



International Military Sports Council

CISM Sports Committee PARACHUTING

Rules and Regulations

English Edition 2026

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Remarks:

All substantive changes from the previous edition are indicated by a blue line in the right margin of the relevant paragraph, as illustrated below:

Corrections of typographical, grammatical, or editorial errors intended solely to improve clarity are not marked with a blue line, as they do not constitute substantive changes to the rules.

These Regulations apply equally to all genders. Unless expressly stated otherwise, references to one gender shall be deemed to include all genders.

This edition of the CISM Parachuting Regulations (2026 Edition) shall enter into force on 1 January 2026 and shall apply to all CISM Parachuting competitions until amended or replaced. The Regulations will be published on the CISM website.

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 design elements of the parachute. In 1617 a jump was attempted in Italy from a tower. The first recorded parachute jump from a hydrogen balloon took place in France in 1797.

During World War II, the parachute became a means of transport for airborne infiltration and commando operations. Parachute units conducted major strategic and operational missions, including those in Crete and Operation Market Garden. After 1945, parachuting developed into a sporting activity, giving rise to exciting new disciplines that continue to attract young people, while its military operational use was maintained and further developed. A parachute competitor demonstrates his skills in free fall and under open canopy, individually or in a team. Skills used in free fall are instinctive body control with deep concentration, then after opening sure steering in a three-dimensional environment until making a precise landing. Other skills are the ability to take risks, mental strength, and the capability to integrate socially and to think as a team. All these qualities are growing even more important for soldiers and are strengthened by the parachuting schooling and sport training.

Formation Skydiving, Style, and Accuracy are the disciplines contested at CISM Parachuting Championships, which provide the opportunity for our soldiers and parachutists to compare their skills and reflect the military virtues of teamwork, speed and precision combined in the overall classification.

In 1964, the first CISM World Military Parachuting Championship was organized in Pau, France, at the French Military Parachute School. In 1983 female classifications were introduced. Until 2024 we saw 46 World Military Parachuting Championships, and in the recent years, up to 40 nations have participated.

Since 1992 we also have the option for Military Parachuting Continental Championships and in 2018 was the first CISM World Parachute-Ski Championship.

Until 2025 we saw 47 World Military Parachuting Championships, and in the recent years, up to 40 nations have participated.

The present rules are created with the main aim to further develop and strengthen parachuting as a military sport 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

CJ ...	Chief Judge
CoM ...	Chief of Mission
CPC ...	CISM Parachuting Committee (aka CSC Parachuting)
EJ ...	Event Judge
FAI ...	Fédération Aéronautique Internationale
ISC ...	International Skydiving Commission (of FAI)
MD ...	Meet Director
WMPC ...	World Military Parachuting Championship

1.1.2. CISM regulations

CISM Parachuting regulations consist of:

- CISM Statutes;
- CISM (General) Regulations;
- Sports Regulations for each world level sport as Parachuting. The official language in which the Parachuting Regulations were established is English. This version will prevail in case of interpretation difficulties.

1.1.3. References

References within these Regulations are indicated using the format *##.##*. References to other CISM Regulations are indicated as follows: e.g. CISM Reg. 2.16 is: CISM (General) Regulations chapter II Article 2.16, while 1.1.3 only is a reference to this article.

1.1.4. Validity and exceptions

These Regulations shall govern all Military Parachuting Championships referred to in Article 1.1.5.; any exception must be approved in writing by the CPC at least six (6) months before the Championship, so for instance:

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

1.1.5. Title of the championship

World Championships are called “(number) CISM World Military Parachuting Championship (C.I.S.M. *logo*)”, see CISM Reg 7.8. (abbr.: xx WMPC)

Continental Championships are called “(year) (Continent) Military Parachuting Championship (C.I.S.M. *logo*)”, see CISM Reg. 7.9.

Regional championships are called “(year) (Region) Military Parachuting Championship (CISM *logo*)”, see CISM Reg. 7.10.

Tournaments are called “(year) Parachuting Military Tournament (CISM *logo*)”, see CISM Reg. 7.11.

1.1.6. Changes

Necessary changes will be either worked into new editions of these rules (annually) or distributed as annexes.

1.2. EVENTS

1.2.1. Events detailed in the rules

The three events of a WMPC are detailed within these rules (in chapters 5, 6 and 7):

- accuracy (individual and team accuracy)
- style
- formation skydiving

At CISM Parachuting Championships other than the WMPC, at least one of these events must be scheduled.

Parachute-Ski, which combines CISM Accuracy Landing and CISM Giant Slalom Skiing, will use the IF regulations from <https://www.fai.org/isc-documents> for overall calculation.

1.2.2. Titles of champions

The following titles are awarded for men and women, if the minimum number of participants according to CISM Regulations is reached:

- (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 Junior Individual Accuracy.
- (year) World Military Parachuting Champion in Junior Style.
- (year) World Military Parachuting **Champion in Junior Individual Overall.**
- (year) World Military Parachuting Champion in Team Accuracy.
- (year) World Military Parachuting Champion in Formation Skydiving.
- (year) World Military Parachuting **Champion in Team Overall.**

1.2.3. Official CISM medals

The Organizer shall award one medal to each individual competitor, or to each of the five members of a team, finishing in the top three positions of the classifications listed in Article 1.2. 2..

The number of medals will be 6 in the Team Overall event if a team was supported by an extra cameraman and in FS the number will be 6 if the team has replaced a team member by the 5th competitor (7.1.1. B).

In addition to the above, the Organizer can offer any other prizes (CISM Reg. 8.33).

1.2.4. Events not detailed in the rules

It is possible to organize a combined championship that include events not detailed in these rules, for example Parachute-Ski or Para-Cross. This championship and its Rules must be approved by the CPC (1.1.4). At least one of the events listed in 1.2.1 must be included in combination with the other event(s) at this Championship.

1.3. COMPETITORS

1.3.1. Participation-military status (CISM Reg. 7.23)

A. Active-duty personnel:

Only personnel on active duty in Armed Forces may take part in competitions organized 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 men's or women's team may consist of a maximum of five (5) competitors, plus one Formation Skydiving videographer. At the start of the competition a team must have a minimum of 4 competitors in order to be considered for team accuracy and team overall scoring. However, members of incomplete teams at the beginning of the competition may participate in the individual style and accuracy events.

A team reduced to fewer than four (4) members during the Championship will receive the maximum (minimum) result for each missing score.

1.3.3. Junior classification and CISM junior records

- A junior competitor is a person under the age of 24 or whose 24th birthday occurs during the calendar year in which the competition takes place.
- The junior classification will be extracted from the general ranking (so a competitor can win the title in both rankings - general male or female and junior male or female).
- Junior titles and medals will be given in Individual Accuracy, Style and Individual Overall, but the minimum number of participants must be in accordance with the CISM General Rules (CISM Reg. 8.30.) For individual overall calculation a new ranking list with only juniors will be established.
- CISM junior records can be established in accuracy (10.2) and style (10.3.1)

1.3.4. 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.

If the minimum number of female junior participants required for the awarding of a gold medal in accuracy and/or style is not reached at final registration (CISM Reg. 8.30.) the junior classification incl. junior overall will be mixed and calculated from the number of completed rounds in male and female category. If the number drops at a later date than final registration, winner instead of champion title will be applied.

1.4. ***DOPING CONTROL (CISM Reg chapter IX)***

CISM is fully committed to Fair Play and a clean sport environment. Doping is strictly prohibited as it undermines health, integrity, equal opportunities, and the fundamental values of sport.

The applicable rules are those of the World Anti-Doping Agency (WADA). CISM, the Fédération Aéronautique Internationale (FAI), National Anti-Doping Organizations, and Major Event Organizers are bound by the WADA Code and Standards.

The WADA Prohibited List, updated annually, specifies the substances and methods that are banned. The most recent version is published on WADA's website.

Athletes requiring the use of prohibited substances or methods for medical reasons must apply for a Therapeutic Use Exemption (TUE). The procedure is available on the CISM website.

At every CISM Parachuting World Championship, doping controls are mandatory in accordance with the WADA Code and International Standards. The number and type of tests are determined in the CISM Test Distribution Plan (TDP), which is established by the CISM Anti-Doping Manager and communicated to the Local Organizing Committee prior to the Championship.

A CISM Anti-Doping Commission (ADC) will be established for each Championship, composed of the Official CISM Representative (OCR) as chair, the PCSC Parachuting and an Anti-Doping representative of the Local Organizing Committee, where necessary supported by the Doping Control Officer of the appointed Sample Collection Authority.

Any participating athlete may be selected for doping control. The selection process is determined by the ADC.

2. COMPETENT AUTHORITIES

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

The official CISM Representative (OCR) 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 Organizing Committee (OC) includes the Meet Director and one or more Deputy Meet Directors.

2.2.2. Technical Jury (CISM Reg. 8.12)

At Military Parachuting Championships, the Technical Jury shall consist of the Chief Judge, serving as President, and the Event Judges, serving as members. The CPC President will introduce them at the preliminary meeting. The Technical Jury is responsible for:

- prior to the start of the competition, overseeing that the equipment and facilities conform to the standards required by CISM;
- during the competition, ensuring that the technical regulations are properly followed and that all protests received are based on the appropriate rule(s);
- during the competition and at the end of the competition, controlling and ratifying the results.

The Technical Jury rules as first resort on protests received in accordance with CISM sports regulations.

2.3. PANEL OF JUDGES

- 2.3.1.** Each country participating with a team shall nominate one judge ("No Judge – No Team") with an international license (CISM and/or FAI) in at least 2 categories (AS/ AF/ SF/ or ASF). Any exception must be approved by the CPC President.
In addition, countries only participating with individual competitors may nominate a qualified judge. FAI judges must be qualified to judge at a FAI 1st category event.

The name of the Judge appointed by the nation must be specified in the Preliminary Agreement to the WMPC, CISM Regulations Art. 8.15.D applies.

- 2.3.2. The Chief Judge shall appoint the Event Judges as soon as practicable and no later than shortly after the final entry deadline.**

A country unable to nominate a valid judge can avail of a judge from another country, in time for the Preliminary Agreement, as follows:

- consult the CISM Judges List, available on CISM website, to check the possibility to find a valid CISM judge and contacting them independently,
- ask for the collaboration of CISM Parachuting Committee Chief Judge to check the possibility to find a valid CISM/FAI judge available to fill the position for their country,
- contact the local hosting WMPC committee to check the possibility to use a valid judge made available by the host nation.

Any expenses relating to such a judge shall be agreed bilaterally and borne by the nominating nation.

3. ORGANIZATION OF CHAMPIONSHIPS

3.1. GENERAL PROVISIONS

3.1.1. Schedule

3.2. *A World Military Parachuting Championship shall be organized annually and planned at least two years in advance (CISM Reg. 7.17).*

3.3. TECHNICAL ARRANGEMENTS

3.3.1. Judging equipment

A. Equipment provided by Organizer

The Organizer shall provide the judges with the equipment necessary to observe and score the jumps except as noted in paragraph 9.3.4.E and with the personnel to operate it, put it in place and remove it. The organizer will also provide the necessary number of secretaries and scorers for the judges.

B. Automatic Measuring Device – general conditions

Any Automatic Measuring Device 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

For style and formation skydiving judging a video playback system with slow motion must be used. It must be accepted by the Chief Judge.

D. Back-up System

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

3.3.2. Aircrafts and pilots

- Jumps may be conducted from any type of aircraft. The organizer must provide sufficient aircraft and qualified pilots to run the events in good time.
- The aircraft provided must be able to carry at least one complete team.
- The drop speed must not exceed 120 knots and must not be below 60 knots.
- The pilots must ensure that the jump runs are made on the correct altitude and with the correct speed/power setting.

3.3.3. Meteorological equipment

A. Meteorological Equipment

The organizer will provide the meteorological equipment to be used on the drop zone. The organizer must provide evidence that competent authorities have checked the equipment.

B. Indication of wind speed

The wind speed will be indicated in m/sec (exceptionally in kt/sec) by an anemometer, which will function without interruption and will be installed in the most appropriate position on the drop zone, as decided by the Chief Judge. This decision shall not constitute grounds for a protest. The anemometer head will be at a minimum height of 6 m above ground level.

C. Indication of wind direction

A windsock and a wind indicator will 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.

3.4. PARTICIPATION

3.4.1. Composition of a mission

A. Composition

The mission of a country may include a maximum of seventeen (17) persons (18 if the additional CISM Parachuting Committee Member or Camerawoman is applicable), who will be:

- 1 Chief of Mission,
- 1 Team Leader,
- 1 international F.A.I. or CISM qualified judge,
- 1 Coach
- 1 Videographer (male or female), if the team participates in the Formation Skydiving event,
- 5 male competitors at the maximum,
- 5 female competitors at the maximum.
- 2 junior competitors

In addition to the male and female team a nation may send Up to 2 junior competitors (male and/or female) who will jump like individual competitors (see 1.3.2 and 4.2.5 E)

The Team Leader may be one of the 5 competitors; the Coach is optional.

B. Attendance of CPC members

The organizers will accept the President and the CISM Parachuting Committee members as additional mission members (CISM Reg. 7.24.C.).

C. Judges' presence (CISM Reg. 8.15)

Each participating nation nominates and takes care of the travelling expenses of one judge who may be civilian (1.3.1 does not apply). In case the nation is not able to provide a judge, it may request assistance from another nation or the organizer to obtain him, but the responsibility still rests with the nominating nation.

For the qualification of judges see 2.3.

Any mission that does not comply with the above procedure may not participate in the championship.

D. Videographer presence

The freefall cameraman can be the fifth competitor of the same team, the Team Leader, the Coach, the Chief of Mission or an additional member of the mission with military status (see 1.3.1) Any exception (e.g. a second camerawoman for the female team or in case of injury a replacement on site) must be approved by the CPC President.

3.4.2. Duties of the participants

A. Participants and Rules

All participants, including the Chief of Mission and especially the team leader must be familiar with the current rules.

B. Observation of Rules

Participants shall observe the rules of good conduct and sportsmanship, 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 must bring a national flag (dimensions: 1.0 m x 1.5 m for a 6 m flagpole) and the national anthem (on CD/USB drive) for use during the Championship.

3.4.3. Disqualification

Failure to observe the rules of good behavior or to practice safe parachuting may lead to a warning, a zero-score penalty or a disqualification of an official, competitor or a full 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.

3.5. PROGRAM OF STAY

3.5.1. Duration of championship

The duration of the championship is usually 10 days, including the days of arrival and departure.

3.5.2. Program

1st day: arrival day, training jump, preliminary meeting;

2nd day: opening ceremony, competition;

3rd day: competition;

4th day: competition;

5th day: competition;

6th day: competition;

7th day: competition;

8th day: competition;

9th day: competition (if necessary), optional cultural day, Closing Ceremony and Banquet

10th day: departure day;

If the duration is not 10 days, the schedule will be adapted accordingly.

3.5.3. Changes to the program

The organizing country may change the days of the preliminary meeting and of the opening and closing ceremonies, if considered necessary. Excursions or cultural initiatives may be scheduled, provided that all the conditions for the validity of the championship have been fulfilled.

3.5.4. Exceptions

Any exception to the prescriptions of 3.4.2 and 3.4.3 must be approved by the CISM Parachuting Committee before the invitation is published/ sent out to CISM member nations.

3.6. COMPETITION MANAGEMENT

3.6.1. Interpreters

The Organizer shall provide, where necessary, the services of English-language interpreters. The interpreters must know the technical terms used in sport parachuting.

3.6.2. Preliminary meeting (CISM Reg. 8. 28 A)

The chairman of the organizing committee holds a preliminary meeting before the beginning of the competition. During this meeting, the draw of lots shall be announced and published (starting list, programs of Style and FS).

3.6.3. Meeting of team leaders

Meetings of Team Leaders are called as 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.

3.6.4. Duties and rights of team leaders

Team leaders 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 attend the Preliminary Meeting and all Team Leaders' Meetings convened by the Meet Director. If a team leader is not attending a called meeting, he will receive a warning and if he is missing several times his Chief of Mission will be informed.

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 rejump etc. for their competitors.

They may examine the score sheets of their competitors.

3.6.5. 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, the judge on board or judges at the target.

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

3.6.6. PUBLIC

3.6.7. The Organizing Committee shall ensure that spectators are able to follow all events of the Championship under the best possible conditions.

3.6.8. Access

A. Fences

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 center of the AL target is necessary. Outside the fenced areas public access should be allowed.

3.6.9. Information

A speaker system and official score boards shall inform the participants and public of the results and the competition standings. Real-time (unofficial) scores may also be published online.

3.7. CONCLUSION

3.7.1. Completion of the championship

A championship will 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 will be considered ended when at least the minimum number of rounds has been completed. Exceptions may be granted under the conditions listed in chapter 10.

3.7.2. Recorded Media

3.7.3. Recorded media from the Championship shall be made available to the CPC for use in evaluation and judge-training seminars.

3.7.4. Official results

The organizer will ensure that all results are available electronically. If real-time online results are not available or no Wi-Fi at the dropzone, each mission must receive at least one printed copy of the official results before departure.

3.7.5. Preservation of documents

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

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 4.2.4.

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.

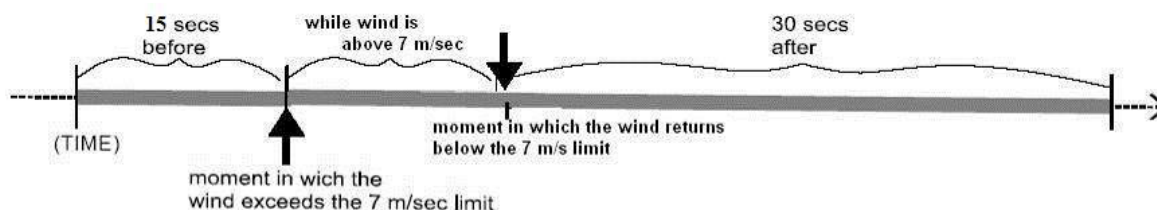
4.2.2. Aircraft

Jumps may be made from any kind of aircraft; in FS the type of aircraft and the type of exit door to be used (i.e. side door – right or left - or ramp door) has to be announced by the organizer on the invitation to the championships.

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, or within 30 seconds after the wind has returned below the limit, shall be offered the choice of accepting the result or performing a rejump. A rejump will also be offered to competitors landing within 15 seconds before the time the wind exceeded the 7 m/sec limit. They must decide immediately, after they are offered the score/rejump, otherwise the rejump shall be mandatory. The opportunity of a rejump, in the above case, will not be given to competitors having scored 0 cm.



If the ground wind speed exceeds 9 m/sec, the jumping must stop. Jumping will resume after the wind has returned below the limit for a period of 5 minutes. In accuracy, in case a team jumped during this period (e.g. there was not time enough for the organization to stop the jumping), the whole team will be waved away from the target by the judges and granted a rejump.

B. Maximum Wind Speed in Style and FS

The maximum wind speed for Style and FS is 11m/s. Jumping must stop while the wind exceeds this limit and for a period of 5 minutes after the wind has returned below the limit. Any jump that was made in the period (e.g. if there was not time enough for the organization to stop the jumping) will be valid and the wind speed shall not constitute grounds for a rejump.

C. Lowering the wind speed

For safety reasons the Meet Director, with the agreement of the Chief Judge, 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 applied to an entire round.

D. Data recorded by the Anemometer

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

4.2.4. Training jumps

Before the competition starts, the organizer should attempt to provide one jump per team from the altitude of 1500 m in order to train for an FS exit. The teams may also perform team accuracy in this jump. The maximum wind speed limit for FS applies (4.2.3 B).

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 reverse 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 of the round in order determined by a random draw.

C. Individual numbers

will be assigned to each team in accordance with team accuracy jump order as follows:

- team n. 1: number 1A, 1B, 1C, 1D, 1E
- team n. 2: number 2A, 2B, 2C, 2D, 2E
- and so on.

D. Distribution of starting numbers

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

E. Jump order in Accuracy

In the accuracy event, the jump order will only be used for the first round. Thereafter, the jump order will be in reverse order of placing. In the event of tied placing, the reverse jump order for those ties will be determined using 5.4.D. Tie in team accuracy. Individuals not taking part in the team event will be gathered in "teams" determined properly by the Meet Director and will jump at the end of the round, with order determined by draw. Mixed teams shall consist of no more than four jumpers. Exceptions to the jump order may be decided by Meet Director with agreement of the CJ.

F. Jump order in Style and FS

In the style and formation skydiving events, the jump order before the finals will be the same as the next accuracy round. The jump order in the semi and final rounds will be the reverse order of placing in the event concerned.

G. Change of Jump order

If necessitated by rejets or other important organizational 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; rejets will be made as quickly as possible after the incident.

H. Medical treatment

Medical treatment does not constitute a reason for a change in the jump order except in accordance with 4.2.5 G.

I. 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

Competition always has priority over social events and cultural day.

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

If there is insufficient time to finish the entire program, he can decide to begin the semi-final or final round earlier in one or more events and tie break decisions in overall may be made during the last round of one event. Such a decision needs the approval of the CPC President and Chief Judge.

B. Order of Events

The Meet Director is 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 will be established by joint agreement of the pilots, Meet Director and Chief Judge in accordance with necessary competition requirements.

B. Safety

4.2.8. **Safety shall be maintained at all times.**

4.2.9. Calling the competitors

A. Calls

After each jump competitors will be allowed a minimum time of 30 minutes between the arrival at the drop zone where the manifest is located and when they leave the manifest to board the aircraft except for FS event where the time is 45 minutes. These 30/45 minutes are not required for the first jump of the day.

Competitors will 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 fail to report to the manifest on time, they shall receive the maximum or minimum score (as appropriate) for that jump.

B. Terms to be used

The following terms will be used by the Meet Director for advising and controlling the movement of competitors during the competition:

STANDBY. Competitors must be present on the competition site and may be called as per 4.2.8 A at any time.

RELEASED. Competitors do not have to be on the competition site. This instruction must be accompanied by a time at which STANDBY status will recommence.

4.2.10. 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. Jumping cameraman or photographer

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.

4.2.11. Ground to air communications

A. Radios

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

B. Instruction given to teams/competitors

Failure to comply with instructions given to the team or competitor by the pilots or judge on board will result in the maximum or minimum score (as appropriate) for that jump.

4.2.12. Aircraft jump run

A. Altitude

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

B. Exit point and jump run

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

C. Violations

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

4.2.13. Change of jump altitude

A. Change of jump altitude

In the Style and Formation Events, a change of the jump altitude (as indicated within these rules) is not permitted during a current round. However, in the Accuracy event the jump altitude may be changed due to meteorological conditions during a round (5.2.1 A).

B. Rounds at lower altitude

The Meet Director, in agreement with the Chief Judge, may authorize the start of a new round at a lower altitude.

C. Completion of the postponed round

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

4.2.14. Safety regulations

Competitors must practice safe parachuting and obey regulations set by the organizing Armed Forces. For general sport parachuting activities in the CISM competitions, parachute deployment should be initiated by 700 m above ground level. Failure to practice safe parachuting, as determined by the Meet Director or the Panel of Judges, may result in a warning, the award of the maximum or minimum score (as appropriate), or disqualification by the Technical Jury.

4.2.15. Meteorological conditions

A. Continuity of jumping

Jumping will continue as long as, in the opinion of the Meet Director and the Chief Judge, there is sufficient visibility for competitors and judges to perform their duties safely and effectively.

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

B. Excessive wind speed during a jump

Excessive wind speed during a Style or Formation Skydiving jump is no reason for a rejump.

4.2.16. Scoring

A. Scoring systems - general

The scoring systems for the different events are specified in the rules for these events (chapter 5. 6. 7.)

B. Performance judged and scored

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

If the performance of a competitor or team is judged and scored and it is determined that, due to a fault of the organizer or the judges, the jump was not performed in the conditions specified in these rules, the competitor or team shall have the option of accepting the awarded score or performing a rejump.

C. Posting of the scores and unofficial results

The performance, scores and the unofficial results for each round will be posted immediately on a score board and/or online. The official results of each event and the names of the winners will be published within 24 hours of the completion of each event or in any case before the award ceremonies.

4.2.17. Execution of reumps

A. When the reump is to be made

Reumps will be made as quickly as possible after the incident or conditions which caused the reump.

B. Reump requested and granted

If a reump is granted to a competitor or team who has formally requested it, the reump must be made. If the reump is not made, the maximum or minimum score (as appropriate) for that jump will 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, or objects, a reump to the concerned competitors may be granted by the CJ or EJ. This decision shall not constitute grounds for a protest. 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 will not be reason for a reump.

4.2.18. Jumps per day

A. Jumps per day

The maximum number of competition jumps allowed per competitor during one day will be eight (8). This rule will not apply in the case of tie breaking jumps, reumps, 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.

4.2.19. Additional Jumps

Additional jumps or wind tunnel flights 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 not later than two hours after knowledge of the reasons for the protest and has to be accompanied by a fee of 100 EUR – the fee 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 refer to the articles of these rules on which it is based.

4.3.3. Appeal to the Jury

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 again.

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 center of a target.

5.1.3. Landing point - definition

The landing point is the first point of contact with the surface or the AMD. The Competitor is responsible to present clearly the first contact with the target to the judges.

5.1.4. Program

- A. Team Accuracy consists of 8 rounds, plus one semi-final and one final round.
- B. Individual accuracy consists of 8 rounds.
- C. Rounds
 - After the first competition round 4.2.13 may be applied.
 - Eight (8) rounds for all teams and individuals. All rounds count for individual and team scoring. A minimum of two (2) rounds is required to validate the event.
 - After the second round, competitors who have accumulated a total score of more than 37 cm (points) will have no access to the 3rd round and will receive a score of 19 cm for the remaining rounds in the accuracy event.
 - [Remark: The 19 cm score also applies to the semi- and final round in team score if access for a team member after 2 rounds is denied]
- 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 Area

- A. AMD position and capabilities

An AMD with a Dead Centre Disc (DCD) is positioned in the center of the target area. The DCD must be of a contrasting color and have a diameter of **2 cm**. The AMD shall be maintained as level 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 a control pad of at least 1.2 m diameter that, when struck, scores 16 (or preferable 17) at all points. The CJ and/or EJ may decide to discontinue the use of this control pad for any pertinent reason.

The electronic system (AMD, control pad and anemometer) which is used for a WMPC must be tested at a previous international championship and must be approved by CPC.
- B. Tuffet

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

Diameter:	5 m
Thickness:	30 cm
- C. Target Markers

The target must have a clearly marked circle with a radius of 20 m centered on the DCD.

D. Repositioning of the AMD

The AMD will 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. The CJ must agree with the system used to reposition the AMD.

5.1.6. Presence at the target area

A. Persons permitted inside the 20 m circle

The only persons permitted within the 20 m circle during the accuracy jumps will be the members of the panel of judges, members of the Jury of appeal and necessary members of the organizing staff.

B. Reserved area

Team Leaders, accredited press, radio and guests of the organizer are permitted in this area, but will occupy a reserved area at least 15 m away from the DCD. The EJ may permit Camera and TV officials to be at the 5 m circle.

C. Presence inside the 5 m circle

During the final approach of a competitor, only acting members of the panel of judges are permitted 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 inform the other judges when a competitor is approaching the target. The Event Judge shall ensure that an approaching competitor is waved off, if necessary, with a flag of a contrasting color of a minimum size of 50 cm x 50 cm.

E. Leaving the target

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

5.1.7. Wind drift indicator

A. When it is dropped

Prior to the start of the accuracy events, or if accuracy jumping has been interrupted for more than sixty (60) minutes, at least one wind drift indicator will be dropped above the target, at 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 will be marked on an aerial photo or a plan of the drop zone and displayed at the manifest.

C. Evaluation of the opening point

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

D. Time on board

5.1.8. The time elapsed since aircraft take-off shall not, in itself, constitute a valid reason for refusing the jump.

5.1.9. Wind direction on the ground

A. Windsock

The windsock must be capable of responding to winds of at least 2 m/sec (see 3.2.3 C) and be acceptable to the CJ. The EJ Accuracy will determine its location, which is at a fixed place, approximately 50 m distance from the target center.

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, its position to be visible to competitors during their final approach. More wind indicators/ wind blades are allowed.

5.2. EXECUTION OF JUMPS

5.2.1. Altitude

The jumps will be performed at 1000 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 1000 m, the pilot can lower the jumping altitude to 900 m during a round.

B. Individual jump altitude

The jump altitude for individual jumps is 800m.

5.2.2. Exit point

Each team or competitor selects his 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 be granted a rejump; a new wind drift indicator drop will be made before the event may continue.

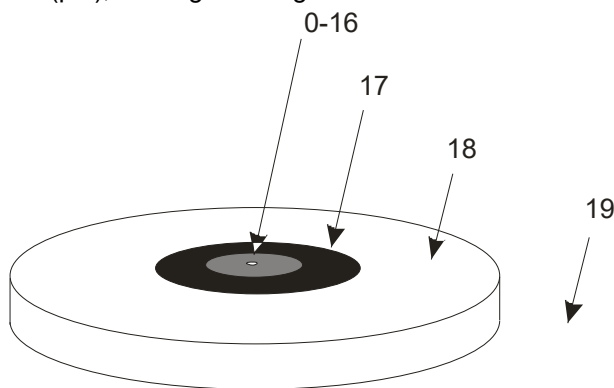
If he decides that there is no such change, this decision shall not constitute grounds for a protest.

5.3. SCORING - JUDGING

5.3.1. Judging

The landing point is the first point of contact with the surface as decided by the judges according to 5.3.5.

Landing is measured up to 16 cm (pts) by the AMD; landing on the control pad will give the score of 17 cm (pts); landing anywhere on the tuffet (outside the control pad) will give the measure of 18 cm (pts); landing on the ground outside of the tuffet will give the score of 19 cm (pts).



5.3.2. Team score for each jump

5.3.3. For each jump, the four (4) best scores achieved by the five team members shall count toward the Team Accuracy result.

5.3.4. Individual score for each jump

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

5.3.5. Observation of competitors during their descent

One Observing Judge will watch each jump made and observe the competitors on opening and during their descent. He will check the time between lowest opening and landing and any conditions that may give reason for a rejump. A written record will 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.

5.3.6. Landing point decision

A. Determination of landing point

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

B. Observation of first contact with the target

In addition to these three judges, two other judges will 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 will receive a score of 17-19 cm (5.3.1.) A rejump will not be granted.

D. Inability to center the AMD

If the judges are not able to center the AMD before a competitor lands and he lands on the AMD, he will receive the score indicated by it. If the AMD has not been centered due to insufficient separation between team members and the competitor does not land on the AMD, the competitor will receive a score of 17-19 cm (5.3.1.). A rejump 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) will be given as the score.

5.3.7. Recording the scores (score sheets)

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

5.3.8. Checking of the score sheets

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

5.3.9. Rejumps

A. Rejumps in Accuracy

In the case of team accuracy jumps, only the competitors concerned make the rejump.

B. Control problem

A control problem is when a competitor determines 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 that creates a control problem for a competitor may result in a rejump, 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 Event Judge immediately after the competitor has landed indicates that the competitor did suffer a malfunction that was not created by the competitor on purpose.

C. Sudden change in ground wind

If there is a sudden change in ground wind direction of more than 90 degrees (sudden is change of more than 90° in less than 2 seconds), when the wind speed is more than 3 m/s, during the period commencing 30 seconds before and ending 15 seconds after the competitor's landing, the competitor has the choice of accepting the score of the jump or making a rejump. The decision has to be made immediately after the rejump was offered.

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 Judge(s), may decide to interrupt the event. This decision shall not constitute grounds 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 another competitor
If during accuracy two or more competitors belonging to different teams or competitors belonging to an *international* team (4.2.5.E.) 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 authorize a rejump for the competitors concerned.
If a competitor aborts the final approach because of being obstructed and does not attempt to land on target, a rejump will be granted.
If such an obstruction occurs between members of the same team, no rejump will be authorized. 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 point of contact is on the AMD and the AMD does not give a result, a rejump will be granted.
- G. Landing outside an AMD which has not been centered
If a competitor lands off an AMD which has not been centered, a rejump will be granted. For exceptions see 5.3.5.D.
- H. AMD not reset
If a competitor lands on an AMD which has not been reset, a rejump will be granted. For exceptions see 5.3.5.E.
- I. AMD malfunction
If the judges at the target realize that the AMD obviously indicates a score which does not reflect the actual point of landing on the AMD, a rejump will be granted to the competitors concerned. The defective AMD will be changed as soon as possible.
- J. Landing after an interruption
A rejump will be granted to competitors who land after an interruption (5.2.3, 5.3.8.D.)

5.4. DETERMINATION OF THE WINNER

- A. Individual accuracy.
Standings are obtained by adding the competitors' scores for each jump. The competitor with the lowest total will be the "(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 begin within the team semi-final round or final round (4.2.6.A applies). If, for weather or time reasons the jumps cannot be done, the following rules will be applied: the competitor having obtained the most jumps with the best score in all the single rounds will be the winner. If a tie still exists, the number of second-best scores shall be compared, followed by third-best scores, fourth-best scores, and so on until the tie is broken. In case of a further tie the competitors will remain tied.
- C. Team accuracy.
Standings are obtained by adding the scores of the four best results of the team on each of the jumps. The team with the lowest total will 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 will execute supplementary team accuracy jumps until the tie is broken. If due to weather or time constraints the jump cannot be made and the tie persists, the winner will be the team having obtained the best score in one round, then in another round and so on.
In case of a further tie the above will be applied considering all of the five competitors. If there continues to be a further tie, the teams concerned will remain tied.
- E. If one round is not complete at the end of the competition due to time or weather constraints, and the competitors that have not jumped would not influence any podium classification (1st, 2nd, 3rd places), the round will be considered valid for the medal classification, with the exception for overall podium.

6. STYLE RULES

6.1. GENERAL RULES

6.1.1. Definitions

A. Maneuver

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

B. Style:

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

C. Turn:

A maneuver consisting of a 360-degree rotation in the horizontal plane.

D. Backloop

A maneuver 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 maneuver.

6.1.2. Program of jumps

A. Number of jumps

The event totals five (5) style rounds, including the final round. A minimum of one (1) round is required to validate the event.

B. Qualifying for following rounds

A competitor who scores a total of 17 sec or more, for women: 20 sec or more, including penalties, after the second jump shall not qualify for the third round; he is classified in the fourth part of the ranking list. The minimum number for entry to third round is the same as semi-final (min. 16).

C. 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.

D. Entry for final

After completion of the semi-final, 50% (minimum 8) will execute the final. They will be classified in the first part of the ranking list.

E. Program Order

The order of programs for the four rounds will be determined by a random draw during the preliminary meeting from the following four series:

1. 1 st Series	2. 2 nd Series	3. 3 rd Series	4. 4 th Series
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

6.2. *The series for the final round shall be chosen by the competitor.*

6.3. **EXECUTION OF JUMPS**

6.3.1. 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, may lower the jump altitude to 2000 m minimum for a whole round.

6.3.2. Control of the exit

One Observing Judge monitors the flight direction and the exit point and observes the wind conditions.

The competitor will receive a "stand by" command and the "exit" command. Details of the actual signs indicating "stand by" and "exit" will be given at the preliminary meeting (3.5.2).

6.3.3. Wind observation

There will be a responsible person at the anemometer who will immediately inform the Camera and Observing Judge if the wind speed exceeds the prescribed limit (4.2.3.B).

6.3.4. Target

The target must be clearly visible from the air and be approximately 200 m² in size. The Event Judge must accept its shape and color.

6.3.5. Jump run

The direction of flight to be followed by the aircraft will be indicated by radio. The launch axis thus determined must coincide with the average wind direction. Launches may be conducted upwind or downwind. If the loading capacity of the aircraft allows it, a judge will be placed in the aircraft. This judge or the pilot is responsible to check the above rules and to transmit the "stand by" and "exit" commands to the competitor.

6.3.6. Exit procedure

A. Exit point

The exit point will be specified by the cameraman 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 (maximum 3 seconds) on the exit command. Competitors who disregard this command will not be granted a rejump, 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.

6.4. **SCORING-JUDGING**

6.4.1. Number of judges

Five judges will evaluate the performance of the competitors.

6.4.2. Scoring 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 maneuvers.

B. Measuring time

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

6.4.3. Observing the Style series

A. Video system

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

direction. The camera system used at a WMPC must be approved by CPC and the operator shall be an experienced individual with a competition background.

B. Exit command

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

C. Drift

One judge will 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 will 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, the competitor shall be offered a rejump.

D. Observation of jump run and exit command

One Observing Judge will 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 will also check the elapsed time between opening and landing. He will keep a written record of all his observations.

E. Intentional drift

If a competitor exited at the same exit point as all others 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 will not receive a rejump. This decision will be made provided that the competitor has previously received a warning from the Event Judge.

6.4.4. 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 (S) or,

D. Deviations (D): 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
31 - 60	degrees	0.4 sec
61 - 90	degrees	1.5 sec
>90	degrees	16.0 sec

F. 16.0 sec (Z)

Omission of a figure,
added figure,
incorrect series = 16.0 sec

G. Taking the time

The judges will start their chronometers at the instant the competitor starts the first maneuver, whether or not it is the correct figure. The figure does not start until there is a change in heading of the torso. They will 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 will watch the jump twice, once at normal speed and once in slow motion, the speed of which is acceptable to the EJ. 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 judges record 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. A re-judgement shall not be requested after the publication of the results.

6.4.5. Collation of the score sheets

A. Collation of score sheets

If the assessment is not computerized, 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 maneuvers and total penalty time for a jump is calculated 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.

6.5. DETERMINATION OF THE WINNER

A. Standings

The competitor with the lowest total will 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.E If weather or time constraints prevent the jump from being conducted, the following rules will be applied.

In case of a further tie, the competitor having obtained the lowest score on one of the jumps will be the winner. If this is not sufficient, the best second time will be taken, and so on. In case of a further tie, the competitors will remain tied.

C. In case one round is not completed at the end of the competition due to time or weather constraints, but the competitors that have not jumped would not influence any podium classification (1st, 2nd, 3rd places), the round will be considered valid for the medal classification.

7. FORMATION SKYDIVING

7.1. GENERAL RULES

7.1.1. Definitions

- A. Formation: consists of jumpers linked by grips.
- B. Team: consists of four competitors of the same gender and the freefall videographer 3.3.1 D, but the Team Captain may, at any time, replace one member of the team by the fifth competitor of his mission.
- C. Grip: consists of stationary contact between any part of the palm side of the hand and/or fingers, and an arm, leg, or foot of another jumper as shown in 0
- D. Dive pool: consists of the random formations depicted in 11.2.1. and the blocks which must be performed as depicted in 11.2.2.
- E. Inter: is an intermediate requirement within a block sequence which must be performed as depicted in the dive pools.
- F. Sub-group:

Is the individual jumper, or linked jumpers, required to complete a designated maneuver during the inter of a block. Where sub-groups are shown, they must remain intact as a sub-group with only the depicted grips on other jumpers, 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 circumference of the subgroup's centerpoint to be presented(s) of the other subgroup(s). 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 torso.

Contacts or grips are permitted between sub-groups during the inter of the block sequence, but within each sub-group, jumpers must remain intact as a sub-group with only the designated grips on other jumpers. Assisting handholds on other jumpers or their equipment within a subgroup or a scoring formation are not permitted.

Handholds by the jumper on their own body or equipment within a subgroup or a scoring formation are permitted.

- G. Sequence: is a series of random formations and blocks which are designated to be performed on a jump.

H. Working time:

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

Working time starts:

- at the moment of the first visible 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.
- If the first separation is not on the recording, the working time begins at the exit from the aircraft.

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

- I. Total separation: is when all team members show, at one point in time, they have released all their grips and no part of their arms have contact with another body. In sequences, total separation is required between random formations, and between whole block and random formations.
- J. Scoring formation: as depicted in the dive pool, a scoring formation is a formation which is correctly completed and clearly presented 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

and clearly presented total separation or inter, as appropriate. Scoring formations need not be perfectly symmetrical, but they must be performed in a controlled manner. Mirror images of random formations and whole blocks are permitted.

K. Infringement 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.

L. Omission is one of the following:

- A formation or inter missing from the drawn sequence
- No clear intent to build the correct formations or inter is seen and another formation or inter is presented and there is an advantage to the team resulting from the substitutions.
- If both the inter and the second formation in a block sequence are omitted, this will be considered as only one omission.

7.1.2. Program

A. Number of jumps

The event totals eight (8) formation skydiving rounds, including the final round. A minimum of one (1) round is required to validate the event.

Qualification for the Third Round. A team who scores less than a total of 8 points (6 for the female teams) after the second round is not qualified for the third round. The minimum number for entry to third round is the same as semi-final (minimum 12/8).

B. Access to semi-final

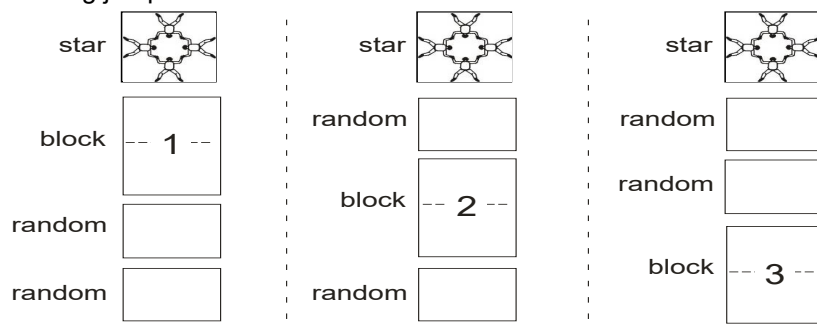
After completion of six rounds, the best 50% of teams, but not fewer than 12 male teams and 8 female teams of the remaining teams, will execute the semi-final.

C. Access to final

The best 50% of the remaining teams, but at least 6 male and 4 female teams, will execute the final.

D. Draw of sequences

The Chief Judge will supervise the draw of the sequences. All the random formations and the blocks, shown in 11.2.1. and 11.2.2., will be placed separately in two different containers. A third separate container will be used to determine the block placement in each round. This container consists of three sets of the numbers (1, 2 and 3). Each round will be drawn so as to consist of five scoring formations. The first one is a star, the following block and two random formations will be drawn after that the block placement in that round is determined by the drawn from the third container. The following diagram shows the three possibilities of the position of the block. The draw of sequences should be made after the training jump.



Teams will be given not less than two hours knowledge of the results of the draw before the FS competition starts.

E. Competitors shall not use a wind tunnel (free fall simulator) after the draw has been made.

F. Separation after exit

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

G. Visibility of the formations

It is the responsibility of the team to clearly present the start of working time, 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 a minimum altitude of 3200 m above the ground level (working time 35sec). For meteorological reasons and with the consent of the CJ, the Meet Director may lower the exit altitude and continue the competition by commencing the next round at 2800 m (working time 25 sec) or, if necessary, 2400 m (working time 20 sec).

7.2.2. Video Recording

- A. The event will be scored by means of "air-to-air" video equipment. Each team will provide a freefall cameraman who will provide the video evidence required to judge each round.
- B. For the purpose of these rules "freefall video equipment" will consist of the complete video system(s) used to record the video evidence of the team's freefall performance, including the camera(s) and video media).
All video equipment must deliver a High Definition 1080 type digital signal with a minimum frame rate of 50 frames per second, recorded on a memory card. The videographer is responsible for ensuring the compatibility of the freefall video equipment with the scoring system. Failure to comply with any of these requirements will result in a 20% score penalty (rounded down to the next whole number) for that round.
- C. Immediately after each jump is completed, the freefall cameraman must deliver the freefall video equipment, including the recording media used for that jump at the designated dubbing station. Only one video recording will be dubbed and judged. Secondary video recording may only be used in NV situations.
- D. A Video Controller will be appointed by the Chief Judge. He supervises the dubbing of the recordings and may inspect a team's freefall video equipment to verify that it meets the performance requirements. Inspections will 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, it will be deemed to be unusable for the competition.
- E. If the Video Controller and the EJ determine that freefall video equipment has been tampered with, the team will receive no points for all competition rounds involved with this tampering.

7.2.3. Teams per aircraft pass

According to the weather conditions and the drop area the Meet Director with agreement of the Chief Judge may decide to drop more than one team per aircraft pass.

7.2.4. Exit command

The exit commands relayed to the team in the aircraft by pilot, crew or judge will be: "STAND BY" -"EXIT" for the first team of the pass.

7.2.5. Limitations

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

7.3. SCORING- JUDGING

7.3.1. Number of Judges

Five judges will evaluate the performance of the teams. The Event Judge will appoint an Observing Judge who is responsible for monitoring the flight direction and the exit point, and for observing the wind conditions.

7.3.2. Judging

A. Determining the start of working time

Working time of the team performance will start when the first team member leaves the aircraft, as determined by the judging panel. If judges cannot determine the start of the working time, working time shall be deemed to start when the cameraman separates from

the aircraft.

B. Observing the jump

The judges may watch each jump twice at normal speed. Parts of or the entire jump may be viewed in slow motion or at normal speed upon the request of two or more judges. The last point in time will be determined with the use of freeze frame.

C. Marking the observations if using manual scoring

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

Situation	Sign
Correct Scoring Formation	/
Infringement	O
Omission	X
NV situation	NV
End of working time	//

NV is used when formations, inters, or total separations are not visible on the screen due to meteorological conditions or factors relating to cameraman's video equipment that cannot be controlled.

7.3.3. Scoring

An approved electronic scoring system will be used to score each jump

A. Points:

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

B. A majority of judges must agree in the evaluation in order to:

- credit the scoring formation, or
- assign an omission, or
- determine an NV situation.

C. For each omission three points will be deducted. If both the inter and the second formation in a block are omitted, this will be considered as only one omission. The minimum score for any round is zero points.

D. If an infringement in the initial formation of a block 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.

E. Absolute incorrect assessment

After viewings are completed, if the CJ, EJ or any judge on the panel considers that an absolute incorrect assessment has occurred, and has been missed by the judges, they will be asked to review the circumstance and if a majority of them agree that an obvious incorrect assessment occurred, they will be allowed to change their evaluation.

F. 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.

G. Manual Scoring

In the event that Electronic Scoring cannot be used, it is possible to manually score the jumps using Chronometers and Score Sheets. (see 7.3.2.C.)

7.4. REJUMPS

7.4.1. Picture quality (video recording)

The team is responsible for the picture quality and shall not be granted a rejump if the performance

is not judgeable or if there are parts of the jump not on the video.

Contact, or other means of interference, between competitors in a team and/or their freefall cameraman will not be grounds for the team to request a rejump.

7.4.2. NV situation

If the video evidence is considered insufficient for judging purposes, the CJ, with the EJ, will assess the video evidence and circumstances surrounding the occurrence to determine if the NV criteria have been met (see 7.3.2.C).

The team has the choice of accepting the score of the jump or making a rejump. The decision must be made immediately after the rejump is offered.

If the criteria are not met, no rejump will be granted. If the NV criteria have been met, the CJ & EJ will also assess the circumstances to determine if there has been an intentional abuse of the rules by the team. If it is determined that an intentional abuse of the rules has occurred, no rejump will be granted.

7.4.3. Weather conditions

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

7.5. DETERMINATION OF THE WINNER

7.5.1. Standings

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

7.5.2. Tie in FS

In case of a tie for first, second or third place, the teams concerned will execute supplementary jumps, drawn in accordance with Article 7.1.2.E until the tie is broken. If for weather or time reasons a jump cannot be made, the following rules will 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 will be the winner. In case of a still further tie, the teams will remain tied.

7.5.3. If one round is not completed by the end of the competition due to time or weather constraints, but the competitors that have not jumped would not influence any podium classification (1st, 2nd, 3rd places), the round will be considered valid for the medal classification, with the exception for overall podium.

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 by eliminating competitors not taking part

in the style event and vice versa.

C. Overall winner

The competitor with the lowest score will 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 until the tie is broken. If weather and technical conditions permit, the type of jump is drawn between Accuracy and Style (series drawn as 6.1.2.E)

If weather or technical conditions permit only one of the two events to be conducted, jumps of this type are to be done at the earliest opportunity until the tie is broken or competition time is over.

If due to weather or time constraints jumps cannot be made, the individual with the best ranking in one event will be the winner, in case of a further tie the individual with the better ranking in individual accuracy will be the winner, otherwise they will remain tied.

8.2. TEAM OVERALL

8.2.1. Team overall - calculation

It is obtained by adding the final rankings of a nation in all 3 events (considering the tie breaks for the first three places). The final rankings of the four best competitors of a nation in style are added separately in order to get national rankings (only style competitors in teams are considered for this virtual ranking). Then the „team style“ ranking is added to the rankings in team accuracy and formation skydiving.

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 skydiving	5 points

total 10 points, ranking 1st place in team overall

8.2.2. Team overall winner

The team with the lowest total of rankings in all three events will 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, teams not participating in one or two events will receive the maximum ranking corresponding to the total number of teams registered in the competition (men or women as appropriate).

8.2.4. Tie in team overall

If there is a tie for first, second or third place, the teams concerned will execute supplementary jumps until the tie is broken. If weather and technical conditions permit, the type of jumps is drawn separately for each necessary tie break round. The draw is between team accuracy and formation skydiving jump(s) (sequence determined by 7.1.2. E).

If weather or technical conditions permit only one of the two events, jumps of this type are to be done at the earliest opportunity until the tie is broken or competition time is over.

If for weather or time constraints jumps cannot be made, the team with the best ranking in one of the three events will be the winner, in case of a further tie the team with the better ranking in team accuracy will be the winner, otherwise they will remain tied.

9. JUDGING

9.1. GENERAL PROVISIONS

9.1.1. Annual judges list

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

The CPC regularly publishes an additional list of judges, who have maintained current valid CISM international qualification. The current CISM list is available on the CISM website.

9.1.2. Categories of CISM judges (see 9.4.)

The valid categories as indicated beside the judge's name are:

- Accuracy (A)
- Style (S)
- Formation Skydiving (F)

A regional CISM licence marked with an asterisk (*) does not qualify for judging at a WMPC. Such a regional license does not qualify for the FAI judge's nomination that may be done by the NAC or ISC.

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 organizing country. He is nominated by the President of CPC at the latest six (6) months before the WMPC. The organizing country shall appoint an Assistant Chief Judge, who in this function has no voting rights.

B. Nomination of the Event Judges

The Chief Judge appoints the Event Judges as soon as practicable and no later than immediately after the final entry deadline.

C. Judges

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

D. Number of judges

At a championship, there must be a sufficient number of judges for all tasks described in the current rules. A roster of duties will be established by the Event Judge.

E. Nominated judge qualification

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

9.2.2. Identification

The members of the judging team will wear the clothing and identification supplied by the organizer 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 organizer and must nominate another qualified judge as a replacement.

9.2.4. Incompetence and/or unacceptability

At a championship, the CPC upon proposal of the Chief Judge has the right to dismiss a judge from the championship if the judge's performance is deemed 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 will serve as administrative head of the panel of judges.

B. Distribution of tasks

The Chief Judge will distribute the tasks to the members of the panel of judges and explain their function.

C. Drawing of lots

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

D. Judges Meetings

The panel of Judges will 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 will be made by a simple majority of all judges attending the meeting. In case of a tie, the CJ will have the deciding vote.

E. Observation of Rules

During the entire championship the Chief Judge will ensure that the current 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 will control the collation of the score sheets and will ensure prompt publication of the results.

H. Verification of Judges qualifications

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

I. Delegation of duties

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

J. Doubt on a Judge capabilities

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

9.3.2. Assistant Chief Judge

A. Taking over CJ duties

The Assistant Chief Judge will 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, will organize 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 organizer, will 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 will 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 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 will present their logbooks to the CJ before the start of competition.

B. Performing judging duties

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

C. Provision of information

The judges will not provide any person with results information until it is official. Judges shall not disclose how decisions were reached within the judging panel.

D. Contacts among Judges

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

E. Judges and training judges shall have their own digital chronometer (stopwatch), with the sound muted, which displays in seconds/hundreds of seconds and records and recalls not less than 75 laps (splits).

9.4. CISM JUDGE QUALIFICATION

9.4.1. Evaluation of the candidate

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

9.4.2. Language

The candidate should be fluent in English to be able to communicate 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 CISM regional licenses only (* 9.1.2).

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 and/or International Championship (in accuracy landing with > 100 jumps) and achieved a satisfactory evaluation on CISM parachuting regulations in the two preceding years (see chapter 9.5).

B. Style and Formation Skydiving

The judge must achieve a satisfactory evaluation given by CPC at a WMPC or CISM judge's course within the two preceding years (see chapter 9.5).

9.4.4. Qualification recognized by FAI

In the Sporting Code-Section 5 - chapter 6.4.1 "Category 1 Judge" the ISC of FAI recognized the qualification of the CISM International Judges: *"Any CISM Judge on the current ST & AL CISM List is eligible to be a Category 1 FAI/ISC Judge if nominated by their NAC."*

9.5. JUDGES: QUALIFICATIONS STANDARDS

9.5.1. Knowledge of rules

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

9.5.2. Evaluation in Style and FS

The evaluation in Style and Formation Skydiving is made using pre-recorded videos. An approved score for the jumps must have been made and agreed after discussion by an experienced panel of judges appointed by CPC. The approved score makes allowance for judgement decisions. It may for example in the style event, be a range of angles, which may include zero, as a penalty. In Formation Skydiving 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:

90% 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, and in FS in addition 80% 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: 450 penalties and for 30 FS jumps all formations added (e.g. 400 including 35 absolute infringements).

10. C.I.S.M. RECORDS

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 will be permitted to continue to jump for the new record (with the limitation set in chapter 3.4.). CISM records will be established only during official CISM competitions in male, female and male/female junior categories.

10.2. INDIVIDUAL ACCURACY

10.2.1. Consecutive Zeros

The record for consecutive zeros in Individual Accuracy will be the number of consecutive landings scoring 0 cm, plus the distance in centimeters of the following landing.

10.2.2. Best Performance After 8 Rounds

The record for best performance in Individual Accuracy after the completion of the full individual competition program will be the lowest total score of the 8 rounds. In case of a tie in a competition, all the competitors involved will be recognized as record holders.

10.3. TEAM ACCURACY

10.3.1. Consecutive Zeros

The record for consecutive zeros in Team Accuracy will be the number of consecutive landings scoring 0 cm by all five competitors, plus the distance in centimeters of the following landing.

10.3.2. Best Performance After 10 Rounds

The record for best performance in Team Accuracy after the completion of the full team competition program will be the lowest total score of the 10 rounds. In case of a tie in a competition, the teams involved will be recognized as record holders.

10.4. STYLE

10.4.1. Best Performance in One Round

The record for best performance in Style will be the final time for one series, including penalties. Only competition jumps will be considered.

10.4.2. Best Performance in an Event (5 Rounds)

The record for best performance in a Style event, after the completion of 5 competition rounds, will be the lowest total score of the 5 rounds, including penalties. Only competition jumps will be considered.

10.5. FORMATION SKYDIVING

10.5.1. Best Performance in One Round

The record for best performance in Formation Skydive will be the longest sequence of formations executed by a team in accordance with these rules. In case of a tie in a competition, the teams involved will be recognized as record holders. Only competition jumps will be considered.

10.5.2. Best Performance in an Event (8 Rounds)

The record for best performance in a Formation Skydive event, after the completion of 8 rounds, will be the highest total score of the 8 competition rounds in accordance with these rules. In case of a tie in a competition, the teams involved will be recognized as record holders. Only competition jumps will be considered.

11. ANNEXES

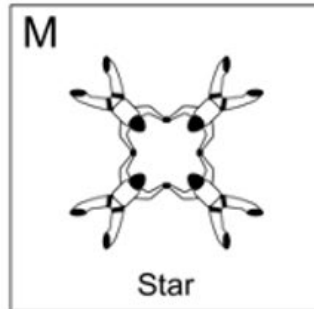
11.1. STYLE SCORE SHEET

Not necessary for competitions, used only for judges' evaluation

Jump # Degree Penalty		Jump # Degree Penalty		Jump # Degree Penalty		Jump # Degree Penalty		Jump # 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	

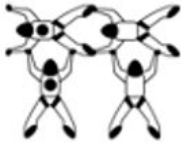
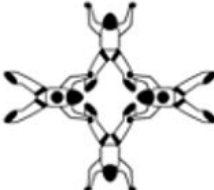
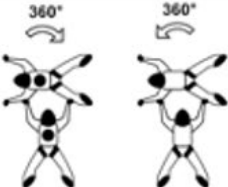
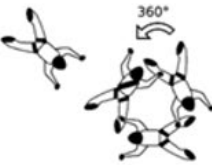
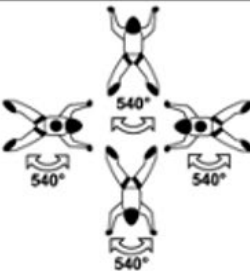
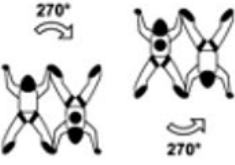
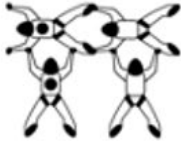
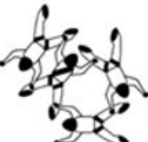
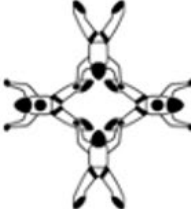
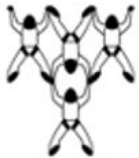
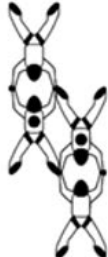
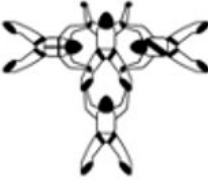
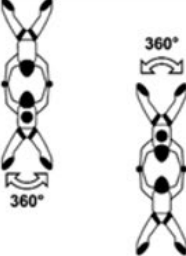
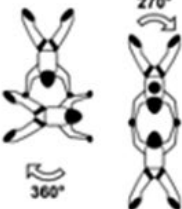
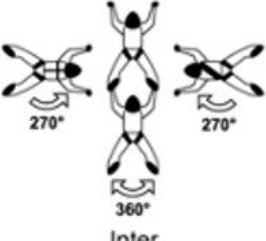
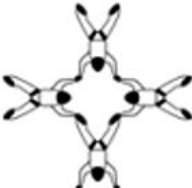
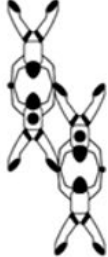
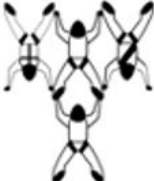
11.2. FORMATION SKYDIVING

11.2.1. Random Formations



A Unipod	B Stairstep Diamond	C Murphy Flake	D Yuan
E Meeker	F Open Acordian	G Cataccord	H Bow
J Donut	K Hook	L Adder	N Crank
O Satellite	P Sidebody	Q Phalanx	R Bundy

11.2.2. Blocks

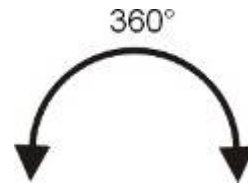
1  Molar	2  Sidebody Donut	14  Bipole	16  Compressed
 Inter	 Inter	 Inter	 Inter
 Molar	 Side Flake Donut	 Bipole	 Box
17  Danish Tee	18  Zircon	19  Ritz	22  Tee
 Inter	 Inter	 Inter	 Inter
 Murphy	 Zircon	 Icepick	 Chinese Tee

11.2.3. Definition of Symbols

Indicates the direction of turn by the sub-group:



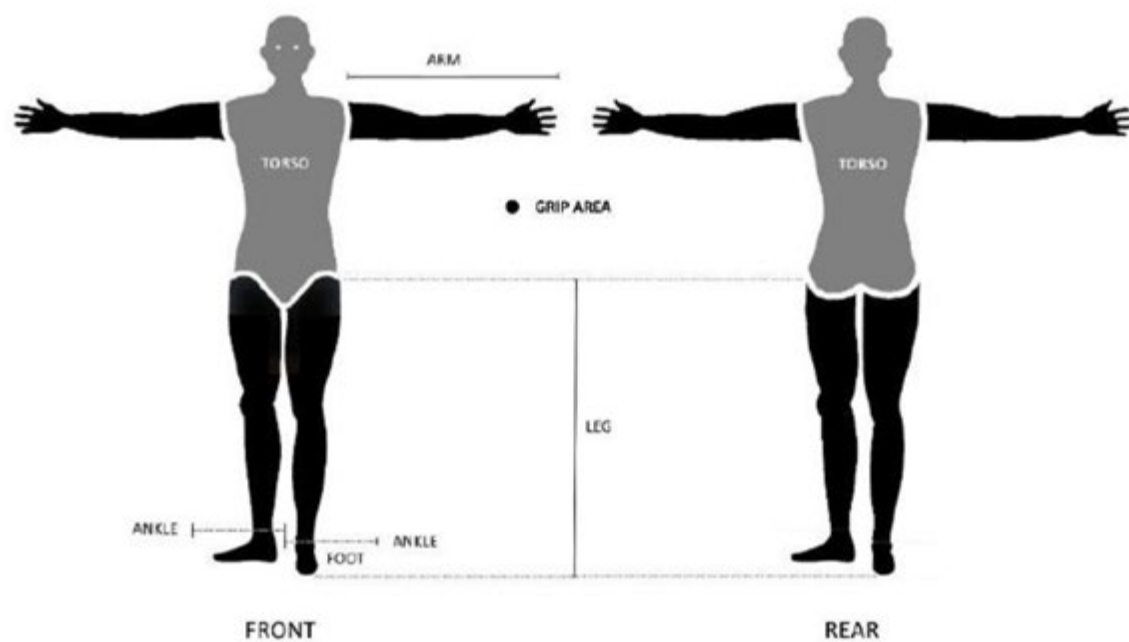
Indicates turn by the sub-group in either direction:



Indicates clarification of intent:



Visualization for grip positions:



11.2.3. Formation Skydiving Score Sheet

Round: Team# : Judge: Remarks:

1

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	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45

2

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	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45

3

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	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	

4

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	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	

5

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	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	

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	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45

Collation Scoresheet

Team#:

Team:

Score

Round:

Remarks:

12. OVERVIEW OF SUBSTANTIVE CHANGES

No	Article	Change	Summary
1	4.2.5.E Rule	Jumping order in case of a tie adjusted to the real time ranking and not to the starting ranking.	Automatic alignment with global standard
2	5.1.4.C Rule	Athlete cut off after fourth round cancelled	Uselessness of the old rule
3	7.1.2.B Rule	Athlete cut off after fourth round cancelled	Uselessness of the old rule
4	8.2.3.A and 8.2.3.B Rules	Cancellation of virtual score for Athletes who do not jump in Style	Encourage the practice of Style
5	10.2, 10.3, 10.4 and 10.5 Rules	Adding new records	