

10

USPA National **Canopy Formation** Championships Competition Rules



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1. General

- During descent under canopies, canopy formation teams perform a canopy formation or a sequence of canopy formations drawn from the dive pool as shown in this section.

2. Event Description And Performance Requirements

2.1. 4-way Rotation

- 2.1.1 Each round consists of successive 4-way stack-plane formations being made by rotation.
 - 2.1.1.1 Rotations must be made by the top competitor in the complete formation dropping grips, flying to the bottom of the formation, and again completing a four-canopy formation.
 - 2.1.1.2 The intermediate formation is the remaining, correctly completed 3-way stack-plane formation.

2.2. 4-Way Sequential

- 2.2.1 Each round consists of a sequence of four or five scoring formations (whichever is first) drawn from the current dive pool.

2.3. 2-way Sequential Open and Pro/Am

- 2.3.1 Each round consists of five formations from two sets of the six formations as shown in the dive pool.

3. Team Composition

3.1. 4-way

- 3.1.1 Each team may consist of up to six members, including the team videographer, but only five may compete on a jump; the team is eliminated from competition if for any reason it is cut to three or fewer members and a videographer.

3.2. 2-way

- 3.2.1 Each team may consist of up to four members, including the team videographer, but only three may compete on a jump; the team is eliminated from competition if for any reason it is cut to two or fewer members, including the videographer.
- 3.2.2 Only one flying competitor of a Pro/Am class team may have won a medal in CF at the nationals of any country. This rule does not apply to the videographer.
- 3.2.3 A competitor or videographer is allowed to compete on only one team in each of the events.

4. Competition Draw

4.1. General

- 4.1.1 The Chief Judge will supervise the draw of the formations.
- 4.1.2 Teams will be given no less than two hours between the draw and the start of the competition.

4.2. Event Specific Draws

- 4.2.1 4-Way Sequential
 - 4.2.1.1 Each block sequence or random from the dive pool will be drawn only once for each competition.
 - 4.2.1.2 Should the pool have insufficient lots to complete the draw, the drawn lots must be returned to the pool to enable the draw for the remaining rounds.
 - 4.2.1.3 All rounds shall consist of four or five scoring formations, whichever number is reached first.
- 4.2.2 2-Way Sequential (Open)
 - 4.2.2.1 Each round consists of five formations from two sets of the six formations as shown in the dive pool.
 - 4.2.2.2 After each sequence is drawn, the five formations shall be returned to the dive pool so that they may be drawn again.
- 4.2.3 2-Way Sequential (Pro/Am)
 - 4.2.3.1 Each round consists of five formations from two sets of the six formations as shown in the dive pool.
 - 4.2.3.2 After each sequence is drawn, the five formations shall be returned to the dive pool so that they may be drawn again.
- 4.2.4 When available, an electronically generated draw may be used.

4.3. Order of Jumping

- 4.3.1 Teams are manifested and sent to the aircraft in the order drawn, but the exit order will be determined by meet management based on flight profile of the canopies or other pertinent conditions.

5. Exit Altitude And Working Time

5.1. 4-Way Rotation

5.1.1 Each jump is made from 9,000 feet.

5.2. 4-Way Sequential

5.2.1 Each jump is made from 10,000 feet.

5.3. 2-Way Sequential

5.3.1 Each jump is made from 8,000 feet.

5.4. Higher descent rates

5.4.1 Any team whose descent rate puts them below 3,000 feet before working time expires must report this to the Meet Director before the start of that event.

5.4.1.1 Appropriate changes in exit altitude will be made at the Meet Director's discretion.

5.4.1.2 Any additional cost will be borne by the team.

5.5. Exit Procedures

5.5.1 There is no limitation on the exit other than those imposed by the chief pilot for safety reasons.

5.5.2 The pilot chute must not be withdrawn from the equipment until the competitor is clear of the aircraft.

5.5.3 The pilot must maintain the altitude and direction until well clear of the jumpers.

5.5.4 The chronometer will be operated by the Judges or by a person(s) appointed by the Chief Judge, and will be started as determined in 5.6.1. If Judges cannot determine the exit time, the following procedure will be followed. Exit time will start as the videographer separates from the aircraft and a penalty equal to 20% (rounded down) of the score for that jump will be deducted from the score for that jump.

5.5.5 Teams will be responsible for their own exit once the aircraft is on jump run.

5.6. Working Time

5.6.1 For all events, the working time begins at the moment of the first complete separation of a grip from the first scoring formation, whether correct or not, or 60 seconds after the exit of the first team member (including the team's videographer), whichever is first. If the judges cannot determine the working time from the video footage submitted, the following procedure will be followed. The Event Judge will determine the closest approximation to the working time and begin the chronometer and a penalty equal to 20% (rounded down) of the score for that jump will be deducted from the score for that round.

5.6.2 4-Way Sequential

5.6.2.1 Each sequence should be repeated until the working time of 120 seconds has expired.

5.6.3 2-Way Sequential

5.6.3.1 Each sequence should be repeated until the working time of 60 seconds has expired.

5.6.4 4-way Rotation

5.6.4.1 Rotations should be repeated until the working time of 90 seconds has expired.

5.7. Break-off Procedures

5.7.1 All forms of canopy-formation activity must cease by 2,500 feet with all jumpers separated from one another (unless an emergency situation has occurred).

5.7.2 The Meet Director has the authority to disqualify for that round any team in breach of this rule.

5.8. Number of Rounds

5.8.1 The minimum number of rounds to constitute a meet in each event is one, and the maximum (scheduled) number is eight.

6. Definitions

6.1. General

6.1.1 Formation: two or more jumpers and canopies linked by grips, correct or not.

6.1.2 Grip:

6.1.2.1 a hand hold or foot hook on the "A" lines or front riser

- 6.1.2.2 Contact with the “A” line from behind with the front of the lower leg or ankle, defined as between the arch of the foot and below the knee. (The arch of the foot needs to be clearly identifiable on the video footage submitted, for example: by tape in a contrasting color to that of the shoe)



- 6.1.3 Sequence: a series of blocks and random formations that are designated by the draw.
- 6.1.4 Omission: A formation or inter missing from the drawn sequence or no clear intent to build the correct formation or inter is seen, and another formation or inter is presented, and there is an advantage to the team resulting from the substitution.
- 6.1.5 NV: Formations, inters, or total separations not visible on screen due to meteorological conditions (like rain, clouds, sun, etc.) or factors relating to the videographer’s video equipment that cannot be controlled.
- 6.1.6 Total Separation: When all competitors show at one point in time they have released all their grips and no part of their arms or feet have contact with another canopy.
- 6.1.7 Inter: An intermediate requirement within a block sequence which must be performed as depicted in the dive pools.
- 6.1.8 Scoring Formation: a formation which is correctly completed and clearly presented either as a random formation or within a block sequence 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 or inter, as appropriate.
- 6.1.9 Infringement
- 6.1.9.1 Is one 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.
 - A formation, inter, or total separation not clearly presented.
- 6.1.9.2 If an infringement in the scoring formation of a block sequence is carried into the inter, this will be considered as one infringement only, provided that the intent of the inter requirements for the next formation is clearly presented and no other infringement occurs in the inter.

6.2. Configurations

- 6.2.1 The requirements for the configurations in this subsection only apply to complete formations.
- 6.2.2 Stack: The shoulders of the upper jumper must be above the upper surface of the lower canopy and/or the hip of the upper jumper must be above the lower surface of the lower canopy. The grip must be on an “A” line attached to the center cell.
- 6.2.3 Plane: The head of the upper jumper must be below the lower surface of the lower canopy. A grip must be on the front risers or an “A” line attached to the center cell.
- 6.2.4 Stairstep
- 6.2.4.1 The shoulder of the upper jumper must be above the upper surface of the lower canopy and/or the hip of the upper jumper must be above the lower surface of the lower canopy.
- 6.2.4.2 The grip must be on (or at a minimum, include) the outside “A” line of the end cell; it must be taken with the inside foot; it may include an additional handhold, if desired.
- 6.2.5 Plane/stack: A correct grip must be maintained on any position on the riser or line attached to the center cell between these configurations.

7. Scoring

7.1. General

- 7.1.1 Practice during competition
 - 7.1.1.1 During competition, practice of formations or maneuvers other than those specified for that jump shall result in disqualification from the competition.
- 7.1.2 Canopy Formation cannot be practiced or scored using any reserve (auxiliary) parachute; to do so will result in disqualification for the remainder of the meet.
- 7.1.3 Showing performance
 - 7.1.3.1 To be scored, all formations and inter requirements must be completed and recorded in such a manner that the judges may determine that the required performance has been achieved.
 - 7.1.3.2 The team is responsible for providing video evidence for judging purposes.
- 7.1.4 Disqualification
 - 7.1.4.1 If a competitor or team is disqualified for a jump, they will receive zero points for that jump.

7.2. 4-Way Rotation

- 7.2.1 Teams will be scored from the first formation, whether correct or not.
- 7.2.2 Teams will be awarded one point for the first correctly completed formation and then every correctly completed 4-way plane/stack formation within the working time, according to the performance requirement.
- 7.2.3 Team members rotating from the top of the plane/stack formation before the bottom team member has taken a grip will not receive credit for that formation. The following formation (the rebuild) shall be scored as zero points, except for the formation following the first formation after the start of working time.

7.3. 4-Way Sequential

- 7.3.1 Teams will be awarded one point for each correctly completed formation which, apart from the first formation, is preceded by total separation within the working time.
- 7.3.2 Teams are not awarded points for incorrect formations, nor will there be any penalty.
- 7.3.3 Omission
 - 7.3.3.1 For each omission of a formation in a round, the team will not score the point for the omitted formation, and an additional one point per omission will be deducted from that round as a penalty; if both the inter and the second formation in a block sequence are omitted, this will be considered as only one omission.
 - 7.3.3.2 Scoring will be unaffected if the team goes back to correctly complete the omitted formation, incorrect formation, or formation prior to the incorrect inter requirement.
 - 7.3.3.3 An attempt to complete a formation, although incorrect or incomplete, demonstrated by at least three canopies connected with grips or the two 2-way formations in an inter clearly attempting to build the formation required by the draw sequence, will be judged as an incorrect formation, not as an omission.
- 7.3.4 If the formation breaks up during the building sequence, the team may rebuild in any order.
- 7.3.5 Each formation and inter requirement must be performed in accordance with the drawn sequence.
 - 7.3.5.1 Where there is no inter requirement between formations, there must be a release of all grips between all canopies at one point in time.
 - 7.3.5.2 Mirror images are acceptable for complete blocks and random formations.
 - 7.3.5.3 Formations need not be symmetrical.
 - 7.3.5.4 At the end of a sequence there must be release of all grips before restarting the sequence as drawn.

7.4. 2-Way Sequential

- 7.4.1 Teams will be awarded one point for each correctly completed formation which, apart from the first formation, is preceded by total separation within the working time.
- 7.4.2 Teams will not be awarded points for incomplete formations, nor will there be any penalty.
- 7.4.3 Omission
 - 7.4.3.1 For each omission of a formation in a round, the team will not score the point for the omitted formation, and an additional two points per omission will be deducted from that round as a penalty; if both the inter and the second formation in a block sequence are omitted, this will be considered as only one omission.

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7.4.3.2 Scoring will be unaffected if the team goes back to correctly complete the omitted formation or incorrect formation.

7.4.4 Each formation must be performed in accordance with the illustrations in the drawn sequence.

7.4.4.1 Jumper position for each random is set by the draw, i.e. the dark canopy position on the first formation built within a round must remain in the dark canopy position on all subsequent formations of that round.

7.4.4.2 There must be release of all grips between each formation.

7.4.4.3 No mirror formations are allowed.

7.4.4.4 All formations shall be performed as shown in the dive pool, as seen from behind.

7.5. Rejumps

7.5.1 In the case of an NV:

7.5.1.1 The Video Review Panel will assess the conditions and circumstances surrounding that occurrence and may award a rejump.

7.5.1.2 Should the Video Review Panel determine that there has been an intentional abuse of the rules by the team, or by the videographer on behalf of the team, no rejump will be granted and they will receive zero points or maximum penalty for that jump.

7.5.1.3 Problems with a team's equipment are not grounds for a rejump, except as determined in an NV situation and in §7.5.1.4.

- In the event of an equipment malfunction, or for any other safety reason, only one rejump may be granted per team, per competition event. This rejump will not be granted if the team builds a complete formation (correct or not) at any time during the jump.
- All evidence of the malfunction or intention to abort the jump before the first complete formation for safety reasons must be provided by the team. This evidence must include a written statement from the team. The meet director in conjunction with the Chief Judge will assess the conditions and circumstances surrounding the occurrence. A rejump will be granted unless it is determined that there was an intentional abuse of the rules by the team; in which case, no rejump will be granted and the team's score for that jump will be zero.

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

7.6. Judging

7.6.1 Judges will use air-to-air video evidence as described in this section, normally using an electronic scoring system to record their evaluation of the performance.

7.6.2 The judges will watch the video evidence of each jump once at normal speed to determine points in time. A second timing will be allowed if the last point in time is in question. At the end of working time, freeze frame will be applied on each full viewing. At the discretion of the Chief Judge, judges may be allowed partial playback, slow motion, and multiple views to increase the quality and speed of judging.

7.6.2.1 If, after the viewings are completed, and within fifteen seconds of the knowledge of the result, the Chief Judge, Event Judge or any Judge on the panel considers that an absolutely incorrect assessment has occurred, the Chief Judge or Event Judge will direct that only that part(s) of the jump in question be reviewed at reduced speed in accordance with 7.6.2. If the review results in a unanimous decision by a 3-judge panel, or a minimum four to one decision by a 5-judge panel on the part(s) of the performance in question, the score for the jump will be adjusted accordingly. Only one review is permitted for each jump.

7.6.2.2 If using scoresheets, Judges should record the following for each team: team number, round number, and score. All the score sheets must be collected immediately after the judges have scored the jump for checking by the Event Judge and Chief Judge.

7.6.2.3 Each judge must have a digital stopwatch accurate to one one-hundredth (.01) of a second.

7.6.2.4 The following symbols will be used to mark the score sheets:

-	correct scoring formation
O	infringement
X	omission
NV	formations, inters or total separations not visible on screen due to meteorological conditions, or uncontrollable factors affecting freefall video equipment (example: lens fogging)
//	end of working time

7.6.2.5 The results of the evaluation will be checked by at least one judge.

7.7. Aircraft

- 7.7.1 A variety or combination of aircraft may be used (determined by meet management) and must be announced in advance of the National Championships.

7.8. Weather

- 7.8.1 Maximum allowable wind speed is nine (9) meters per second.
- 7.8.2 When air turbulence is apparent or clouds at lower altitudes affect visibility, the Meet Director may decide to raise the exit altitude to no higher than 10,000 feet. The Meet Director must inform all competitors. This decision is not open to protest.
- 7.8.3 Teams may refuse to jump in rain or turbulent conditions. Whenever possible, evidence must be provided.
- 7.8.4 The Meet Director and Chief Judge, by unanimous decision, may decide to continue the event.
- 7.8.5 If a team aborts a jump a second time for the same reason, that team will not jump that round and is awarded the maximum or minimum score, whichever is worse.
- 7.8.6 Rain during a jump is not grounds for protest.

8. Classification Of Final Results

8.1. 4-Way Events

- 8.1.1 The result for each team is the total points obtained by the team during all completed competition rounds.
- 8.1.2 The winner is the team with the highest total score.

8.2. 2-Way Event

- 8.2.1 The result for each team is the total points obtained by the team during all completed competition rounds.
- 8.2.2 The winner is the team with the highest total points.

8.3. Tie-breaking Method

- 8.3.1 Where two or more teams have equal scores, the following order of procedures will be applied to determine the final placings:
 - 8.3.1.1 one tie break round, if possible (for the first three placings only). The tie break round will be the next drawn round of the competition,
 - 8.3.1.2 the highest score in any completed round,
 - 8.3.1.3 the highest score starting with the last completed round and continuing in reverse order, round by round until the tie is broken,
 - 8.3.1.4 the fastest time (measured to hundredths of a second) to the last formation scored without infringement by both teams in the last completed round. Starting time must be that used for original evaluation of the jump.
- 8.3.2 Tied teams placed lower than third remain tied.

8.4. Combined Canopy Formation

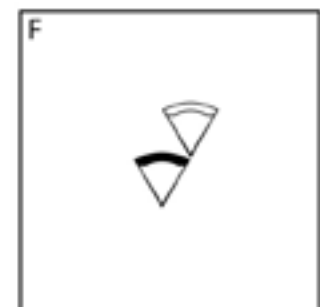
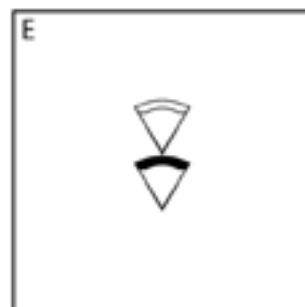
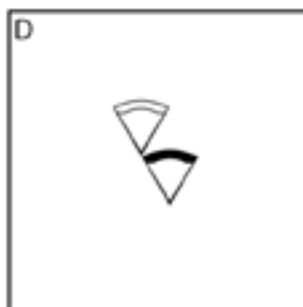
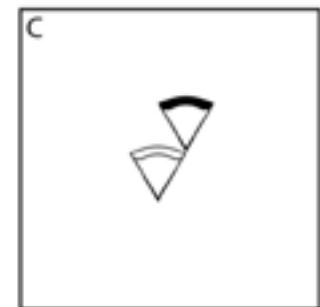
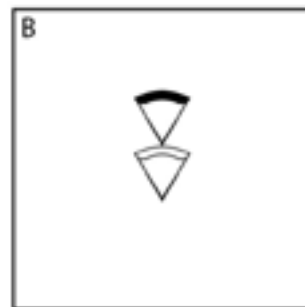
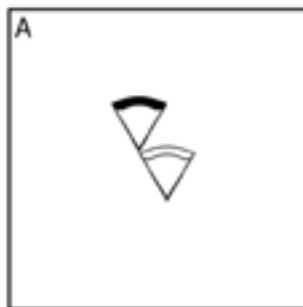
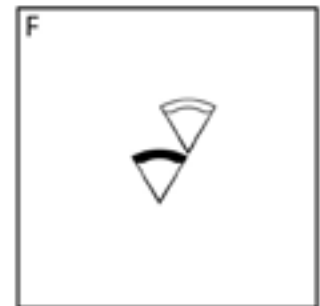
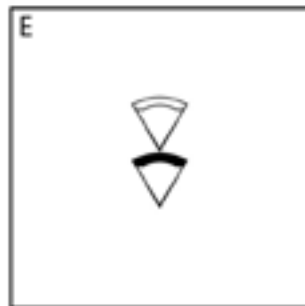
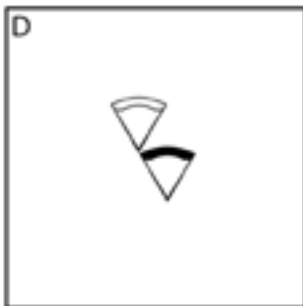
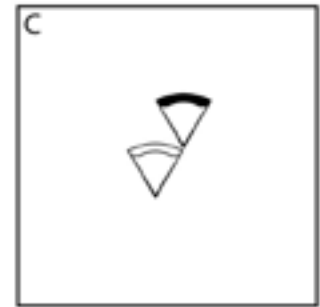
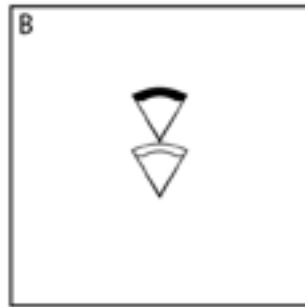
- 8.4.1 For each individual competing in all three Open Class events—
 - 8.4.1.1 Points are awarded according to the individual's team placement in each event.
 - 8.4.1.2 The individuals with the lowest score are the winners.

8.5. National Championships Title Classifications

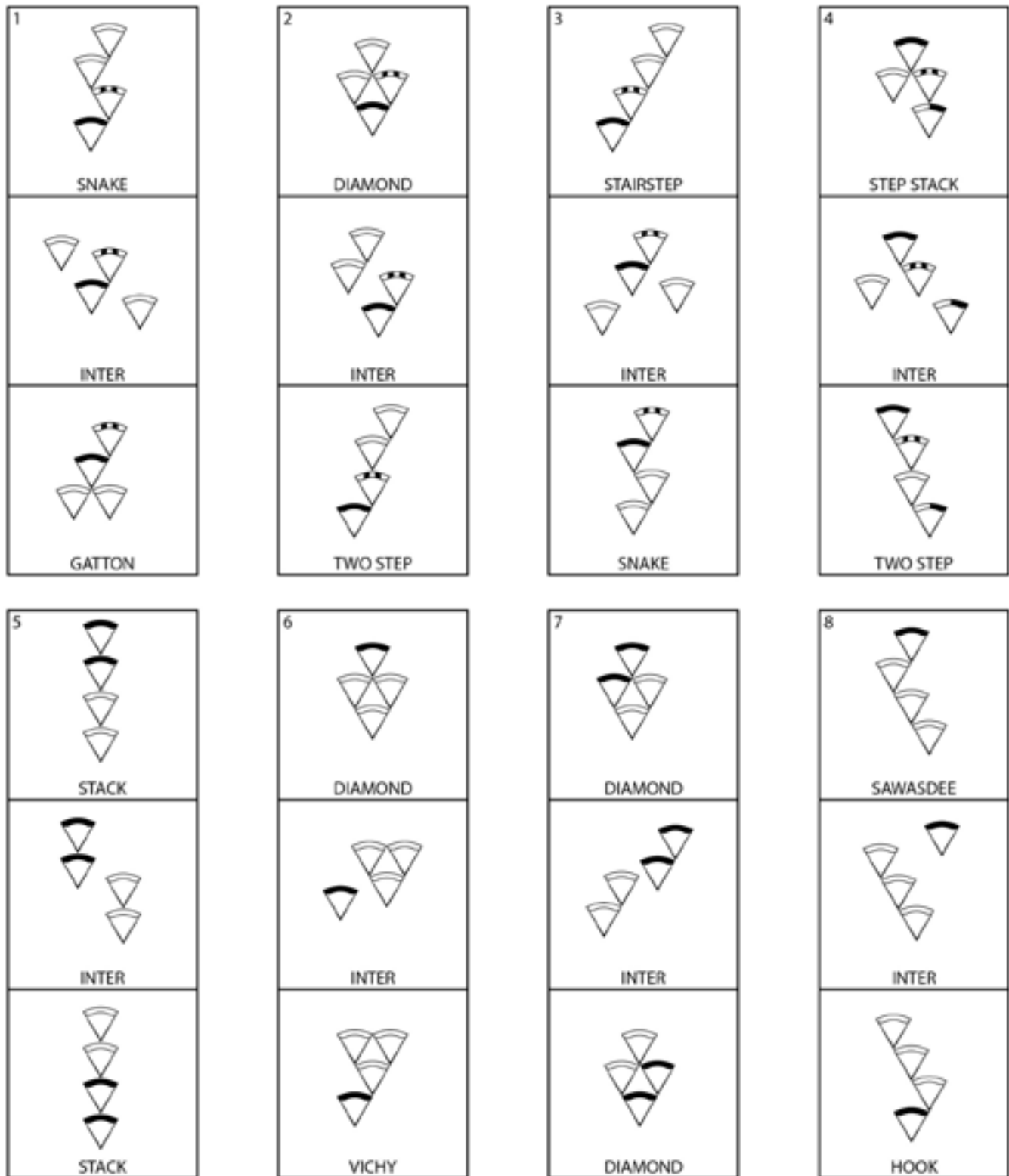
- 8.5.1 National 4-Way Rotation Champions—1st, 2nd, 3rd
- 8.5.2 National 4-Way Sequential Champions—1st, 2nd, 3rd
- 8.5.3 National 2-Way Sequential Open Champions—1st, 2nd, 3rd
- 8.5.4 National 2-Way Sequential Pro/Am Champions—1st, 2nd, 3rd
- 8.5.5 National Champions of Combined Canopy Formation

Appendix A: Canopy Formation Dive Pool

2-Way Random Formations



4-Way Block Sequences



4-Way Block Sequences (continued)

9

STEP STACK

INTER

SNACK

10

STEP STACK

INTER

STAIRSTEP

11

SNAKE

INTER

STAIR STACK

12

STAIRSTEP

INTER

DIAMOND

13

DIAMOND

INTER

GATTON

14

GATTON

INTER

DIAMOND

4-Way Random Formations

