



USPA National Collegiate Skydiving Championships Competition Rules



Table of Contents

1. Purpose And Objectives	1	9.3. Number of Rounds.....	8
2. Qualification Requirements	1	9.4. Draw	8
2.1. General Requirements.....	1	9.5. Working Time.....	8
2.2. Enrollment	1	9.6. Exits	8
2.3. Ineligible to Compete.....	1	9.7. Scoring.....	8
2.4. Classes of Competition.....	1	10. Technical Conditions	9
2.5. Competition Dates.....	1	10.1. General.....	9
2.6. Judge Requirements	1	10.2. Aircraft	9
3. Duties And Conduct Of Participants	2	10.3. Weather.....	9
4. Rules Specific To Sport Accuracy	2	11. Protests	9
4.1. Event Description - Sport Accuracy	2	11.1. General.....	9
4.2. Event Description - Team Sport Accuracy	2	12. Classification Of Final Results	9
4.3. Exit Altitude.....	2	12.1. General.....	9
4.4. Opening Altitude	2	12.2. Recognition of Winners.....	9
4.5. Number of Rounds	2	12.3. Most Competitive Collegiate Skydiver	9
4.6. General.....	2	Appendix A: Definition Of Symbols	11
4.7. Exit Procedures.....	2	Appendix B: 2-Way Block Sequence	12
4.8. Scoring.....	2	Appendix C: 2-Way Random Formations	14
4.9. Judging and Recording Sport Accuracy.....	3	Appendix D: 6-Way Speed Formations	15
4.10. Judging and Recording Team Sport Accuracy	3	Appendix E: VFS 2-Way Formations	16
4.11. Technical Equipment.....	3	Appendix F: VFS 2-Way Random Formations	17
4.12. Equipment and Clothing.....	3		
4.13. Rejumps.....	3		
4.14. Safety	4		
5. Common Rules For Formation Skydiving	4		
5.1. Competition Draw	4		
5.2. Videographer.....	4		
5.3. Exit Altitude Changes.....	4		
5.4. Opening Altitude	4		
5.5. Rejumps.....	4		
5.6. Scoring.....	5		
5.7. Definitions	5		
5.8. Judging and Recording	6		
6. Rules Specific To 2-Way Formation Skydiving	6		
6.1. Event Description - 2-Way Formation Skydiving.....	6		
6.2. Exit Altitude.....	6		
6.3. Number of Rounds.....	7		
6.4. Draw	7		
6.5. Working Time.....	7		
7. Rules Specific To 4-Way Formation Skydiving	7		
7.1. Event Description - 4-Way Formation Skydiving.....	7		
7.2. Exit Altitude	7		
7.3. Number of Rounds.....	7		
7.4. Draw	7		
7.5. Working Time	7		
8. Rules Specific To 2-Way Vertical Formation Skydiving	7		
8.1. Event Description - 2-way Vertical Formation Skydiving	7		
8.2. Exit Altitude.....	7		
8.3. Number of Rounds.....	7		
8.4. Draw	7		
8.5. Working Time.....	8		
9. Rules Specific To 6-Way Formation Skydiving	8		
9.1. Event Description - 6-Way Speed	8		
9.2. Exit Altitude.....	8		

1. Purpose And Objectives

- To establish and conduct an annual National Collegiate Skydiving Championships.
- To recognize and honor National Collegiate Parachuting Champions of Formation Skydiving and Sport Accuracy.
- To promote learning, safety, competition, sportsmanship, and camaraderie among college skydivers.
- The National Collegiate Skydiving Championships will be run in accordance with Chapter 7; if not covered in Chapter 7, refer to Chapters 1, 8 or 9, as applicable.
- Lack of knowledge of any applicable subsection of the rules is not grounds for protest or appeal.

2. Qualification Requirements

2.1. General Requirements

- 2.1.1 To compete at the National Collegiate Skydiving Championships and be eligible for medals, each competitor must—
- 2.1.1.1 Be a current USPA member.
 - 2.1.1.2 Be at least 18 years of age.
 - 2.1.1.3 Hold a valid USPA license (issued before registration, bearing a unique license number). The minimum license requirements are as follows:
 - Sport Accuracy, 2-way Vertical Formation Skydiving—A-license
 - 2-Way Formation Skydiving—A-license and no more than 125 freefall skydives by the close of registration
 - 4-Way Formation Skydiving, 6-Way Speed—B-license

2.2. Enrollment

- 2.2.1 Each entrant must furnish a statement from the registrar of his or her school that he or she is a full-time student (undergraduate or graduate) enrolled for 12 or more semester hours (or the equivalent) in the term immediately preceding the championships.
- 2.2.2 The school must be fully or provisionally accredited by a recognized regional accrediting agency and so listed in the Education Directory (Higher Education), published by the U.S. Government Printing Office.

2.3. Ineligible to Compete

- 2.3.1 To be declared ineligible to compete, a competitor must have achieved all three of the following:
- Reached his or her 25th birthday at the time of the meet.
 - Made his or her first jump more than five years prior to the competition.
 - Made more than 1,000 freefall skydives by the close of registration.

Note: Any competitor who intentionally violates the spirit of this rule may be barred from future National Collegiate competition.

2.4. Classes of Competition

- 2.4.1 Novice class is open to participants with no more than 125 freefall skydives by the close of registration.
- 2.4.2 Intermediate class is open to participants with 126 through 350 freefall skydives by the close of registration.
- 2.4.3 Masters class is open to participants with 351 or more freefall skydives by the close of registration.
- 2.4.4 Competitors may choose at the time of registration to compete in a higher class.
- 2.4.5 Competitors may enter the 6-way and either the 2-way formation skydiving, 2-way vertical formation skydiving, or 4-way formation skydiving event.

2.5. Competition Dates

- 2.5.1 Unless otherwise approved by the USPA Board of Directors, all USPA National Collegiate Skydiving Championships will be scheduled as follows:
- 28 December – Official Practice Day & Competition Registration
 - 29 December – 02 January – Competition Days
 - 02 January – Closing Ceremonies

2.6. Judge Requirements

- 2.6.1 The Chief Judge selected for the USPA National Collegiate Skydiving Championships must be Nationally-rated in Formation Skydiving plus either Accuracy Landing or Canopy Piloting.

Chapter 7: USPA National Collegiate Skydiving Championships Competition Rules

2.6.1.1 The panel of judges must all have a National rating in Formation Skydiving.

2.6.2 The Chief Judge shall brief the panel on the Sport Accuracy rules and judging procedures prior to the start of competition.

3. Duties And Conduct Of Participants

3.6.1 By formally registering in the meet, each competitor agrees to accept all rules published in this document and only personnel meeting and abiding by the requirements outlined herein may compete.

3.6.2 Participants must be acquainted with and comply with these rules throughout the competition.

3.6.3 Participants must abide by the basic rules of good behavior and sportsmanlike conduct, including appropriate attire while jumping, follow the schedule fixed by the meet officials, attend scheduled activities on time with the proper equipment, and respect the established order of jumping.

4. Rules Specific To Sport Accuracy

4.1. Event Description - Sport Accuracy

4.1.1 Each round consists of individual competitors flying their canopies to a target center and performing a stand-up landing.

4.1.2 Individual competitors are not required to compete in Team Sport Accuracy.

4.1.3 The classes in this event are Novice, Intermediate and Masters.

4.2. Event Description - Team Sport Accuracy

4.2.1 Each round consists of a team of four competitors flying their canopies to a target center and performing a stand-up landing.

4.2.2 The team may consist of any four individuals regardless of class.

4.2.3 The team should jump together on the same pass but allowances may be made at the discretion of the meet director.

4.3. Exit Altitude

4.3.1 Sport Accuracy: Each jump is made from 4,500 feet with a five-second maximum delay and up to four competitors per pass. In the event of clouds, this could be reduced to 3,500 feet and two competitors per pass.

4.4. Opening Altitude

4.4.1 On all jumps, the parachute must be opened by manual activation of the opening system. Pilot chutes must appear no lower than the attitudes required in the USPA Skydiver's Information Manual.

4.4.1.1 The Meet Director may ground or expel (without refund of fees) an individual or entire team from one or all events for violating these safety rules.

4.5. Number of Rounds

4.5.1 The minimum requirements for a valid event in each class will be one jump per contestant or team registered in that class.

4.5.2 The maximum scheduled number of rounds for Sport Accuracy is four (4).

4.5.3 The maximum scheduled number of rounds for Team Sport Accuracy is three (3).

4.5.4 The scores of all completed rounds are computed to determine the final standings.

4.6. General

4.6.1 Maximum total score is 45 meters.

4.6.2 The target dead center is 0.4 meters (16 inches) in diameter.

4.6.3 The individuals with lowest total accumulated scores will be the winners.

4.7. Exit Procedures

4.7.1 Each competitor or team is personally responsible for selecting a proper exit point.

4.8. Scoring

4.8.1 Competitors will be judged on the following three tasks:

4.8.1.1 Accuracy: The distance between their first point of contact and the target center will be measured with a possible score of zero meters (dead center) to 15 meters maximum.

4.8.1.2 Stand-up landing: Failure to perform a stand-up landing will add a 15-meter penalty to the competitor's score.

4.8.1.3 Landing control: The competitor will receive a 15-meter penalty if:

- the first point of contact is not within the 30.4-meter-diameter circle, or;

- the competitor fails to contain the landing within the 30.4-meter-diameter circle.

4.9. Judging and Recording Sport Accuracy

- 4.9.1 Landings are judged by at least three principal judges; in addition, there will be one observer person and one wind person.
- 4.9.2 The only persons allowed within the 30.4-meter circle during jumping are members of the panel of judges and necessary members of the organizing staff.
- 4.9.3 The dead-center target must be repositioned immediately after the landing of any competitor who moves or covers its location, except during team jumps when there is insufficient time between the landings of team members.
- 4.9.4 After a landing, competitors must leave the target area immediately.
- 4.9.5 An official appointed by the Meet Director and approved by the Chief Judge will observe the wind speed and direction at the anemometer.
- 4.9.6 One or more observers should watch each jump made and observe the competitors on opening and during their descent.
- 4.9.6.1 The observer should check the time between opening and landing and any conditions that might constitute grounds for a rejump.
- 4.9.6.2 A written record should be made of the observations.
- 4.9.7 If any judge observes a change in winds aloft which prevent one or more competitors from making a reasonable accuracy approach on the target despite having exited at the correct point, that judge must immediately inform the Event Judge or the Chief Judge of the observation.
- 4.9.8 If there is a serious or sudden change in the meteorological conditions or in the winds aloft, the Chief Judge or the Event Judge, with the concurrence of the Meet Director, may decide to interrupt an event.
- 4.9.8.1 This decision is not grounds for a protest.
- 4.9.8.2 The interruption must be made in a way which clearly shows it to the jumpers concerned, who must be granted rejets, and also to the judges at the target.

4.10. Judging and Recording Team Sport Accuracy

- 4.10.1 Landings are judged as in Sport Accuracy
- 4.10.2 All four scores count
- 4.10.3 The sum of each individual score is the team score for the round.
- 4.10.3.1 Teams landing with fewer than four members will receive the max score for each missing member.

4.11. Technical Equipment

- 4.11.1 Windsock:
- 4.11.1.1 The windsock must be capable of responding to winds of at least two m/s and should have a minimum length of four meters and a minimum diameter at the inlet of 60 cm.
- The judges determine its location, which is at a fixed place approximately 50 meters from the target center.
 - Placement of the windsock is not subject to any protest.

4.12. Equipment and Clothing

- 4.12.1 Competitors will be assigned numbers before the competition, and the assigned number must be visible on the individual during the events.
- 4.12.1.1 A competitor who willfully fails to properly display the assigned number shall receive the maximum score for that jump.

4.13. Rejets

- 4.13.1 In Sport Accuracy, a rejump may be awarded if a competitor:
- 4.13.1.1 Experiences a malfunction:
- A sport accuracy competitor with a canopy malfunction that creates a control problem must make no attempt to land in the target area.
 - A judge must verify by equipment inspection or observation that the competitor had a malfunction.
 - A control problem is an adverse condition of the canopy making it virtually impossible to safely attempt a precision target approach, or an adverse steering configuration which prevents a competitor from demonstrating his or her skill.

Chapter 7: USPA National Collegiate Skydiving Championships Competition Rules

- If a judge's inspection reveals that the canopy's condition resulted from faulty equipment, unacceptable rigging or deployment technique, or from any situation illustrating improper judgment or lack of control by a competitor, no rejump will be awarded.
- 4.13.1.2 In the opinion of any judge is prevented by winds aloft from making a reasonable accuracy approach on the target, though having exited at the correct point
- 4.13.1.3 Is in the air during an official period of halted jumping due to exceeded wind speed or any other reason deemed appropriate by the Chief Judge or Meet Director.
- 4.13.1.4 Rejump resulting from a conflict
- A rejump may be awarded to any competitor for whom the Event Judge determines that a canopy conflict with another jumper hampered his or her approach.
 - If the conflict is with the competitor's own teammate, the team is not awarded a rejump, and the competitor's score for the landing after the canopy conflict counts toward the team score for that round.

4.14. Safety

- 4.14.1 The Chief Judge, Meet Director or USPA Controller may issue a yellow card for a safety violation. They will be issued in general for unsafe actions, lack of sufficient canopy control or erratic canopy handling.
- 4.14.2 A second yellow card is the equivalent of the issuance of a red card.
- 4.14.3 The Chief Judge, Meet Director or USPA Controller may issue a red card without a prior yellow card for any action that presents immediate danger and safety hazard to the competitor or others on the ground. Examples of this include low approaches over the crowd or flying the canopy in an uncontrolled manner into any person or objects in or outside of the course.
- 4.14.4 The issuance of a red card will result in the disqualification of the competitor from further participation in the Sport Accuracy event, including the deletion of any results achieved already during the competition. They will be marked as "disqualified" in the ranking list after all competitors with regular results.

5. Common Rules For Formation Skydiving

5.1. Competition Draw

- 5.1.1 The Chief Judge will supervise a public draw of the sequences for each event.
- 5.1.2 Teams will be given not less than two hours' knowledge of the results of the draw and the start of competition.
- 5.1.3 When available, an electronically generated draw may be used.

5.2. Videographer

- 5.2.1 Each team will be assigned a videographer from a pool of videographers provided by the Host and managed by the Video Controller.
- 5.2.2 The videographer is responsible for providing the evidence required to judge each round.
- 5.2.3 Teams are responsible for briefing the videographer on their exit count and for presenting each point to the video.

5.3. Exit Altitude Changes

- 5.3.1 In the case of weather precluding full altitude, exit altitude may be lowered to as little as 10,000 feet by the Meet Director, with the agreement of the USPA Controller and the Chief Judge. Working times will be adjusted accordingly.

5.4. Opening Altitude

- 5.4.1 On all jumps, the parachute must be opened by manual activation of the opening system. Pilot chutes must appear no lower than the attitudes required in the USPA Skydiver's Information Manual.
- 5.4.1.1 The Meet Director may ground or expel (without refund of fees) an individual or entire team from one or all events for violating these safety rules.

5.5. Rejumps

- 5.5.1 Rejumps will be awarded if the Chief Judge, Event Judge, and the Video Controller agree that the videographer interfered with the team's performance.
- 5.5.2 A rejump may be restricted.
- 5.5.2.1 2-way FS, 4-way FS, 2-way VFS:
- A restricted rejump shall have a score no greater than the maximum possible score of the original performance without penalties and may be offered in the event that the team's performance requirements are assessed by the majority of the panel of judges as unjudgeable due to video problems. This decision shall be at the sole discretion of the Chief Judge and shall not be grounds for protest.

Chapter 7: USPA National Collegiate Skydiving Championships Competition Rules

5.5.2.2 6-way FS

- A restricted rejump shall have a score no less than the maximum possible score of the original performance without penalties and may be offered in the event that the team's performance requirements are assessed by the majority of the panel of judges as unjudgeable due to video problems. This decision shall be at the sole discretion of the Chief Judge and shall not be grounds for protest.

5.5.3 No team will be allowed more than one rejump for any one round of 2-way FS, 4-way FS, and 2-way VFS.

5.5.4 No team will be allowed more than one rejump in 6-way FS.

5.6. Scoring

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

5.6.2 Three points will be deducted for each omission; if both the inter and the second formation in a block sequence are omitted, this will be considered as only one omission.

5.6.3 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.

5.6.4 The minimum score for any round is zero points.

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

5.6.6 Scoring formations need not be perfectly symmetrical, but they must be performed in a controlled manner.

5.6.7 Mirror images of random formations and whole block sequences are permitted.

5.7. Definitions

5.7.1 A scoring formation is a formation that 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.

5.7.2 A grip consists of a handhold on an arm, leg or foot of another jumper. As a minimum, a grip requires stationary contact of the hand on an arm or leg, as shown in the Definition of Symbols in this section.

5.7.3 A foot grip consists of a handhold on the foot; the grip must be on or below the anklebone, as shown in the Definition of Symbols in this section.

5.7.4 An inter is an intermediate requirement which must be performed as depicted in the block portions of the dive pools.

5.7.5 A subgroup consists of an individual or two or more jumpers linked by a grip or grips.

5.7.5.1 When shown, each subgroup must remain intact as a subgroup from the break of the previous scoring formation in the sequence until the correct completion of the next scoring formation in the sequence.

5.7.5.2 Where degrees are shown, (180°, 270°, 360°, 540°), this indicates the approximate degrees and direction of turn required to complete the inter as indicated. The degrees shown are approximately that amount of the circumference of the subgroup's center point to be presented to the center point(s) of the other subgroup(s). For judging purposes, the approximate degrees and direction of turn of subgroups' center points will be assessed using only the two-dimensional video evidence as presented. Degrees of turn performed must be in a single direction.

5.7.6 Contact is allowed between subgroups during the inter of a block sequence.

- Any assisting body contact on other jumpers or their equipment within a subgroup or a scoring formation is not permitted.
- Where subgroups are shown, they must remain intact as a subgroup with only the depicted grips on other jumpers in that subgroup.
- Handholds by the jumper on their own body within a subgroup or a scoring formation are permitted.
- If an inter requires an orientation change by a subgroup, no grip may be taken between that subgroup and any other subgroup during the orientation change.

5.7.7 A subgroup's centerpoint is one of the following:

- The defined grip or the geometric center of the defined grips within a subgroup within linked jumpers
- The geometric center of an individual's torso

5.7.8 An infringement is one of the following:

5.7.8.1 An incorrect or incomplete formation which, apart from the last point at freeze frame, is followed within working time by either—

Chapter 7: USPA National Collegiate Skydiving Championships Competition Rules

- A total separation or
- An inter, whether correct or not

5.7.8.2 A correctly completed formation preceded by an incorrect inter or incorrect total separation

5.7.8.3 A formation, inter, or total separation not clearly presented

5.7.9 Omission is one of the following:

5.7.9.1 A formation or inter is missing from the drawn sequence.

5.7.9.2 No clear intent to build the correct formation or inter is seen, but another formation or inter is presented, and there is an advantage to the team resulting from the substitution.

5.7.10 Separation

5.7.10.1 Total separation is when all competitors show at one point in time, they have released all their grips and no part of their arms are in contact with another body.

5.7.10.2 Total separation is required between whole blocks, between random formations, and between whole blocks and random formations.

5.8. Judging and Recording

5.8.1 Judges are stationed at video monitors to observe each team's performance.

5.8.2 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. If, during the judging cycle, the Chief Judge, Event Judge, or any judge on the panel considers that an absolutely incorrect assessment has occurred, that assessment will be brought to the attention of the Event Judge to ensure that it has been correctly scored by the majority of the panel judges.

5.8.3 The judges will use an electronic scoring system (if one is available) to record their evaluation of the performance. The judges may correct their evaluation record after the jump has been judged. Corrections to the evaluation record may only be made before the chief judge signs the score sheet. All individual judge's evaluations will be published.

5.8.4 The results of the evaluation will be checked by at least one judge, under the supervision of the Chief Judge.

5.8.5 Scoresheets

5.8.5.1 If electronic scoring is not available, the judges will operate their own stopwatches and use a scoresheet to record their evaluation, using the following symbols:

-	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

5.8.6 In this case, the scoresheets of all judges must be collected immediately after the judges have scored the jump for evaluation by the scoring section.

6. Rules Specific To 2-Way Formation Skydiving

6.1. Event Description - 2-Way Formation Skydiving

6.1.1 Each team member must be Novice.

6.1.1.1 To compete in the Advanced class, each team member may have no more than two (2) hours of wind tunnel flying time. Teams with members who have with more than two (2) hours of wind tunnel flying time must compete in the Open class.

6.1.2 A team consists of two members and is eliminated if, for any reason, either member is unable to compete.

6.2. Exit Altitude

6.2.1 Each jump is made from 11,500 feet.

6.3. Number of Rounds

- 6.3.1 The minimum requirements for a valid event in each class will be one jump per team registered in that class.
- 6.3.2 The scores of all completed rounds are computed to determine the final standings.
- 6.3.3 Schedule
 - 6.3.3.1 The maximum scheduled number of rounds is three (3).

6.4. Draw

- 6.4.1 Each round consists of a sequence of three or four (whichever is drawn first) scoring formations from the current Collegiate 2-way FS dive pool.

6.5. Working Time

- 6.5.1 Working time starts the moment of the first separation of a grip from the first drawn formation, or five seconds after any team member separates from the aircraft, whichever comes first; if the first separation is not on the video, the working time begins on the exit of the aircraft.
- 6.5.2 Each sequence should be repeated until the working time of 35 seconds has expired.

7. Rules Specific To 4-Way Formation Skydiving

7.1. Event Description - 4-Way Formation Skydiving

- 7.1.1 Team members may be of any experience level, as long as they meet the license requirements.
- 7.1.2 Each team consists of four members and is eliminated from competition if for any reason it is cut to three or fewer members.

7.2. Exit Altitude

- 7.2.1 Each jump is made from 12,000 feet.

7.3. Number of Rounds

- 7.3.1 The minimum requirements for a valid event in each class will be one jump per team registered in that class.
- 7.3.2 The maximum scheduled number of rounds is six (6).
- 7.3.3 The scores of all completed rounds are computed to determine the final standings.

7.4. Draw

- 7.4.1 Each round consists of a sequence of three or four (whichever is drawn first) scoring formations from the current USPA 4-way dive pool. Reference USPA SCM Chapter 9, appendices C and D for current dive pool.
 - 7.4.1.1 The draw will be performed from a dive pool consisting of only blocks 2, 4, 6, 7, 8, 9, 19, and 21, and all random formations.

7.5. Working Time

- 7.5.1 Working time starts the moment of the first separation of a grip from the first drawn formation, or five seconds after any team member separates from the aircraft, whichever comes first; if the first separation is not on the video, the working time begins on the exit of the aircraft.
- 7.5.2 Each sequence should be repeated until the working time of 35 seconds has expired.

8. Rules Specific To 2-Way Vertical Formation Skydiving

8.1. Event Description - 2-way Vertical Formation Skydiving

- 8.1.1 A team consist of two members and is eliminated if, for any reason, either member is unable to compete.

8.2. Exit Altitude

- 8.2.1 Each jump is made from 13,000 feet.

8.3. Number of Rounds

- 8.3.1 The minimum requirements for a valid event in each class will be one jump per team.
- 8.3.2 The maximum scheduled number of rounds is four (4).
- 8.3.3 The scores of all completed rounds are computed to determine the final standings.

8.4. Draw

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

Chapter 7: USPA National Collegiate Skydiving Championships Competition Rules

- 8.4.2 Representations of the regularly scheduled round numbers (i.e. 1...4) will be placed singularly in one container. The first number drawn will designate which round is belly/back. Blocks 5 and 6, and randoms G, H, J, K, L, M, N, O, P, Q, and R will be placed singularly in one container and will be used to draw the belly/back round.
- 8.4.3 All remaining rounds will be head-up only. Blocks 1, 2, 3, and 4, and randoms A, B, C, D, E, and F will be placed singularly in one container and will be used to draw the head-up only rounds.
- 8.4.4 After completion of the draw, the Chief Judge will determine whether a tie break jump will be a Mixed Round or Vertical Round using the following procedure:
 - 8.4.4.1 One belly/back and one head-up round marker will be placed singularly in one container. One marker will be drawn from the container in order to determine the type of tie break round. The round will then be drawn in accordance with either 8.4.2 or 8.4.3 as appropriate.

8.5. Working Time

- 8.5.1 Working time starts the moment any team member (excluding the videographer) separates from the aircraft, as determined by the judges.
- 8.5.2 Each sequence should be repeated until the working time of 35 seconds has expired.

9. Rules Specific To 6-Way Formation Skydiving

9.1. Event Description - 6-Way Speed

- 9.1.1 Team members may be of any experience level, as long as they meet the license requirements.
- 9.1.2 A team consists of six members and is eliminated, if for any reason it is cut to five or fewer members.

9.2. Exit Altitude

- 9.2.1 Each jump is made from 12,000 feet.

9.3. Number of Rounds

- 9.3.1 The minimum requirements for a valid event in each class will be one jump per team.
- 9.3.2 The maximum scheduled number of rounds is three (3).
- 9.3.3 The scores of all completed rounds are computed to determine the final standings.

9.4. Draw

- 9.4.1 Each round consists of building one formation drawn from the current collegiate dive pool.

9.5. Working Time

- 9.5.1 Working time starts when the first competitor crosses the starting line and stops when the formation is complete.
- 9.5.2 Each formation must be completed within 35 seconds and held for a minimum of five seconds.
- 9.5.3 Total working time is 40 seconds.
- 9.5.4 Mandatory break-off altitude is 5,000 feet.

9.6. Exits

- 9.6.1 The door of the airplane is the starting line for 6-way speed.
- 9.6.2 The videographer must record an image of the door or the plane prior to the team exiting the aircraft.
- 9.6.3 The team must line up behind the line, and no members of the team, except the videographer, may come in contact with any portion of the aircraft on the door side or tailgate side of the line prior to commencing exit.
- 9.6.4 Handholds on other persons or their equipment are not permitted on exit. Incidental contact is permitted.

9.7. Scoring

- 9.7.1 Each team receives a score (in seconds) for the completed 6-way formation that is held for a minimum of five seconds.
- 9.7.2 These five seconds must fall within working time (i.e., the last grip must be completed within 35 seconds).
- 9.7.3 If a team does not complete a 6-way formation, it will receive the maximum score of 35 seconds.
- 9.7.4 The score for each jump is computed by averaging the three scores to one one-hundredth (.01) of a second.
- 9.7.5 It is the responsibility of the team to clearly present the correct scoring formation.
- 9.7.6 Mirror images of random formations are permitted.

10. Technical Conditions

10.1. General

- 10.1.1 The sponsoring organization and hosts of this meet bear no responsibility for any accidents, injuries, or casualties to contestants.
- 10.1.2 Minimum number of judges is seven; one Chief Judge and six principal judges.
- 10.1.3 Judging will be by nationally rated judges in each event.
- 10.1.4 All events will be judged with a minimum of three principal judges.
- 10.1.5 To control unsafe swoop-type approaches, turns below 300 feet that create a safety hazard are not allowed, and competitors who are observed violating this rule will not be allowed to continue to compete, without refund of fees.

10.2. Aircraft

- 10.2.1 A variety or any combination of aircraft may be used.
- 10.2.2 Aircraft speed
 - 10.2.2.1 Aircraft speed at time of exit must not exceed 87 knots (100 mph) indicated.
 - 10.2.2.2 Any slower speed desired will be through mutual agreement of pilot and competitor.
- 10.2.3 Competitors may not make any change whatsoever once manifested for any lift, regardless of type of aircraft.

10.3. Weather

- 10.3.1 Wind speed and direction determinations are to be made by meet management at reasonable intervals.
- 10.3.2 Maximum allowable wind speed in the freefall events and Sport Accuracy is nine m/s.

11. Protests

11.1. General

- 11.1.1 At any time during the event, a competitor or a team that is dissatisfied on any matter should first ask the appropriate official (Chief/Event Judge or Meet Director) for assistance and, if still dissatisfied, may file a protest in accordance with General Rules 8.4, except that the protest is filed with the USPA Controller.
- 11.1.2 A written protest must be filed within three hours of the knowledge of the grounds for the protest. The decision of the USPA Controller is final; there is no appeal to a Jury.

12. Classification Of Final Results

12.1. General

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

12.2. Recognition of Winners

- 12.2.1 Medals will be presented to the first, second, and third-place winners in—
 - Sport Accuracy; novice, intermediate and masters
 - Team Sport Accuracy
 - 4-Way Formation Skydiving; Open and Advanced
 - 2-Way Formation Skydiving; Open and Advanced
 - 2-Way Vertical Formation Skydiving
 - 6-way Formation Skydiving

12.3. Most Competitive Collegiate Skydiver

- 12.3.1 This honor is awarded to the most competitive skydiver based on objective criteria.
 - 12.3.1.1 Each individual member of a team is awarded points based on the team's ranking.

Chapter 7: USPA National Collegiate Skydiving Championships Competition Rules

- 12.3.1.2 Sport Accuracy competitors earn points only from individual ranking.
- 12.3.1.3 Advanced, intermediate and novice-class competitors are awarded points as follows:
 - First = 5pts, Second = 4pts, Third = 3pts, Fourth = 2pts, Fifth = 1pt
- 12.3.1.4 Masters, open and one-class competitors earn one (1) additional point per ranking.
- 12.3.1.5 Competitors setting a new Collegiate record earn one (1) additional point.
- 12.3.1.6 The competitor earning the most cumulative points from all events entered wins.
- 12.3.2 The André Istel Memorial Scholarship is managed by the National Aeronautic Association (NAA) and will be awarded to the Most Competitive Collegiate Skydiver.
- 12.3.3 Once USPA has determined the Most Competitive Collegiate Skydiver, it shall notify the NAA.
- 12.3.4 The award will be in an amount equal to 75 percent of the income earned by the Fund in the year ending prior to the date of the championships, i.e., the 2016 Most Competitive Collegiate Skydiver will be awarded 75 percent of the income earned by the Fund for the 12-month period ending December 31, 2015.
- 12.3.5 The winner must use the award for an educational purpose.
- 12.3.6 The winner may donate the award to a participating school or individual competitor of his or her choice.

Appendix A: Definition Of Symbols



Indicates direction of turn by a sub-group.



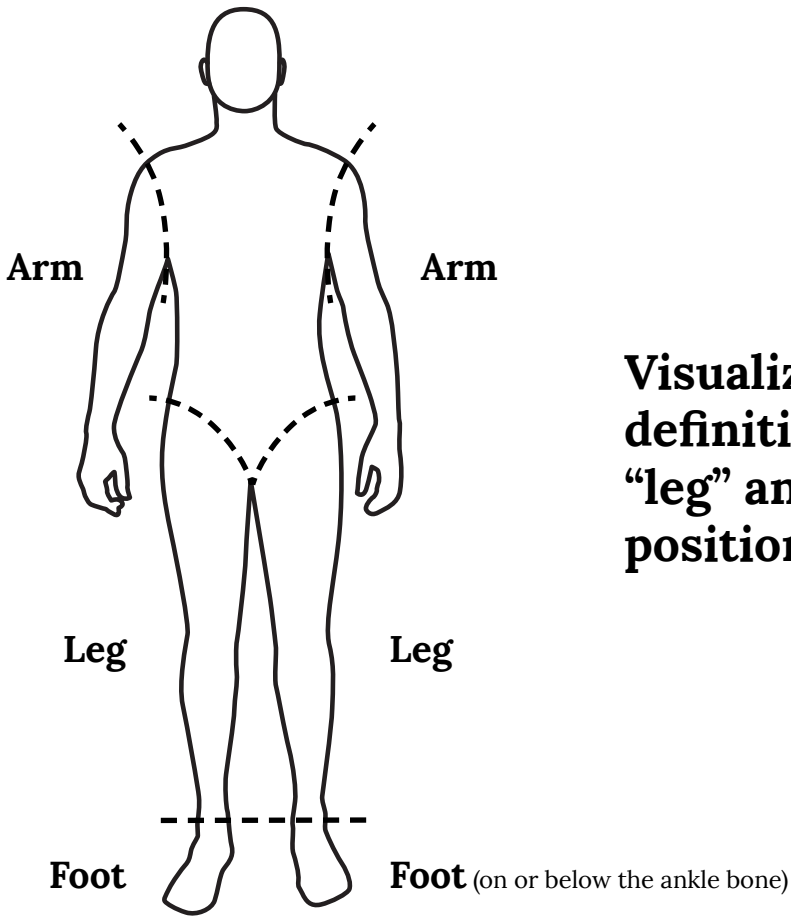
Indicates direction of turn by a sub-group in either direction.



Indicates clarification of intent

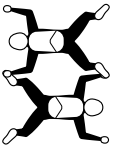
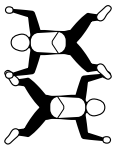

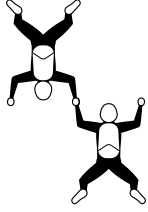
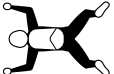
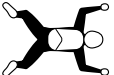
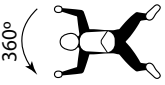
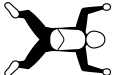




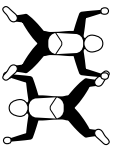
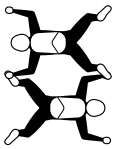

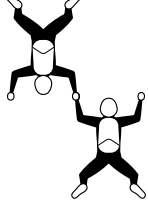
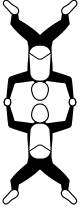
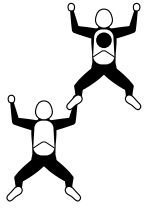
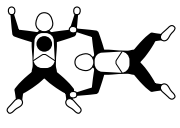
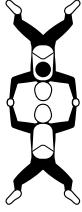

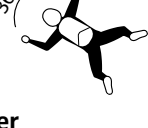



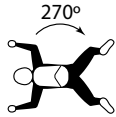


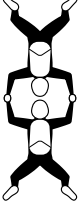
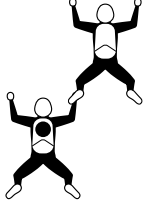
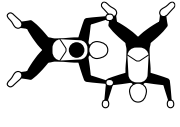

180° 270°
360° 540°

Indicated approximage degrees of turn to show intent of the transition maneuver

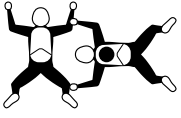

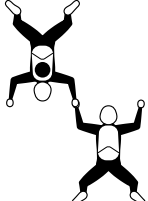
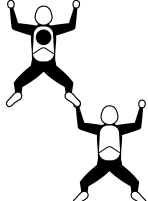
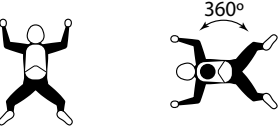
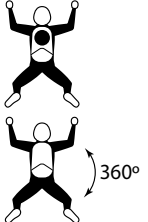
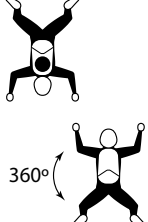
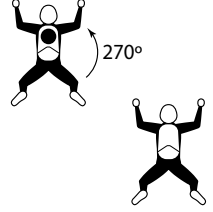
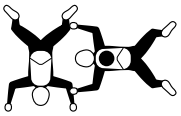
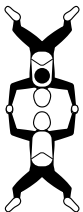
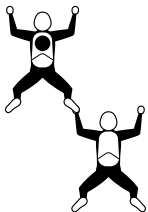
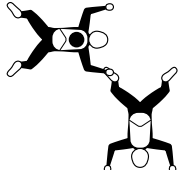

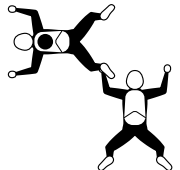

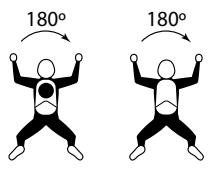
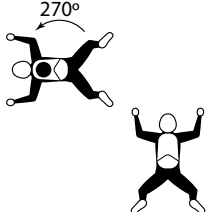
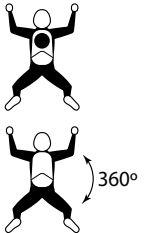
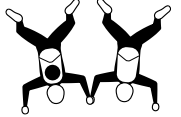
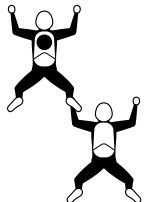
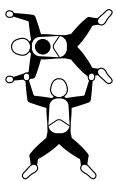


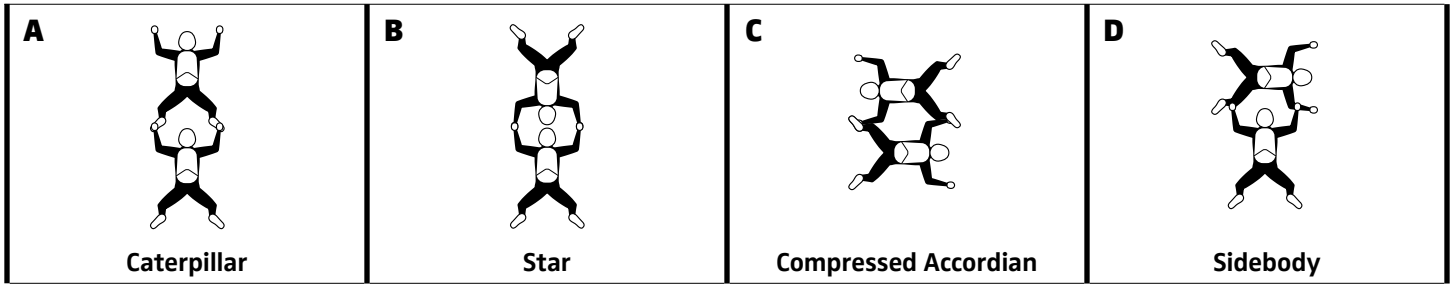
Visualization of definitions of “arm”, “leg” and “foot” for grip positioning.

Appendix B: 2-Way Block Sequence

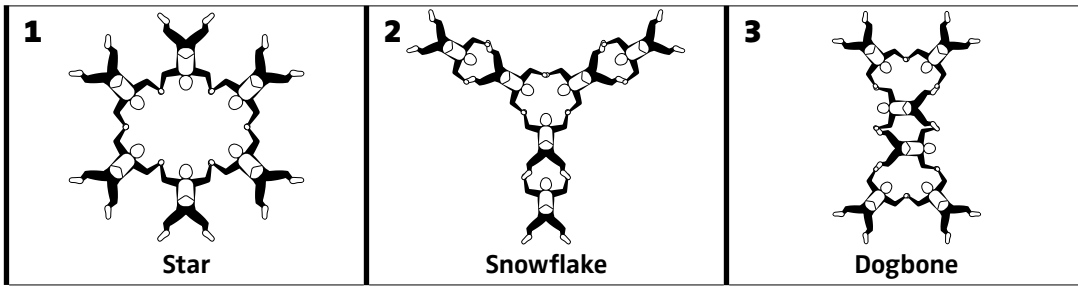
<p>1</p>  <p>Compressed Accordion</p>	<p>2</p>  <p>Compressed Accordion</p>	<p>3</p>  <p>Caterpillar</p>	<p>4</p>  <p>Opposed Stairstep</p>
 <p>Inter</p>  <p>Inter</p>	<p>360°</p>  <p>Inter</p>  <p>Inter</p>	 <p>Inter</p>  <p>Inter</p>	 <p>360°</p>  <p>360°</p> <p>Inter</p>
 <p>Compressed Accordion</p>	 <p>Compressed Accordion</p>	 <p>Caterpillar</p>	 <p>Opposed Stairstep</p>
<p>5</p>  <p>Star</p>	<p>6</p>  <p>Stairstep</p>	<p>7</p>  <p>Sidebody</p>	<p>8</p>  <p>Star</p>
 <p>360°</p>  <p>360°</p> <p>Inter</p>	 <p>Inter</p>  <p>Inter</p>	<p>90°</p>  <p>270°</p>  <p>Inter</p>	 <p>360°</p>  <p>360°</p> <p>Inter</p>
 <p>Star</p>	 <p>Stairstep</p>	 <p>Sidebody</p>	 <p>Caterpillar</p>

Appendix B: 2-Way Block Sequences (continued)





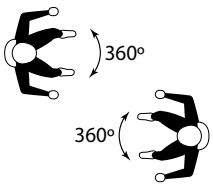
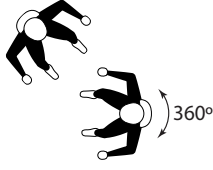
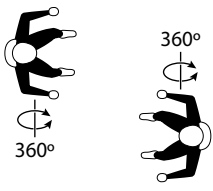
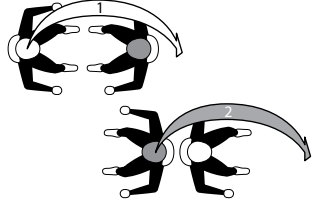
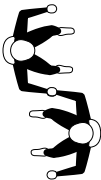



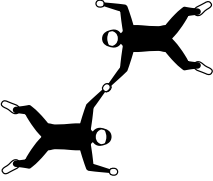
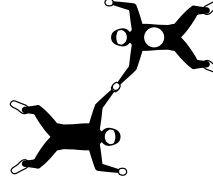
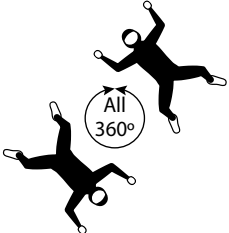
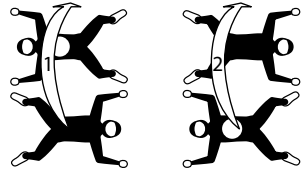
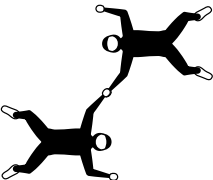
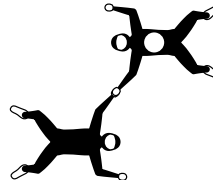
<p>9</p>  <p>Sidebody</p>	<p>10</p>  <p>Caterpillar</p>	<p>11</p>  <p>Opposed Stairstep</p>	<p>12</p>  <p>Stairstep</p>
 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p>
 <p>Sidebody</p>	 <p>Star</p>	 <p>Stairstep</p>	 <p>Skew</p>
<p>13</p>  <p>Line</p>	<p>14</p>  <p>Skew</p>	<p>15</p>  <p>Caterpillar</p>	
 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p>	
 <p>Line</p>	 <p>Stairstep</p>	 <p>Sidebody</p>	




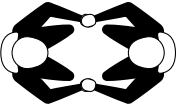
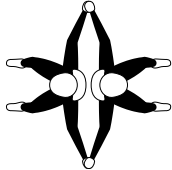

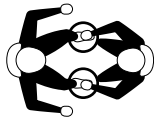

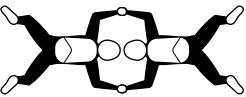

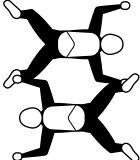
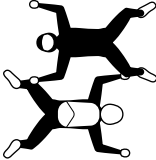
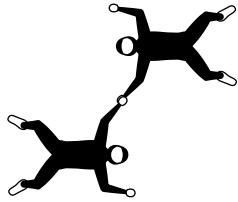
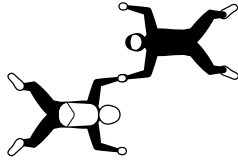
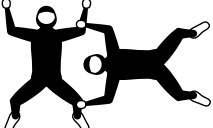
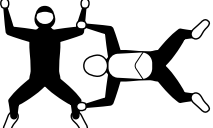



Appendix D: 6-Way Speed Formations



Appendix E: VFS 2-Way Formations

<p>1</p>  <p>Grip</p>	<p>2</p>  <p>Grip</p>	<p>3</p>  <p>Grip</p>	<p>4</p>  <p>Grip</p>
 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p>
 <p>Grip</p>	 <p>Grip</p>	 <p>Grip</p>	 <p>Grip</p>
<p>5</p>  <p>Back Open Accordion</p>	<p>6</p>  <p>Back Open Accordion</p>		
 <p>Inter</p>	 <p>Inter</p>		
 <p>Back Open Accordion</p>	 <p>Back Open Accordion</p>		

Appendix F: VFS 2-Way Random Formations

<p>A</p>  <p>Single Grip</p>	<p>B</p>  <p>In-Facing Double Grip</p>	<p>C</p>  <p>Out-Facing Double Grip</p>	<p>D</p>  <p>Hand-to-Foot</p>
<p>E</p>  <p>Hands-to-Feet</p>	<p>F</p>  <p>Double Spock</p>	<p>G</p>  <p>Belly Star</p>	<p>H</p>  <p>Back Star</p>
<p>J</p>  <p>Belly Closed Accordion</p>	<p>K</p>  <p>Mixed Closed Accordion</p>	<p>L</p>  <p>Back Open Accordion</p>	<p>M</p>  <p>Mixed Open Accordion</p>
<p>N</p>  <p>Back Side Body</p>	<p>O</p>  <p>Mixed Side Body</p>	<p>P</p>  <p>Back Cat</p>	<p>Q</p>  <p>Mixed Cat</p>
<p>R</p>  <p>Back Stair Step</p>			