the judges, they will be asked to review the circumstance and if all of them agree that an absolute infringement occurred, they will be allowed to change their evaluation. An "absolute infringement" is defined as an infringement which all the evaluating judges agree unambiguous and involves no element of a "judgement call".

H. Performance not judgeable

When part of a team's performance is not judgeable, due to lack of video evidence, the team will not receive any point and any infringement for this part of jump. And more generally, when a majority of the judges record an N, the team will receive no point and no infringement for the scoring formations affected.

I. Minority of judges recording N

If a minority of the judges record N, then remaining judges' evaluation will be used to score the jump. If the remaining judges' evaluations result in a split decision, then the score is given to benefit of the team.

J. Collection of score sheets

The score sheets of all judges must be collected immediately after the judges have scored the jump, for collation by the scoring section. The results of the collation will be checked by at least one judge.

**7.3.3. Observing Judge**

The Event Judge will appoint an Observing Judge responsible for the control of the flight direction and the exit point, and for observing the wind conditions.

**7.3.4. Cameraman (Air-to-air cameraman)**

Each team shall provide a freefall cameraman who will provide the video evidence required to judge each round.

**7.3.5. Freefall video equipment**

For the purpose of these rules "freefall video equipment" shall consist of the complete video system(s) used to record the video evidence of the team's freefall performance, including the camera(s), video tape(s), tape record(s) and battery(ies). All freefall video equipment will use the digital PAL video format.



#### **7.3.6. Video Controller**

A Video Controller will be appointed by the Chief Judge. The Video Controller may inspect a team's freefall video equipment to verify that it meets the performance requirements as determined by him. Inspections may be made at any time during the competition, which do not interfere with a team's performance, as determined by the EJ. If any freefall 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.

#### **7.3.7. Recorded jump (cameraman)**

After recording each jump the freefall cameraman must turn off the freefall video equipment and not operate it or remove the video tape(s). As soon as possible after each jump is completed, the freefall cameraman must deliver the freefall video equipment, including the tape(s) used to record that jump at the designated dubbing station. This video evidence will be used to judge the team's performance.

#### **7.3.8. Picture quality (video recording)**

The team is responsible for the picture quality and will not get a re-jump if the performance is not judgeable or if there are parts of the jump not on the tape. Contact, or other means of interference, between a team and its freefall cameraman shall not be ground for the team to request a re-jump.

#### **7.3.9. Performance not judgeable (video recording)**

The Chief Judge, in accordance with the Event Judge and the Video Controller, can give a re-jump when a part of the team's performance is not judgeable due to a technical problem not caused obviously by the carelessness of the team or the cameraman. A team can receive this kind of re-jump, called "technical re-jump" only once during the entire event.

#### **7.3.10. Technical re-jump**

If the judges are able to determine the total number of formations performed during the original jump, the "technical re-jump" will be conditional. In this case, the maximum score the team could receive on the re-jump would be equal to the score the team would have received on its original jump, had non-judgeable part of the jump been performed correctly. If not, an unconditional "technical re-jump" will be given according to 7.3.9.



## **7.4. DETERMINATION OF THE WINNER**

### **7.4.1. Standings**

Standings are obtained by adding the scores of the team on each of the jumps. The team with the highest score shall be "(year) World Military Parachuting Champion in formation skydiving".

### **7.4.2. Tie in FS**

In case of a tie for first, second or third place, the teams concerned shall execute supplementary jumps, drawn according with 7.1.2.F until the tie is broken. If for weather or time reasons a jump cannot be done, the following rules shall be applied. In case of a further tie, the team having obtained the best score in one round, then in another round and so on shall be the winner. In case of a still further tie, the teams shall remain tied.



## **8. OVERALL**

### **8.1. INDIVIDUAL OVERALL**

#### **A. Individual overall**

The individual overall score is separated for men and women.

#### **B. Individual Overall calculation**

It is obtained by adding the final rankings in the individual accuracy and style events. A new classification in accuracy will be calculated eliminating competitors not taking part to the style event

#### **C. Overall winner**

The competitor with the lowest score shall be "(year) World Military Parachuting Champion in Individual Overall".

#### **D. Eligibility for the Individual Overall**

In order to participate in individual overall, a competitor must participate in both events.

#### **E. Tie in individual overall**

In case of a tie for first, second or third place, the competitors concerned must execute supplementary jumps drawn between accuracy and style, weather and technical conditions permitting. If for weather or time reasons, jumps cannot be done, the competitor with the best ranking in one event shall be the winner, otherwise they remain tied.

### **8.2. TEAM OVERALL**

#### **8.2.1. Team overall - calculating**

It is obtained by adding the final rankings of a nation in all 3 events. The final rankings of the four best competitors of a nation in style are added separately in order to get national rankings. Then this ranking is added to the rankings in team accuracy and formation skydive.

The team with the lowest total of rankings in all three events (team accuracy, formation skydive and style) shall be "(year) World Military Parachuting Champion in Team Overall".



Example:

style:

1st competitor ranks	4th place
2nd competitor ranks	9th place
3rd competitor ranks	11th place
4th competitor ranks	12th place
(5th competitor ranks	14th place)

-----  
total 36 points, ranking 1st place

team overall:

style	1 point
team accuracy	4 points
formation skydive	5 points

-----  
total 10 points, ranking 1st place

**8.2.2. Team overall winner**

The team with the lowest total of rankings in all three events shall be "(year) World Military Parachuting Champion in Team overall.

**8.2.3. Teams/competitors not participating in all events**

In order to classify all the complete teams present, competitors and teams non participating in one or two events, will receive the maximum ranking in these events.

**8.2.4. Tie in team overall**

In case of a tie for first, second or third place, the teams concerned shall execute supplementary jumps drawn between accuracy and formation skydive, weather and technical conditions permitting. If for weather or time reasons jumps cannot be done, the team with the best ranking in one event shall be the winner, otherwise they shall remain tie.



## **9. JUDGING**

### **9.1. GENERAL PROVISIONS**

#### **9.1.1. Annual judges list**

The IPC publishes an annual list of FAI judges, who have maintained current validity.

The TC publishes regularly an additional list of judges, who have maintained current validity CISM international qualification. You can ask for copies at TC secretariat.

#### **9.1.2. Categories of CISM judges (see 9.4.4.)**

The valid categories are marked on the different list beside the judge's name.

- Accuracy. (A)
- Style (S)
- Formation Skydive (F)

The regional license does not qualify for judging at a WMPC and does not qualify for the FAI judges nomination that may be done by the NAC or IPC.

#### **9.1.3. Logbook**

Each judge must keep a logbook, in which his judging activity is recorded. The logbook must contain details of the number and type of jumps judged and details of any evaluation made.

### **9.2. PANEL OF JUDGES**

#### **9.2.1. Nomination and selection**

##### **A. Nomination of the CJ**

The Chief Judge should not be a citizen or an employee of the organising country. The organising country nominates him, but his appointment must be approved by the TC. The proposition must be addressed to the TC at the latest six (6) months before the WMPC. The organising country has to appoint an Assistant Chief Judge, who in his function has no voting rights.

##### **B. Nomination of the Event Judges**

The Chief Judge appoints the Event Judges as soon as possible and at latest, just after the final entry date.



C. Judges

The different panel of judges for each discipline are constituted during the preliminary judges meeting among the present FAI or CISM judges of each country.

D. Number of judges

At a championship, there must be a sufficient number of judges for all tasks given in the present Rules. They shall replace each other after a schedule established by the Event Judge.

E. Nominated judge qualification

The TC has the right to request detailed qualifications of any nominated judge.

**9.2.2. Identification**

The members of the College of judges shall wear the identification supplied by the organiser to indicate their function.

**9.2.3. Replacements**

If a judge who has been nominated is unable to attend, the Chief of Mission must notify the organiser. He has to nominate another qualified judge as a replacement.

**9.2.4. Incompetence and/or unacceptability**

At a championship, the TC upon proposal of the Chief Judge has the right to dismiss a judge from the College of judges if his work is incompetent or unacceptable.

**9.3. DUTIES OF JUDGES**

**9.3.1. Chief Judge**

A. General

The Chief Judge must be thoroughly familiar with all aspects of the conduct and operations of an international competition and shall serve as administrative head of the College of judges.

B. Distribution of tasks

The Chief Judge shall distribute the tasks to the members of the College of judges and explain their function.

C. Drawing of lots

The Chief Judge shall be present at the drawing of lots.





D. Judges Meetings

The College of Judges shall meet whenever the Chief Judge considers it necessary. It is possible that a meeting for only one event is conducted by the EJ concerned.

Each judge present at the meeting is entitled to vote, with the exception of the Assistant CJ. Decision shall be made by a simple majority of all judges attending the meeting. In case of tie, the CJ shall have the casting vote.

E. Observation of Rules

During the entire championship the Chief Judge shall ensure that the present rules are complied with.

F. Working with the judges

The Chief Judge may take part in the work of the judges, if his other tasks permit.

G. Scores and Results

The Chief Judge shall control the collation of the score sheets and shall ensure prompt publication of the results.

H. Verification of Judges qualifications

The Chief Judge shall verify that each judge's qualifications, according to his logbook, are in compliance with the present rules.

I. Delegation of duties

The Chief Judge has the right to delegate the above duties to his assistant.

J. Doubt on a Judge capabilities

If the Chief Judge considers that the TC Judge test or the abilities of a judge are doubtful, he shall prepare a report for the TC.

**9.3.2. Assistant Chief Judge**

A. Taking over CJ duties

The Assistant Chief Judge shall take over the duties of the Chief Judge, which are delegated to him, including voting rights, when the latter is not present.

B. Preparation of the DZ

The Assistant Chief Judge, together with the Event Judges, shall organise the preparation and the arrangement of the drop zone, including any changes concerning the work of the judges.



C. Equipment working order

The Assistant Chief Judge, together with the organiser, shall personally ensure that all equipment for the judges is in good working order.

**9.3.3. Event Judge**

A. General

The Event Judge is responsible for the technical direction of the judges assigned to the event.

B. Briefing the Judges

The Event Judge shall brief the judges appointed for the event and detail the duties of these judges.

C. Interruption of events

The Event Judge is responsible for the interruption of his event if necessary, if possible in cooperation with the Chief Judge.

D. Transmission of score sheets

The Event Judge is responsible for prompt transmission of the scoring sheets to the scoring section.

**9.3.4. Judges**

A. Logbooks

The judges shall be able to present their logbooks to the C.J.

B. Performing judging duties

The judges shall perform judging duties as directed by the Chief Judge and the Event Judges.

C. Provision of information

The judges shall not provide any person with results information until it is official. It is also not allowed to provide any information how a decision was made within the panel of judges (e.g. voting on split decisions)

D. Contacts among Judges

No contact of any kind shall be made between judges until all judges have completed their evaluation of the jump.



## **9.4. CISM JUDGE QUALIFICATION**

### **9.4.1. Evaluation of the candidate**

The candidate must pass the test given by TC during WMPC or a CISM judge's course. He must achieve the evaluation that meets the standards given in 9.5.

### **9.4.2. Language**

The candidate should be fluent in English to be able to communicate so as to allow him to properly understand instruction, participate fully in discussions among judges of the Panel of Judges and adequately discuss all aspects of sport parachuting. If he cannot, he may be qualified for regional licenses only.

### **9.4.3. Current validity**

To maintain current validity for a specific category, the judge must satisfy the following condition:

#### **A. Accuracy Landing**

Have judged at least one National Championship and achieved a satisfactory evaluation on CISM parachuting regulations in the two preceding years (see 9.5).

#### **B. Style and Formation Skydive**

The judge must achieve a satisfactory evaluation given by TC at a WMPC or CISM judge's course within the two preceding years (see 9.5) ~~or hold a current FAI qualification, including IPC evaluation within 2 years. (deleted 2003)~~

### **9.4.4. Qualification recognised by FAI**

In the Sporting Code-Section 5 - chapter 6.2.(4) the IPC of FAI recognised the qualification of the CISM International Judges : " For the freefall Style and Accuracy Landing categories, current CISM International Judges are considered to have met all the requirement necessary for inclusion in the IPC list of FAI Parachuting Judges and an NAC may include their names on the nomination list 6.2(2)).



## **9.5. JUDGES: QUALIFICATIONS STANDARDS**

### **9.5.1. Knowledge of rules**

The evaluation in all disciplines will include a knowledge of CISM Parachuting Regulations.

### **9.5.2. Evaluation in Style and FS**

The evaluation in Style and Formation Skydive is made using pre-recorded videotapes. An approved score for the jumps must have been made and agreed after discussion by an experienced panel of judges appointed by TC. The approved score makes allowance for judgement decisions. It may for example in the style event, be a range of angels, which may include zero, as a penalty. In Formation Skydive it may include the case where correct or incorrect would both be acceptable assessments of particular formation or separation. The approved score is not the collated score of the judges being evaluated and may differ from the official results.

### **9.5.3. Satisfactory evaluation in the various disciplines**

#### **A. Regulations:**

80% of the questions must be answered correctly.

#### **B. Style & FS:**

The evaluation is made using a minimum of 30 jumps. At least 90% of the assessments must agree with the approved score, in FS in addition 50% of absolute infringements must agree with the approved score (100% are all the assessments where the agreement is possible i.e. for 30 style jumps: 420 penalties and for 30 FS jumps all formations added ≈350 including 35 absolute infringements).



## **10. C.I.S.M. RECORDS AND PRIZES**

### **10.1. GENERAL PROVISIONS**

If the conditions exist at the end of the competition that a new record for accuracy can be set, then the team or the individual shall be allowed to continue to jump for the new record (with the limitation set in 3.4.).

### **10.2. INDIVIDUAL ACCURACY**

The record performance of individual accuracy shall be the number of consecutive landings scoring 0.00 m plus the distance in cm of the following landing.

### **10.3. TEAM ACCURACY**

The record performance of team accuracy shall be the number of consecutive landings of the team (five competitors) scoring 0.00 m plus the distance in cm of the following landing.

### **10.4. STYLE**

The record performance of style shall be the time for one program. Only competition jumps shall be considered.

### **10.5. FORMATION SKYDIVE**

The record performance for the longest sequence shall be the number of formations completed in accordance with these rules. Only competition jumps shall be considered.

### **10.6. PERMANENT TROPHY POTTIER**

The Permanent Trophy Pottier honours the General Francis Pottier of France. Being an active CISM supporter and a parachutist himself, he was one of the founders of the first WMPC organised in Pau (France) in 1964.

The Trophy shall be a reward for the best competitor, man or woman, in individual accuracy during the both rounds. In case of tie 5.4.A will be applied.

### **10.7. DOPING CONTROLS**

If a record is established after the anti-doping tests were carried out, or they were not organized for any reason, it can be declared acceptable. *(new 2003)*



## **11. ANNEXES**

### **11.1. STYLE SCORE SHEET**

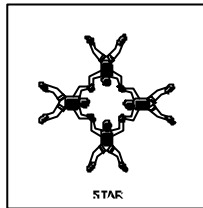
Not necessary for competitions, used only for judges evaluation  
(see next page)

Jump #	.....		Jump #	.....		Jump #	.....		Jump #	.....		Jump #	.....	
	Degree	Penalty		Degree	Penalty		Degree	Penalty		Degree	Penalty		Degree	Penalty
->			->			->			->			->		
D			D			D			D			D		
-			-			-			-			-		
+			+			+			+			+		
D			D			D			D			D		
-			-			-			-			-		
+			+			+			+			+		
D			D			D			D			D		
-/+			-/+			-/+			-/+			-/+		
->			->			->			->			->		
D			D			D			D			D		
-			-			-			-			-		
+			+			+			+			+		
D			D			D			D			D		
-			-			-			-			-		
+			+			+			+			+		
D			D			D			D			D		
-			-			-			-			-		
+			+			+			+			+		
D			D			D			D			D		
-			-			-			-			-		
+			+			+			+			+		
S			S			S			S			S		
	PENALTY			PENALTY			PENALTY			PENALTY			PENALTY	
	TIME			TIME			TIME			TIME			TIME	



## 11.2. FORMATION SKYDIVING

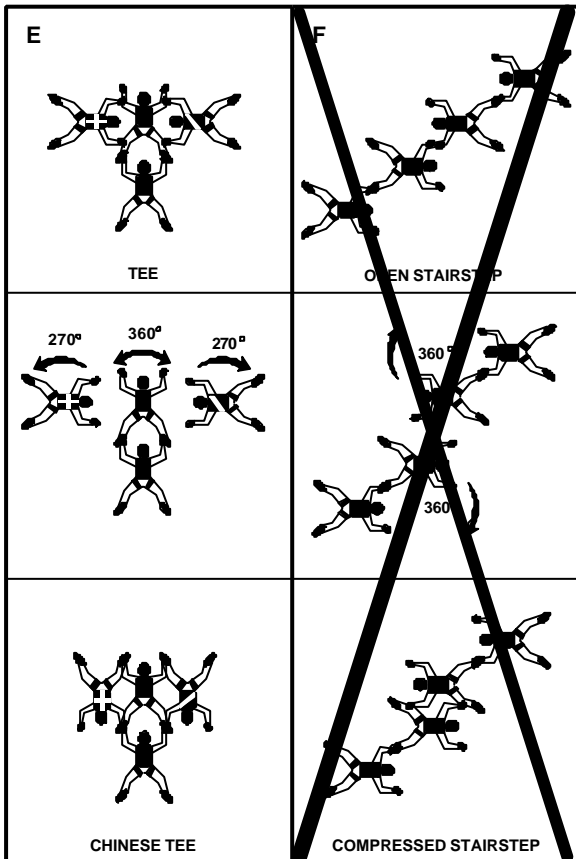
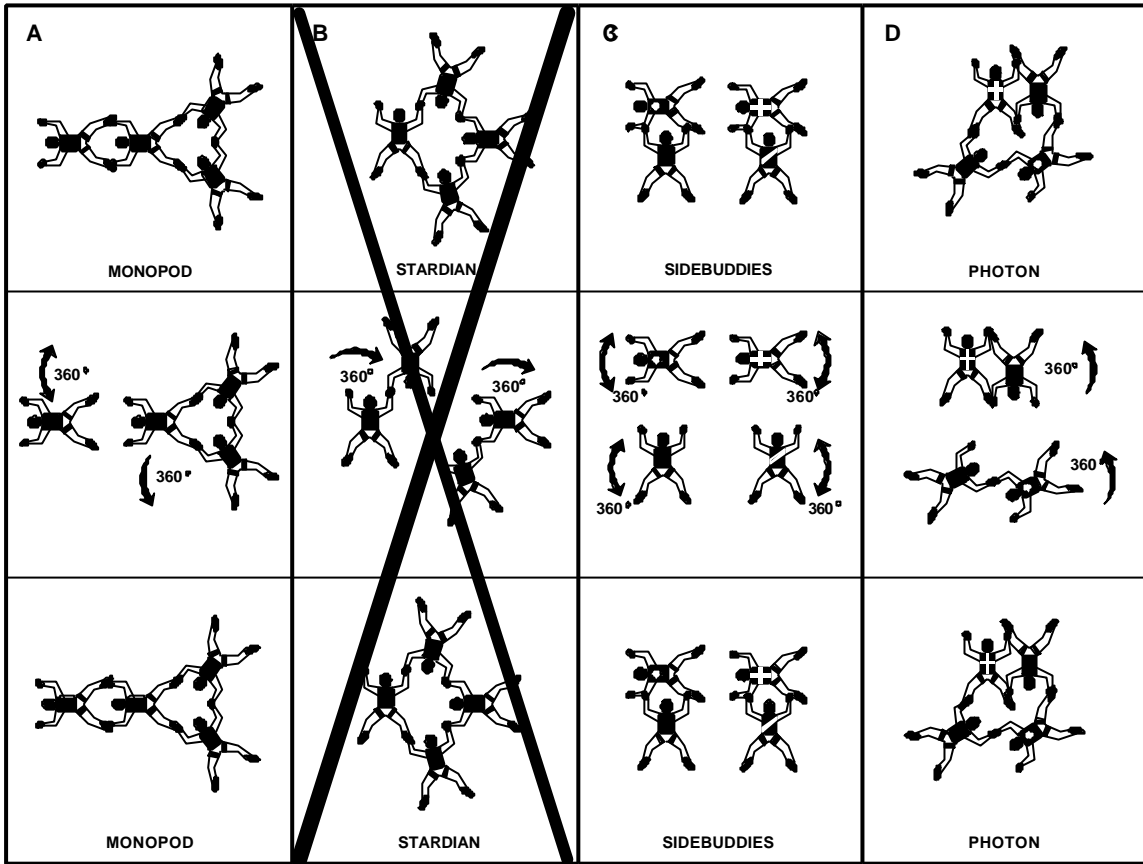
### 11.2.1. Random Formations



1  UNIFOLD	2  CANADIAN TEE	3  5' ARMED DIAMOND	4  OVAL
5  CATACOMB	6  BIPOLE	7  GRANK	8  BUNDY
9  FINN AX	10  POINT	11  CATFISH	12  MURPHY FLAKE



# CISM Dive Pool – Blocks 2001

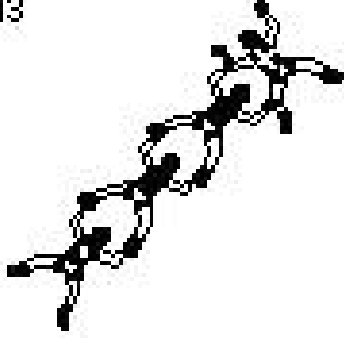


NEW 2003

**BLOCK B "Hammer-Hammer"**  
(Block n°13 FAI)

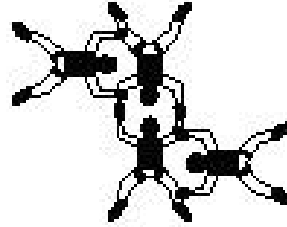
**BLOCK F "Zig Zag- Marquis"**  
(Block n°21 FAI)

13

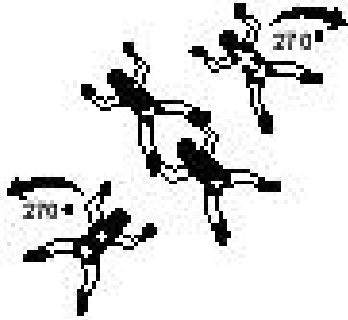


HAMMER

21



ZIG ZAG

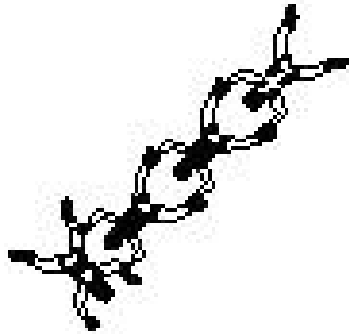


(INTER)



360°

(INTER)



HAMMER

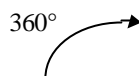


MARQUIS

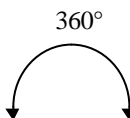


### 11.2.3. Definitions of Symbols

Indicates direction of turn by the sub-group :



Indicates turn by the sub-group in either direction :



Indicates clarification of intent :





#### **11.2.4. Formation Skydive score sheet**

(See next page)



# CISM- International Military Sports Council

# Formation Skydive Scoresheet

Round: .....

Team# :.....

Judge:.....

Remarks:.....

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	

## Collation Scoresheet

Team#:.....

Team:.....

Score

Round:.....

Remarks:.....





### **11.3. Forms**

- INFORMAL AGREEMENT – 11.3.1
- FINAL ENTRY – 11.3.2
- COMPOSITION OF THE MISSION – 11.3.3
- COMMITMENT OF THE CHIEF OF MISSION – 11.3.4

in the following pages



### 11.3.1. Informal agreement

---

.....Parachuting Military World Championship

#### INFORMAL AGREEMENT

This form is to be returned before : .....

to the address given by the organising country : .....

with copy to : - President of Technical Committee for Parachuting and :

- C.I.S.M.

26 rue Jacques Jordaens

B - 1000 BRUXELLES - BELGIQUE

Nation : .....

Participation (yes or no) : .....

Total number of participants : .....

Number of athletes(men) : ..... Number of athletes(women) : .....

Date : .....

Signature : .....





### 11.3.2. Final entry

---

..... Parachuting Military World Championship

#### FINAL ENTRY

This form is to be returned before : .....

to the address given by the organising country : .....

.....

with copy to : - President of Technical Committee for Parachuting and :

- CISM

26, rue Jacques Jordaens

B-1000 BRUXELLES - BELGIQUE

Nation.....

Date of arrival.....

Time of arrival.....

Means of transport .....

Place of arrival.....

Date of departure.....

Date .....

Signature.....



### 11.3.3. Composition of the Mission

---

..... Parachuting Military World Championship

#### COMPOSITION OF THE MISSION

Nation : .....

Position	First Name	Name	Rank
----------	------------	------	------

Chief of mission .....

Team Leader : .....

FAI/CISM Judge : .....

Video cameraman : .....

#### Male team

Competitors : 1/ : .....

2/ : .....

3/ : .....

4/ : .....

5/ : .....

#### Female team

Competitors : 1/ : .....

2/ : .....

3/ : .....

4/ : .....

5/ : .....



### 11.3.4. Commitment by the Chief of Mission

---

The undersigned Chief of Mission of : .....

- declares having read and understood the CISM regulations vol.2, Policy Manual and specially the Chapter III "SPORT" :  
art 3.19. : Participation - Military Status;  
art 3.20. : Composition of a mission;  
art 3.25. : Travelling;  
art 3.28. : Chief of Mission.
- declares having read and understood the anti-doping regulations of CISM., vol.2, Policy Manual, Chapter IV.
- declares having read and understood the CISM regulations vol.3, Procedures and specially the Chapter III "SPORT EVENTS" :  
art 3.3. : Reply to invitation;  
art 3.4. : Arrival - Expected Mission;  
art 3.7. : Departure;  
art 3.15. : Referee / Judges;  
art 3.17. : Rules of stay;  
art 3.18. : Financial conditions.

#### STATEMENT

"I herewith declare to do my utmost to guide the mission I am responsible for in the spirit of mutual understanding and friendship through sport and to fully respect the official CISM rules. I also declare to promote and enforce the CISM spirit, a spirit which is represented by friendly attitude towards the other missions, courtesy towards the organisers and, last but not least, fair-play in the competition.

Date : .....

Name and rank of the Chief of Mission

Signature : .....



**11.4. T.C. MEMBERS**

The list of TC members, including duties, addresses and phone numbers, is published regularly by the TC.

Ask for copies at TC Secretariat (see address below).

**11.5. C.I.S.M. PARACHUTING RECORDS**

The list of the CISM Parachuting records is published regularly by the TC.

Ask for copies at TC Secretariat (see address below)

**11.6. RESULTS OF C.I.S.M. CHAMPIONSHIPS**

The list of the official results of the past Parachuting Military World Championships is published regularly by C.I.S.M.

Ask for copies at TC Secretariat :

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