



CSPA JUDGES' TRAINING PROGRAM

Judge's Manual Level One

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1. **OBJECTIVES**

After completing the training course based on content contained in this manual, the Qualified Evaluator shall:

- have an understanding of the Judges' Rating Program
- understand the Competition Rules for the:
 - Accuracy event,
 - Style event,
 - Formation Skydiving event,
 - Canopy Formation events,
 - Artistic Events, and
 - Canopy Piloting events.
- be familiar with the CSPA Competition Manual
- have completed practical video judging of either: Style, Formation Skydiving, Canopy Formation or Artistic events, or a combination thereof
- know how to evaluate competitor performance and mark score sheets
- be able to act as a Principal Judge in accordance with PIM 4E (8.1)

2. **JUDGES AND COMPETITION STAFF**

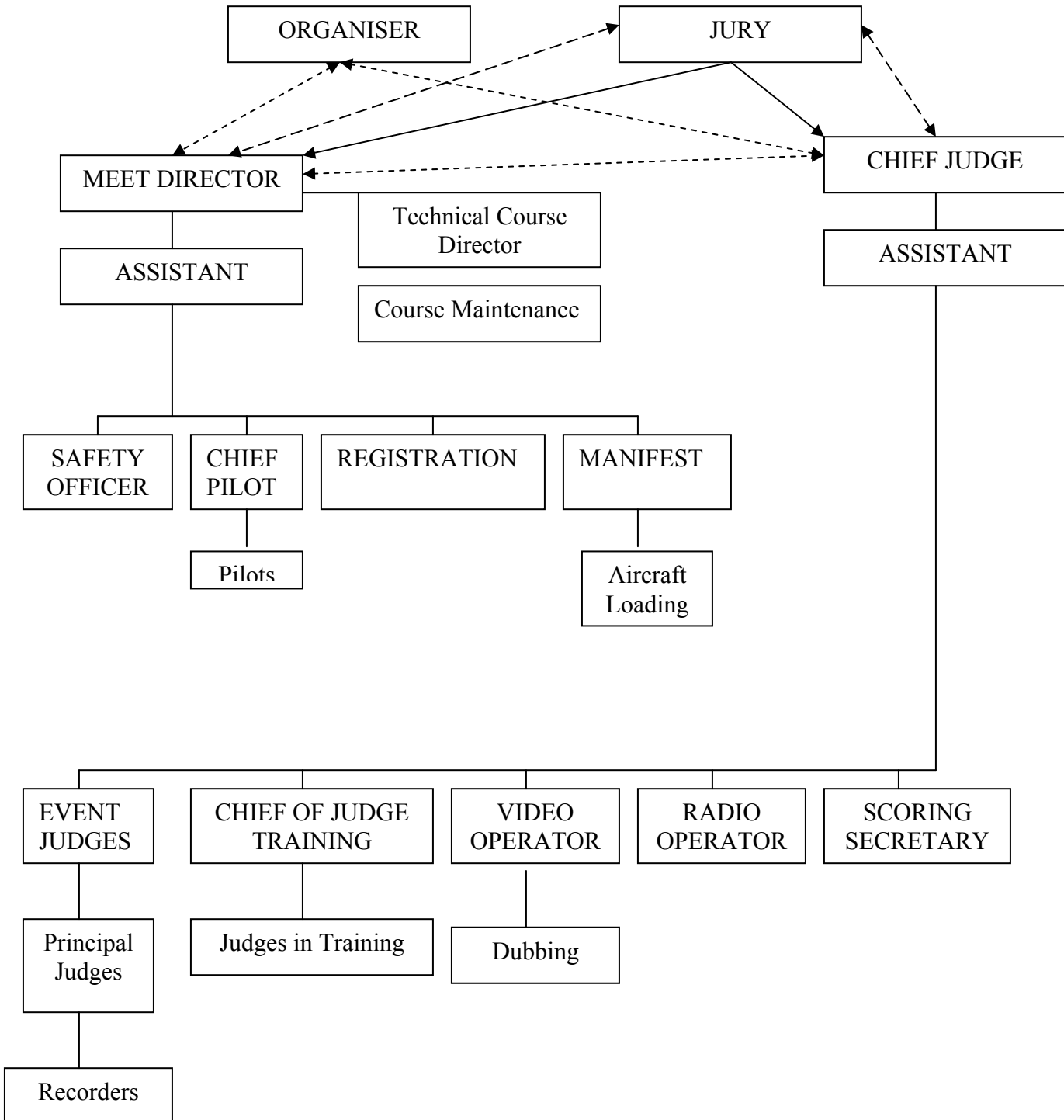
While Judges may have other responsibilities, such as observing record attempts and certifying performances for certificate requirements, their main activity is judging at parachuting competitions, where they form part of the staff required to conduct the competition.

The principal staff required for a competition is:

- Meet Director
- Chief Judge
- Assistant Meet Director (optional)
- Assistant Chief Judge (optional)
- Technical Course Director (CP-optional)
- Chief Pilot
- Pilots
- Event Judges
- Principal Judges
- Chief of Judge Training
- Judges in Training
- Registration
- Manifestor
- Aircraft loader
- Scoring Secretary
- Recorders
- Radio Operator
- Video Operator
- Meet Safety Officer

Some of these people may require assistants to help them carry out their duties.

ORGANIZATIONAL STRUCTURE



Authority →
 Communication ← - - -

The responsibilities of each are as follows:

1. Organizer

Responsible for the basic organization of the competition, which includes:

- Contracting for aircraft
- Establishing events
- Obtaining necessary equipment
- Appointing staff, other than judges

2. Jury

The Jury should be comprised of people who have had prior experience with competitions and who will neither be competing nor be involved in any other staff capacity. Their responsibility is to ensure that the competition is conducted in accordance with the established rules and to act as the final arbiter in any disagreement concerning re-jump requests or other organizational or competitive problems.

3. Meet Director

The meet director is responsible for the administrative conduct of the competition. In close cooperation with the Chief Judge, he will decide the order of the events and when to start and stop competition jumping. He will brief the competitors on the administrative aspects of the competition before they start, and will ensure that competitors are continually kept informed of all changes that may affect the running of the competition, i.e. start times, etc.

He will ensure that the registration of competitors is completed efficiently and quickly, so that the number of competitors in each event is known. He will advise manifest of the draws to ensure that competition jumping continues efficiently in the correct order.

He should hold an organizational briefing of all staff under his authority before the competition begins—in order to ensure that all of them completely understand their allotted tasks.

4. Assistant Meet Director

Normally, unless the competition is a large international competition, an assistant meet director would not be required. If one was required, he would assist the meet director when requested and take over his duties, if necessary.

5. Chief Pilot

The chief pilot is responsible to the meet director for every aspect of the operation of the aircraft, including good mechanical working order, refueling, etc. He establishes the work schedule of the pilots, to ensure the most efficient operation of all aircraft. He will also work closely with the Chief and Event Judges to ensure that jump runs, jump altitude and the interval between competitors and/or teams are as required. He will advise manifest which aircraft are to be used for a particular event.

6. Pilots

Pilots fly the aircraft in accordance with directions from the chief pilot.

7. Registration

Is responsible for ensuring that all competitors are properly registered, have the correct and current documentation, have their equipment inspected and have paid the correct entry fees. Once all competitors have registered, he will assist the meet director in the “draw” to determine the jump order for the various events. He will prepare the master lists of the competitors in each event and ensures that manifest and the Chief Judge obtains a copy of the entrants and jump order for each event.

8. Manifestor

The importance of the manifestor to the success of the competition cannot be overstated. When the meet director has decided which event will run, he will ascertain from the chief pilot which aircraft are to be used. He then organizes the competitors into aircraft loads and calls the competitors to the loading area in time to meet their aircraft, so there is an uninterrupted flow of aircraft operation. He gives a copy of each load sheet to the loader and to the Event Judge. He keeps a record of the number of jumps made by each competitor or team and makes note of any unusual occurrence, including any competitor or team missing their assigned aircraft and so forfeiting a jump. He will be advised by the Chief or Event Judge or the Jury of any competitor being granted a re-jump, so that this can be fitted in as soon as possible.

9. Aircraft Loader

With the load sheet provided by the manifestor, the aircraft loader ensures that competitors board the assigned aircraft, that their equipment has the inspection marker on it and that there are no “illegal” competitor substitutions. If a competitor or team does not arrive in time to board the assigned aircraft he will advise the manifestor, so the appropriate action can be taken.

10. Chief Judge

The Chief Judge is responsible for the evaluation of all competitive jumps and the work of the Judges. He chooses and appoints the panel of Judges and the Event Judges. He will conduct an “orientation” seminar for the Judges before the competition starts in order to explain the rules and procedures to be followed. He will give a general briefing to all the competitors before the competition starts in order to explain and clarify the general competition rules governing the competition.

11. Assistant Chief Judge

Normally, unless the competition is a large international competition, an Assistant Chief Judge would not be required. If one was required, he would assist the Chief Judge when requested and would take over his duties when necessary. He will work closely with the Event Judges in setting up the equipment needed for a particular event.

12. Event Judge

Event Judges are responsible for the direction of the Judges during an event and will brief the Judges on the procedures to be followed during the event. They will assign duties to the Judges for each round of the event, and is responsible for the conduct of the event and the observance of all rules pertaining thereto. He will give a briefing to the competitors before the event in order to explain and clarify the rules for that particular event. He will also control and coordinate the scores for the event. He ensures that the results are properly compiled, that the final aggregate scores and placing are correct, and that the scores are posted promptly.

13. Principal Judges

Principal Judges will be present when required by the Chief Judge and will work as directed by the Chief and Event Judges. They must be thoroughly familiar with and knowledgeable about the competition rules.

14. Chief of Judge Training

The Chief of Judge Training will conduct the training course for the Judges in Training and will work closely with the Chief Judge in order to ensure that all requirements are satisfied.

15. Judges in Training

The Judges in Training shall be present when required by the Chief of Judge Training and will work as directed by him.

16. Scoring Secretary

Will ensure that the Judges' score sheets and accuracy result sheets are distributed, collected, collated and maintained in good order. He will assist with the scoring and will post the results on the scoreboard when directed to do so by the Event Judge or Chief Judge and maintain the master score sheets.

17. Recorders

Recorders act as Judge's secretaries, writing information on score sheets or observation sheets as required. In the accuracy events, two recorders record the scores confirmed by the Judges.

18. Radio Operator

The radio operator acts as the communication link between the Judges and the pilots. He must be aware of the location and altitude of the aircraft at all times and will keep the Event Judge fully informed of this. He must clearly transmit the Judge's or Video Operator's instructions to the pilots and must ensure that the latter properly acknowledge receipt thereof. He must, to some extent, act as an air traffic controller in order to ensure proper spacing of the aircraft at jump altitude.

19. Video Operator

The video operator will work with the Chief and/or Event Judge to ensure that each freefall style jump is properly recorded so as to be sufficiently judgeable on screen. If he is adequately experienced, he may take over the job of guiding the aircraft and giving exit commands.

20. Video Controller

A Video Controller will be appointed by the Chief Judge prior to the start of the competition. The Video Controller may inspect a team's video equipment to verify that it meets the performance requirements as determined by him/her. Inspections may be made at any time during the competition that do not interfere with a team's performance, as determined by the Event Judge. If any video equipment does not meet the performance requirements as determined by the Video Controller, this equipment will be deemed to be unusable for the competition. The Video Controller shall be responsible for ensuring the timely download of images recorded during competition jumps.

21. Meet Safety Officer

Is responsible for equipment inspection prior to competition and maintenance of safety standards during the competition.

3. **COMPETITION MANUAL**

The CSPA Competition Manual, in its many parts, contains the following information:

PIM #	TITLE	LAST REVISION
PIM 4A	The Canadian National Parachuting Championships - Hosting Manual	March 2010
PIM 4A Part II	Conference Cup Parachuting Championships - Hosting Manual	March 2010
PIM 4B	The Canadian National Parachuting Championships - Event Rules	March 2010
PIM 4B App. I	4-Way FS Random Formations and Block Sequences	April 2006
PIM 4B App. II	8-Way FS Random Formations and Block Sequences	April 2006
PIM 4B App. III	10-Way FS Speed Formations	April 2006
PIM 4B App. IV	CF Random Formations and Block Sequences	April 2009
PIM 4C Part I	The Canadian Para-Ski National Championships - Hosting Manual	June 2004
PIM 4C Part II	The Canadian Para-Ski National Championships - Event Rules	June 2004
PIM 4D	CSPA Canadian Parachuting Records	February 2008
PIM 4D App. I	Parachuting Record Registration Form (F114)	September 2006
PIM 4D App. II	CSPA Canadian Records - Current Records	October 2010
PIM 4D App. III	CSPA Canadian Records - Old And/Or Retired Records	October 2010
PIM 4E	CSPA Judge Rating System	March 2009
PIM 4E App. I	List of Rated Judges	January 2010
PIM 4E App. II	Judge's Rating Application Form	December 2005
PIM 4E App. III	Judge's Rating - Annual Validation Form	December 2005
PIM 4F	National Teams Committee Policy & Procedures	November 2010
PIM 4F App. I	National Teams - Athlete Agreement	March 2008
PIM 4F App. II	Yearly Training Plan	November 2010
PIM 4F App. III	Canadian National Team Performances at WPC's	February 2010
PIM 4F App. IV	SNT Member Report	November 2010
PIM 4F App. V	Athlete Evaluation Database	November 2010
PIM 4G	CNTC Manual Policy & Procedures	November 2010

Manuals are updated annually in accordance with changes to the FAI rules, submissions from judges Post-Nationals and Conference Cups, addition of new disciplines and at the direction or discretion of the Competition and National Teams Committee. A list of current revision dates is found in PIM4G.

If you have not already done so, you should obtain a copy of at least PIM4B and thoroughly review it as the information contained therein is of utmost importance to all Judges, no matter what their skill level or experience. Manuals are available online at cspa.ca

4. COMPETITION EVENTS

1. Accuracy Event

1.1 The individual accuracy event involves parachutists, two to a pass of the aircraft, and jumping from 2800', opening their parachutes after delays of 0 to 5 seconds and attempting to land on or as close as possible to the target centre.

1.2 In the Open Event the score obtained is that which the Automatic Measuring Device (AMD) indicates—off AMD landings are scored as 16cm. Junior and Intermediate competitors landing off the AMD are measured manually from the edge of the dead centre disc to a maximum of ten metres. It is important to note that the measurement is made from the first point of body contact with the surface. Pieces of equipment, which may be hanging loose, are ignored, but the body includes shoes, boots, gloves and jumpsuit covering the butt, elbows, etc.

1.3 Arrangement of Judges at Target. There will be three or four judges arranged around the target area (See Diagram 1). If four are used, one of the judges will normally be a “leg” judge positioned on the wind line, either up-wind or down-wind between 5 and ten metres from target centre, to assist in determining the first point of contact with the surface. The opinion of the “leg” judge is used if there is disagreement between the target judges.

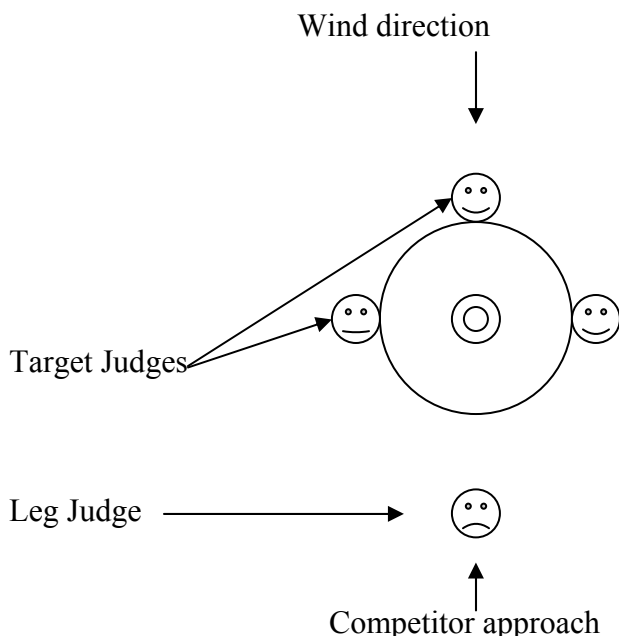


Diagram 1.

Assuming an ideal situation, where the jumper approaches the target directly up the wind line, the judges at the target will space themselves evenly so as not to obstruct the view of the competitor. They must be in positions that enable them to rotate with any wind shifts—maintaining a “triangle”

shape. The “leg” judge is several metres back from the edge of the target (tuffet). A Judge in Training would shadow one of the other judges or take up a position as directed by the Event Judge.

It is important to note that the judges should never place their bodies between the competitor and the target and should be positioned so that their shadows do not fall over the AMD, in order that the competitor has a clear uninterrupted view of the target centre at all times.

1.4 Triangle Concept. The “Triangle” refers to the shape of the imaginary figure that would be obtained if lines were drawn between the three Judges around the target. Under normal circumstances, the triangle formation remains intact, all through the jumper’s decent and approach. As the jumper moves from side to side (or even if doing a complete circle around the target) the triangle rotates around the target centre, so that the judges always remain in the same position relative to the jumper and the line of his likely approach. An added benefit is that at no time is a Judge’s body between the jumper and the AMD.

The box will work well for an experienced jumper, whose canopy work and approach are predictable. Where, however, the jumper makes a wild or semi-controlled approach, the triangle will of necessity have to break up and react to ever changing circumstances, remembering at all times to avoid the appearance of disorganization (or, worse yet, panic) and giving the jumper a clear view of the target.

1.5 Use of Fichets. The fichet is the basic tool of the trade if measuring landings off the AMD. It is a rod (steel, generally) of small diameter, about 30cm long, with a small handle and a coloured tag, which is used for identification (See Photo #1).



Photo #1

The fichet is used to indicate the line of sight from the Judge to and through the first point of body contact with the surface. Body includes shoes, boots, etc., gloves and jumpsuit covering the butt, elbows, etc.

To indicate the line of sight, the Judge lays the fichet flat on the surface, pointing at the perceived first point of contact. This confirms instantly and silently the Judge's opinion as to where the first point of contact with the surface actually was. This speeds up the process of scoring considerably.

The reason that the Judge indicates the line of sight is that it is impossible for one Judge to evaluate, with any degree of accuracy, the specific point at which contact was made. Hence, the contact point is determined by triangulation, since each Judge can indicate with considerable precision the line from him through the point. Where the lines intersect is the point of contact.

When the fichets are placed, they must not be let go, until the jumper and/or canopy have left. It could be that the jumper or canopy falls over the landing area, thereby obscuring the point and fichets. If the Judge lets go the fichet, it may be kicked aside, moved or dragged away in the canopy, all of which renders that Judge's evaluation useless.

Once the area is clear, the Judge pushes the fichet in to the contact point, to meet up with the other fichets. One Judge, who is designated as "pit-boss" of the target area, then has the responsibility to determine the average fichet placement point and places a fichet vertically in at this determined point of first contact.

This triangulation method is used anytime off-AMD measurement is needed.

1.6 Measurement. Once the fichet has been vertically placed, it is then held in place by a Judge. This same Judge holds the measuring tape against the fichet shaft and, when ready and satisfied, says 'mark' as a signal to the 'measuring' Judges to continue. The measuring tape must be held taut, without any twists. The measurement is made to the centimetre mark closest to, but outside the dead-centre disc (i.e. rounded down to the nearest centimetre). The measurement is checked by a second Judge as being correct, and is then called out loudly and clearly to the two recorders who write it on their sheets and call the written score back to the measuring Judge, who will acknowledge it as being correct. Only when this acknowledgement has been made, will the fichet be removed. The reason for this is that it may be necessary to make another measurement, and if the fichet had been removed, the contact point would no longer be known.

1.7 Quietness and Movement. The three or four Judges at the target must be aware that there must be no suggestion of interference with or disturbance of the jumper's final approach. They must therefore be particularly careful to keep movement to a minimum (keeping the triangle concept intact) and any movement there is must be slow, without any sudden or jerky motion. For the same reason, conversation should be kept to a minimum and any necessary conversation should be quiet.

There must especially be no waving of arms, or anything else that might be considered to be a signal or distraction to the competitor.

When the jumper has landed, there should be no exclamations or loud discussion at any time, as the Judges need to foster the jumper's confidence by demonstrating unity and competence throughout the competition. The jumper must not hear one Judge declare a score, only to later find the official score being given as something different.

1.8 Low Profile. In addition to quietness and lack of movement, the Judges must maintain a low profile. There are two reasons for this. The first is to present no visible distraction to the jumper. The second is even more important. That is, in order to have the best view and line of sight to the point of contact, the eye must be as low as close to the ground as possible.



Photo #2

In order to get the head and eye as low as possible it will be necessary to crouch or kneel, and hence, the sign of dirty knees is an indication that the Judge is doing the job properly. This applies to all Judges involved in determining the point of first contact. See photo #2.

1.9 Examples of Fichet Placement. When the fichets being used are brought together toward a common point, it is rare that they would all cross and coincide at one point. Hence, the need to determine an average or middle point, which will be designated as the point of first contact. With three fichets, the task is relatively straightforward—the centre of the triangle is taken as the average point. Photo #3.



Photo #3



Photo #4

Halfway between the parallel fichtets, along the third fichtet, gives the average point. Photo #4.



Photo #5

If the centre of the triangle is taken as the average, it is likely unfair to the parachutist as fichtet to the right seems to be a “wild” or “erroneous” placement. If the Judges discuss it and agree this fichtet can

be discarded then the intersection point of the two parallel fichets is used. Photo #5.

1.10 Burying a Fichet. Sometimes even though having exited with the requisite time in between, a jumper may be landing closely behind another, so that, while there is time to make the placement, there is not time to take the measurement with the tape without interfering with the second competitor. In this case, the first fichet marker is buried. The easiest way to bury it is at a shallow angle, so that the top of the shaft marks the point of contact and the handle lies flat on the target area (Photo #6). In this way, no person or object (parachute) is likely to catch the handle and move it. If it were moved so that the point could not be identified with complete certainty, then a rejump may have to be offered.



Photo #6

Care must be exercised in removing the fichet so as not to lose the contact point.

1.11 Benefit of Doubt. Where there is uncertainty or doubt as to the evaluation, the “benefit of the doubt” concept operates to the advantage of the competitor. For example:

- a) if the Judges determine that both feet landed simultaneously, the contact point would be given to the closest foot;
- b) if two Judges give an indication that the competitor landed on the AMD and one determines the first point of contact was off the AMD, the competitor would receive the score indicated by the AMD. If one indicates a landing on the AMD and two say first point of contact is off the AMD then the competitor receives a score of 16cm—or if Junior or Intermediate, the measured score.
- c) if one Judge indicates the landing is on the AMD, a second Judge indicates the landing is off the AMD and one Judge was unable to determine the first point of contact with the surface, then the opinion of the “leg” Judge would be used to determine the score.

1.12 Automatic Measuring Device. The AMD measures in intervals of one (1) cm, out to a distance of 16cm from the edge of the dead-centre disc—some older models only measure to 15cm. This is very important since, generally speaking, any landing greater than 15cm usually means that the competitor is effectively removed from contention for a medal placing (or even a placing in the top 50 at a WPC). The Judges' responsibility is to determine if the first point of contact was on the AMD and if so, the reading is the score awarded (provided of **course**, that the Judges are satisfied that the pad is functioning properly).



Photo #7

Both the top and bottom of the AMD pad are covered in protective material and the pad is of flexible but robust construction. A simple description of the operation of the pad is as follows:

When pressure is applied to a point on the pad, this triggers the particular circuit and automatically cancels the other circuits. Hence, once the read-out receives a signal, no further signals can be received from the circuitry. Hence, the system reacts only to the pressure of the first point of contact.

To be accurate, the pad must be sensitive enough to measure the point of contact, as opposed to the first point of pressure. To illustrate this: suppose the jumper is slightly off to one side and in reaching for the dead centre disc, brushes the pad (point of contact) and then the foot rolls across the pad (creating pressure on the circuitry). The pad should be able to register the first contact point and not react only to subsequent pressure. If the pad is deficient in this respect the jumper must strike the pad with the proper technique to ensure the point of contact is the same as the point of pressure.

1.13 Checking Operation of AMD Pad. Since the operation of the pad is automatic, it must be checked regularly to ensure proper and correct functioning. This is normally done by tapping or applying pressure on the pad with knuckles across a radial at 1cm intervals to test all the circuits. This should be done across 3 or 4 radials. If the readings obtained are what is expected, the pad is taken to be functioning correctly. Excessive pressure could damage the pad or if excessive pressure is needed to activate the readout, it is likely the pad is nearing the end of its useful life.

As part of the checking operation, the wiring and other equipment should also be inspected to ensure no possible malfunction.

The checking should be done at regular intervals and at any time an abnormal reading is obtained.

1.14 Reliance on Pad. The pad is an automatic system. In order to ensure consistency of judging and measuring for each jumper, the Judges determine only if the point of contact was on the pad. If it was and the pad is determined to be functioning correctly, then the pad reading is the score awarded.

Provided the pad is functioning correctly, the Judges may not and will not override the pad. The Judges will rely on the read-out from the pad.

1.15 Centering the Pad. The one found to be best is bungee cord (1/4"), attached to the rings mounted on the underside of the pad, evenly stretched across the target (tuffet) and either attached to the tuffet itself or staked to the ground. The bungee cord is strong enough to hold the pad in position. After a competitor landing, if needed, the pad can be raised and then simply dropped into position and if the bungee cords are tied off with equal tension it will centre itself automatically. Or, in the off-chance a control pad (back-foot pad) is used, the AMD pad may be attached directly to the control pad.



Photo #8

1.16 Event Staff Required. The staff required for the accuracy event are as follows:

Event Judge (1)
Target Judges (3)
Leg Judge (1)
Observing Judge (1)
Anemometer Judge (1)
AMD Reset Judge (1)
Recorders (2)

If there is a staff shortage, a Judge may be asked to control more than one position.

At a large international competition, other staff may be required to control the aircraft loading, monitor the recorder's work, etc. Also, there may be two or more observing Judges, two anemometer Judges and two leg Judges. There also may be Judges in Training positioned at the target area.

1.16a Event Staff Duties. The duties of each member of staff are:

- a) Event Judge. The Event Judge has overall responsibility for the conduct of the event. He will brief the competitors before the event and explain the rules and specific items that need to be emphasized. He assigns the Judges tasks and ensures the regular rotation of duties. He also ensures the correct transcription of scores from the recorders' sheets to the master score sheet, and the subsequent publication of the official results.
- b) Target Judges. Their responsibility is the control of the target and determination of the competitors first point of contact with the surface. If manual measurement is required they make the measurement and call out the score. If an electronic pad is being used, they will call the read-out score to the recorders. They also check the call back by the recorder. They should also be aware, at all times, of the location of the jumpers in the air and should observe the descent where possible, in the event that an incident occurs, which requires subsequent discussion.
- c) Leg Judge. The Leg Judge is positioned at the 5m or 10m circle and has the responsibility of observing which part of the competitors body first comes in contact with the surface. If the target Judges all agree, the leg Judge's opinion will not be required. Where there is a disagreement between the target Judges, the leg Judge's opinion may be taken into account.
- d) Anemometer Judge. The responsibility of this Judge is to observe the anemometer at all times, and to note wind speed and direction when a competitor is landing. There is a special responsibility to watch for changes in direction if the winds are over 3m/sec. If the wind approaches 7m/sec this judge must be especially aware of momentary gusts that may go over the limit and if so, inform the Event Judge. A written record must be made of all observations, including the time of landing.

e) Observing Judge. This Judge has a multi-part responsibility, which requires observing each jumper from exit to landing and making a written record of all observations. The specific points to be observed and noted are:

- (i) Exit point (in normal location, to left or right, short or long)
- (ii) Length of delay
- (iii) Canopy open and flying properly or malfunction condition
- (iv) Canopy control
- (v) Interference with other jumpers (whose fault?)
- (vi) Spacing between exits
- (vii) Affect of upper winds and ground winds on canopy performance, especially during final approach
- (viii) Time of exit and time of landing

The Observing Judge will normally have a set of telemeters or other optics to watch the exits, openings and upper section of the descent.

A written record is made of any observations for each jumper, even if there is nothing wrong, as this written record is of vital importance should there be a subsequent rejump request.

At many competitions two Judges (a Principal and a Training Judge, or two Principal Judges) will combine the functions of Observing and Anemometer Judge, aiding each other and thereby providing a second opinion in any doubtful matters.

The general rule is that anything, however small or seemingly insignificant, is worthy of noting down, since these remarks may be the only evidence available for subsequent discussions on the merits of a rejump request.

If the Anemometer is automatic and recording, a permanent record can be made of both speed and direction, and the moment and time of landing can be noted on the recording graph paper. This again, may be valuable evidence in the event of a rejump request.

f) Pad Reset Judge. The basic responsibility of this Judge is to control and monitor the AMD read-out equipment. He will also confirm to the target Judges, when they have agreed that the first point of contact was on the electronic pad, the score given by the read-out. If the reset and read-out equipment is operated by someone not on the judging staff, the Event Judge will monitor and control this activity.

g) There will normally be two recorders. Their job is to record the score assessed by the judges and called out by the Pit Boss. The recorders will write down the jumper helmet number (at small competitions, it may be possible to also write down the jumper's name), the canopy colour (for future reference, in case of any discrepancy) and the score awarded. The recorder will call back to the Pit Boss, the score written down to ensure what was written down is the score called out. The recording function is a somewhat tedious, but vitally important, task.

1.17 Paperwork Required. There are three separate permanent records required:

- (a) Observing and Anemometer Judges recording sheets
- (b) Recorders' Score Sheet
- (c) Master Score Sheet

(ask your Course Instructor for copies)

The Observing/Anemometer Judges record is kept until the event is fully completed and then may be discarded.

The recorders' score sheets are given to the Event Judge, who then compares the two separate sheets to determine if there are any discrepancies, and if not, then ensures or supervises correct transcription of the scores to the Master Score Sheet.

If there is a discrepancy between the two recorder sheets, then if the reason for the discrepancy cannot be resolved (i.e., it is generally not possible to determine which sheet has the correct information), a rejump would normally have to be given.

The recorder sheets are retained until the event is completed, in case a competitor has a question about his score. Any doubts may then be clarified.

The transcription from the recorders' sheets to the master score sheets must then be checked and double-checked for accuracy. The master score sheet is kept by the Event Judge.

Once the last round has been completed and the master score sheet is also completed, the individual aggregate scores are totaled and placings are tabulated. This calculation should be checked several times and then certified as being correct by both the Event Judge and the Chief Judge. The results may then be declared official and final.

It is as well to note that repeated checking by different people may prevent subsequent embarrassment.

1.18 Evaluation of Exit/Opening Point. The competitor must be given the opportunity to evaluate the exit/opening point before making his/her jump. Once the event is under way, this is achieved simply by the competitor observing the performance of other competitors canopies. Provided the event continues without interruption, no further action need be taken.

However, at the start of the event, or if there is an interruption of more than 1 hour, or there is a significant change in wind direction, the evaluation is made by use of a wind drift indicator (WDI).

The WDI (normally a length of crepe paper, weighted at one end, so as to have approximately the same rate of descent as the majority of canopies being used) is dropped at the designated opening altitude provided for in the event rules by a judge or an experienced parachutist appointed by the Event Judge. Normally, two wind drifts are dropped, in case one malfunctions or does not work for some reason.

Although there is no specific requirement to do so, it is accepted practice that the Judges will also jump, so as to afford the opportunity of observation by the competitors of accuracy canopies in the air before they are required to jump. It follows therefore that the Judges, who do jump, should be of reasonable skill level so that their performance can be of some benefit to the competitors.

An aerial photograph of the drop zone should be available so the landing point of the wind drift indicator can be marked to show the competitors the distance and direction of its travel. The wind drift indicator should be dropped directly over the target, if possible.

1.19 Windsocks. Two windsocks are required as aids to the competitors.

One windsock, which is non-sensitive, capable of registering wind from 2m/s to 9m/s (5 to 20 mph) is required to be erected within 100 metres of the target—at canopy height.

A second wind direction indicator responsive to winds less than 2m/s is placed within 25 metres of the target, the position decided by the Event Judge, so it may be seen by competitors during their final approach,

1.20 Wave Off Procedures. The “wave off” refers to the procedure whereby the approaching competitor is prevented from completing his target approach. The reasons are many and include:

- (a) injured competitor at target
- (b) competitors too close together
- (c) interference during final approach

The “wave off” must be a clear and unmistakable signal to the jumper affected. Normally, a large, coloured (usually red) flag is used by pointing at the jumper and waving the flag unmistakably. This is the only signal that should be used and the competitors must be advised that they should ignore all other signals (arm waving, etc.). It is imperative that the Judges be warned that they must do nothing that could be construed as a signal of any kind to the competitor. Smoke bombs may also be used to signal competitors who are still at altitude and unable to see the flag.

1.21 Preparation of Target Area. It is important that the target area be properly prepared before and during the competition jumping, both for competitor safety and judging facility.

The tuffet should be kept flat as possible, so that the competitor has no chance of touching the surface before he should. Tuffet covering material sometimes becomes bunched up after several competitor landings and needs smoothing. Some air tuffets can become rounded at the centre, which is OK to some degree but usually means there is more chance the competitor may “bounce” off the tuffet and injure themselves. This of course does not mean the competitor will not get a “back foot” or “butt” strike, but it should not be because the target area is concave. The surface, if anything other than flat, should be convex.

If the target bowl is made up of “pea gravel”, it should be small diameter (3/8) aggregate. The reason for using such gravel is that it allows water to drain through it, it can be easily raked and will not pack down too much. The latter is important, as the competitor could be hurt if he lands on a surface with no “give”.

The target should be prepared by first moving the gravel towards the middle. Not too much or that takes away from the outer edge. Then, using a rake, the material is smoothed out and away from the centre in all directions, until it is flat, smooth, and with a slight crown in the centre. Frequent raking should be performed during the competition in order that each competitor has the same target surface (consistency!).

1.22 Target Arrangement. The following diagram illustrates the organization of the target area for a World Championship. While not so complex, the target area for a smaller competition is much the same. The Event Judge controls and monitors all the activity and is in radio contact with the aircraft and manifest in the event that a break in the action is required.

Of importance, no matter what the level of competition, arrangements must be made for keeping the audience and other competitors clear of the target area. This can be done with ropes and stakes (break-away), with hay bales or by clearly marking the required circles with environmentally friendly paint. Whatever the method used, competitor safety must be considered at all times.

ACCURACY TARGET LAYOUT

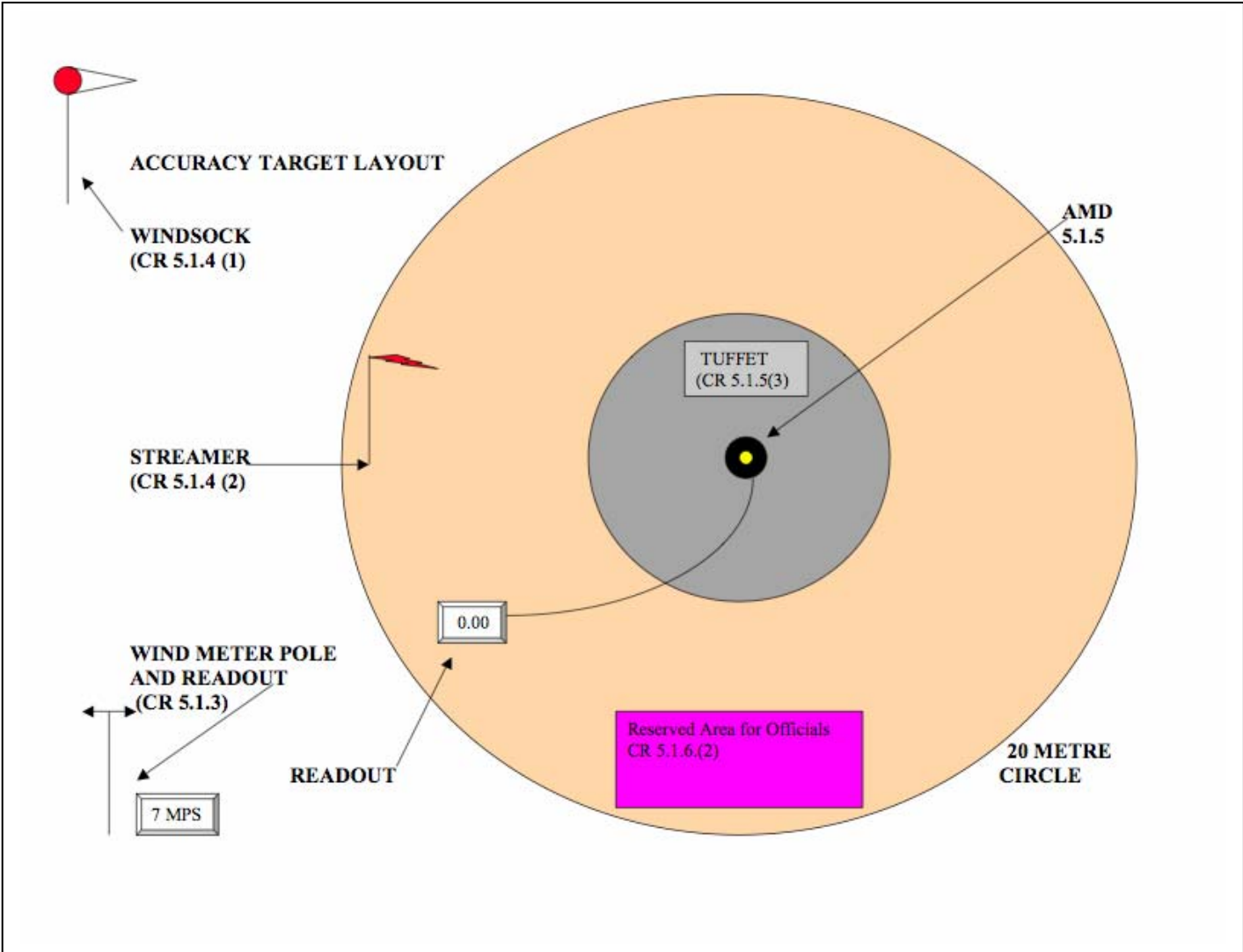


PHOTO GALLERY





2. Freefall Style Event

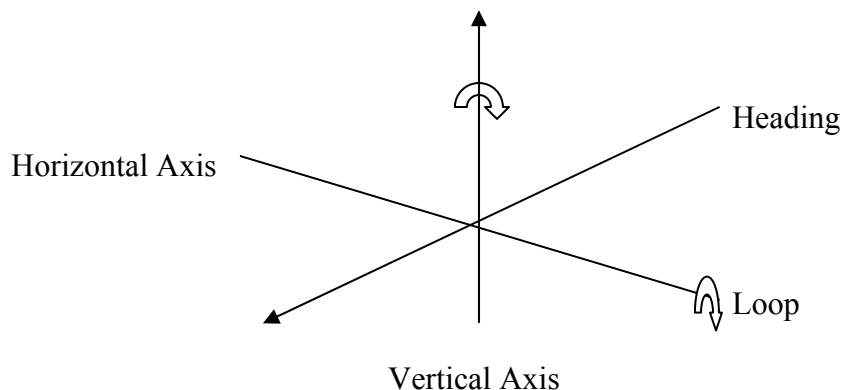
- 2.1 The freefall style event is a single parachutist jumping from 2,200m (7,200 ft) and performing a predetermined series of maneuvers relative to a required heading. The Judges evaluate the precision of the maneuvers and time to complete the series. Time penalties are assigned to imprecise or incorrect maneuvers.
- 2.2 The score for the jump is the average time taken (to the second decimal place) to complete the series plus the aggregate penalty time.
- 2.3 A Style Series. A style series is a sequence of freefall maneuvers performed in predetermined order. The competitor is required to do two 360 degree turns, a back loop, two 360 degree turns and a back loop. There are four prescribed series:

	Turn	Turn		Turn	Turn	
Series #1	L	R	BL	L	R	BL
Series #2	R	L	BL	R	L	BL
Series #3	L	R	BL	R	L	BL
Series #4	R	L	BL	L	R	BL

All the maneuvers are performed relative to a particular heading, and the two axes at right angles to that heading.

A “turn” is defined as a rotation of the body about the vertical axis.

A “back loop” is defined as a rotation of the body about a horizontal axis.



The definitions refer to the body only (torso from neck to crotch), with no mention of the head, arms or legs. What the outer extremities do is irrelevant from a Judge’s standpoint.

2.4 Penalties. As we have seen, the score for the jump includes time awarded for penalties. Penalties are assessed when the six maneuvers are performed imprecisely with respect to the heading and axes previously mentioned. Certain imprecision's are not penalized, such as +/- 30 degrees from a given axis.

The penalties that can be assessed are as follows:

- (a) Off heading into 1st turn
- (b) Undershoot 1st and 2nd turn
- (c) Overshoot 1st and 2nd turn
- (d) Deviation, 1st loop
- (e) Off heading into 3rd turn
- (f) Undershoot 3rd and 4th turns
- (g) Overshoot 3rd and 4th turns
- (h) Deviation 2nd loop
- (i) Off heading – finish of 2nd loop
- (j) Completion of 2nd loop before reaching horizontal level
- (k) Continuation of 2nd loop past horizontal level
- (l) Deviations on all turns

Each penalty is broken down into degrees of severity, as follows:

<u>Type</u>	<u>Degrees</u>	<u>Penalty</u>
Undershoot	1-5	0.10 seconds
	6-10	0.20 seconds
	11-15	0.30 seconds
	16-20	0.40 seconds
	21-25	0.50 seconds
	26-30	0.60 seconds
	31-35	0.70 seconds
	36-40	0.80 seconds
	41-45	0.90 seconds
	46-50	1.00 seconds
	51-55	1.10 seconds
	56-60	1.20 seconds
	61-65	1.30 seconds
	66-70	1.40 seconds
	71-75	1.50 seconds
76-80	1.60 seconds	
81-85	1.70 seconds	
86-90	1.80 seconds	
	greater than 90	16.0 seconds

An “**off heading**” (**arrow**) penalty into the first and/or third turn is awarded the same penalty as an undershoot.

Overshoots	1-180	no penalty
	greater than 180	16.0 seconds
Deviations	1-30	no penalty
	31-40	0.40 seconds
	41-50	0.50 seconds
	51-60	0.60 seconds
	-90	2.00 seconds
	greater than 90	16.0 seconds
Last Back loop Off Heading (S)	1-30	no penalty
	31-40	0.40 seconds
	41-50	0.50 seconds
	51-60	0.60 seconds
	-90	2.00 seconds
	greater than 90	16.0 seconds

Completion of last loop before reaching the horizontal level (-) and continuation of last loop past the horizontal level (+)

1-30	no penalty
31-41	0.40 seconds
41-51	0.50 seconds
51-60	0.60 seconds
-90	2.00 seconds
greater than 90	16.0 seconds

The signs used on the score sheet to describe the series are:

Correct maneuver	√
Undershoot	—
Overshoot	+
Deviation in turn or loop	D
Off heading into 1 st turn	→
Off heading into 3 rd turn	→
Completion of 2 nd loop off heading	S
Completion of 2 nd loop before reaching	

horizontal level	—
Continuation of 2 nd loop past the horizontal level	+
Omitted maneuver	ZO
Combined with →, +, -, D, S to show penalty in excess of allowable limits	Z
Not judgeable	NJ
No time	NT

L and R will be used to denote the directions of the turns

An omitted maneuver, added maneuver, incorrect maneuver, or an incorrect series is scored as Z, and is given a score of 16.0 seconds, which is the maximum score that can be awarded.

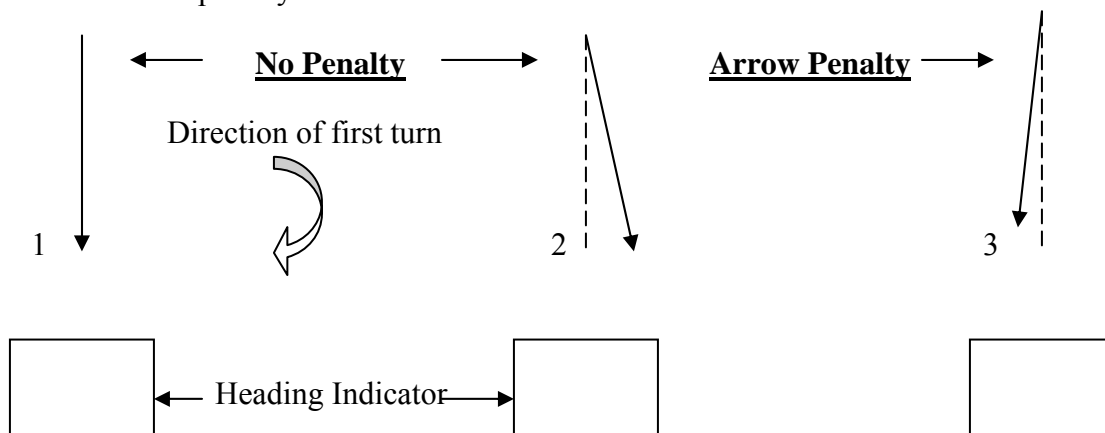
NOTE that:

Overshoot	0-180°
Last Back loop off Heading (S)	0-30
Deviation (D)	0-30
“—” and “+” Penalty	0-30

acquire no penalty. These are imprecisions that are allowed, considered as not to give any particular advantage to the jumper.

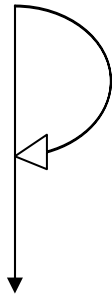
An explanation of the penalties is necessary (letters refer to list at beginning of section)

- a) The jumper will normally fall away from the aircraft for several seconds before starting the series. If the body is facing the heading indicator or turned slightly away from the direction of the first turn (1 + 2) no penalty is assessable. If however, the body is already turned toward the direction of the first turn of the series (3) when the series is commenced, an advantage is gained and an arrow penalty is assessed.

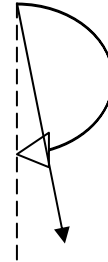


The penalty assessed is the size of the angle (a) at the instant of start. This penalty is considered an undershoot for collation purposes.

- b) Each turn should be terminated on heading. If the turn is stopped short, this constitutes an advantage and a penalty is assessed.



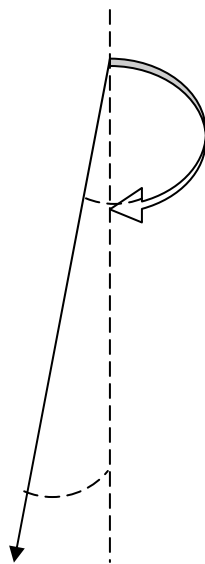
No Penalty



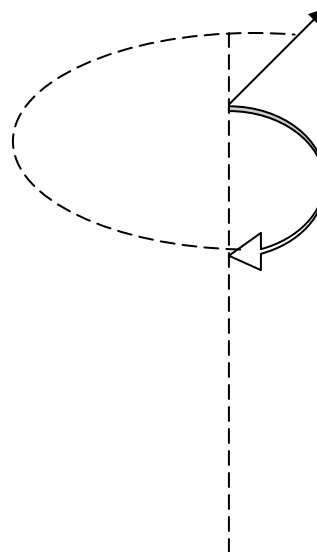
Undershoot Penalty

- c) If the turn continues past the heading, the jumper is in effect penalizing himself, having farther to travel to complete the next turn. If the overshoot is less than 180 degrees no action is taken.

If the overshoot is greater than 180 degrees, the stylist is not considered to be in control and is not executing the required performance correctly and will be penalized accordingly.



No Penalty



16 second Penalty

A 16.00 penalty is assessed if the overshoot is more than 180° past heading.

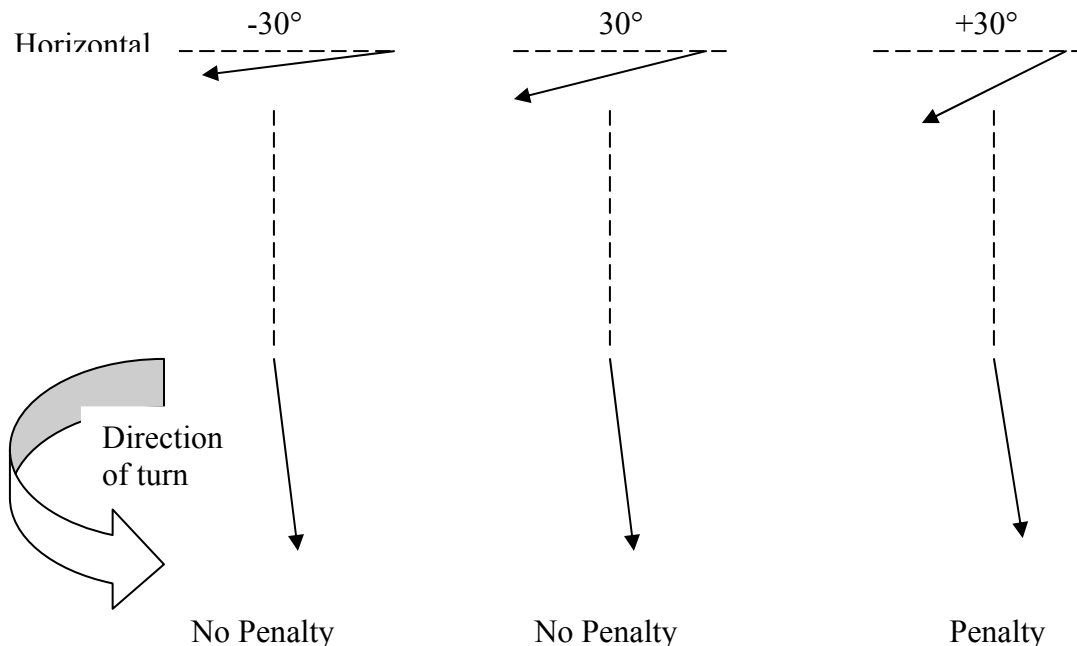
- d) A deviation is defined as the execution of a maneuver with the body tilted (pitch) or banked (roll). A pitch or roll up or down within the limits of +/- 30 degrees is allowed, as it gives no advantage. Greater than 30 degrees does give an advantage and is penalized accordingly.

Since a loop is essentially a pitch maneuver (albeit through 360 degrees), the deviation that is penalized is the rolling of the body about an axis through the centre of the body (from neck to crotch).

Recognizing a body roll on a loop takes practice and must be seen, so no description is attempted.

- e) This penalty is essentially the same as the first, except that the body is completing a back loop. If the turn is started before the back loop is completed, then the arrow penalty applies. It is very important to note that the back loop is completed when the body is 30 degrees below the horizontal, as +/- 30 degrees is a penalty-free zone. Hence, if the turn is started before the body reaches the 30 degree down pitch position, a penalty would apply. The size of the penalty is the angle of the body to the heading as it passes through the 30 degree down pitch.

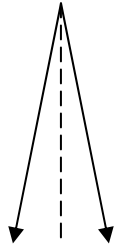
If the turn is started after the body passes through the 30 degree down pitch, no penalty is assessed.



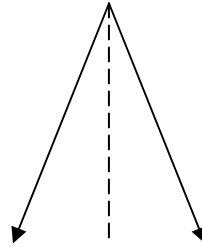
- f) Same commentary as (b)

- g) Same commentary as (c)

- h) Same commentary as (d)
- i) This penalty is similar to (a) and (e), more so the latter, since it applies at the completion of a back loop. If the loop is completed with the body more than 30 degrees off heading in either direction, a penalty is assessed.



Less than 30° - no penalty



More than 30° - penalty

- j) The end of the series is deemed to occur at the earliest of the completion of the back loop and passing through the horizontal level. If the jumper were able to stop/complete the back loop before reaching the horizontal, a time advantage would be gained. If the down pitch at completion is greater than 30 degrees, a penalty is assessed as an undue advantage has been gained.
- k) It is considered that a loop is a 360 degree rotation about the horizontal axis and control is to be exhibited on all maneuvers. If the loop is continued past the horizontal level, it is considered that control has been lost, and if the pitch up is greater than 30 degrees, a penalty is assessed.
- l) A deviation on a turn can be pitch or roll, although pitch is the more likely. Pitch can occur at any time during a turn and could, under certain circumstances, occur at two instances during one turn. However, only one “D” (deviation) penalty would be assessed, equal to the largest deviation occurring during the turn.

It is necessary to discuss two special cases:

- m) Transition from the 2nd turn to the 1st loop (or 4th turn to the 2nd loop):

If the turn is completed to the heading with the body remaining within the +/- 30 degree pitch range, and the back loop commences (i.e., the body pitches more than +30 degrees) after the heading is attained, no penalty is assessed.

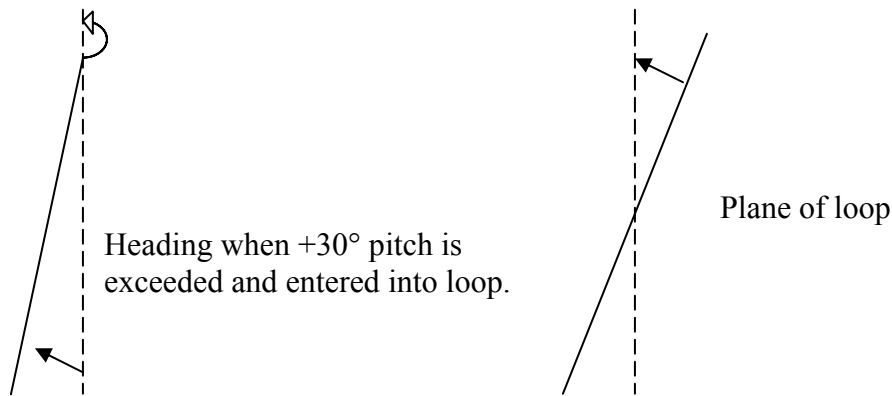
If, however, the body pitches up over +30 degree before the heading is reached, there are two alternative penalties that could be assessed:

- (i) An undershoot, as the loop commences when +30 degree is reached, which is before the heading is attained. Hence, the penalty would be the undershoot angle at the instant the body passes through the + 30 degree pitch angle.

- (ii) A deviation, which would be the pitch angle at the instant the body attains the heading, no matter at what stage of rotation through the loop.

Further analysis leads to the conclusion that (ii) makes no sense, as the whole loop may in fact be performed in a plane, tilted away from the required heading. Hence, it is impossible to call a pitch penalty that has any meaning.

i.e., (seen from above)



If the loop is performed in this plane, there would be an “off heading into the third turn” penalty as well. Hence, in this situation, the undershoot penalty is the one assessed.

n) Transition from the 1st loop to the 3rd turn:

As the first loop is completed, the 3rd turn may be started as the body comes into the horizontal position. The important factor is to determine whether the body started into the direction of the turn before or after the body reached the – 30 degree pitch position.

If the turn is initiated before the – 30 degree pitch is reached, the penalty assessed will be the angle off heading as the body passes through the – 30 degree pitch position.

A pitch deviation is not called in this situation for the same reasons as in A(2) above.

2.5 Evaluation. The basic principal of style evaluation is that each maneuver must be performed exactly or within the penalty-free zones specified or a penalty must be assessed.

The next most important fact to remember is that the Judge is only interested in the torso and what it does. The torso is the body from the neck to the crotch. The legs, arms and head must be ignored. The important thing is what is done, not how it is done. Hence, technique is not relevant.

It may be easier to think of the torso as a rectangular board, rotating about the two axes. The more the Judge can eliminate distractions (such as arm and leg movement) the easier will be the task of evaluating the performance.

It should be noted that the penalties are specified in terms of a small range of degrees. Hence, the Judge should not try to determine the exact degrees of undershoot or deviation, but rather which range of penalty applies. The ranges vary with the type of penalty.

- 2.6 Evaluation Technique. The use of video affords the opportunity to view the series once at normal speed and once at ½ speed— and possibly a third play if re-timing is needed. With video, since the hands are free to write, the judge can make notes as he goes along, but this could detract from the concentration and attention paid to the video picture. Equal concentration and attention must be paid to each maneuver so if the Judge is doubtful about a particular maneuver, the play at ½ speed allows him the opportunity for a review to clarify the doubt.

Most Judges will concentrate on getting a good time for the series on the first place as well as confirming the correct series is being performed. The direction of turns are noted so that there is no later confusion as to whether the correct series was performed. Confirming penalties can be made on the ½ speed play.

- 2.7 Timing Procedures. The timing of the series starts when the competitor starts the first maneuver. This occurs when there is a change in the heading of the torso, whether in the direction of the correct turn or not.

A word of explanation here concerning what constitutes a change of heading. During the fall from the aircraft, the competitor will make minor adjustments to heading, as it is normally impossible to hold the exact heading. These minor adjustments are readily obvious.

If the stylist starts the series directly into the correct turn from the correct heading this presents no problem from the point of view of timing.

If, however, the stylist starts the series from the correct heading directly into a turn in the wrong direction, then the Judge may be caught unawares and not start the timing until the turn is well underway. This slowness will not matter as, provided all or a majority of the Judges have seen the wrong turn, the time for the series will be 16.00, so that the fact the base time is a little slow is of no consequence.

The problem to be recognized is if major heading adjustments are made during the fall. Some jumpers will attempt to gain momentum into the first turn by turning away from the turn (i.e., in the direction of the wrong turn) and then swinging through the heading in the correct direction. The rule is clear; the timing starts when the competitor changes the heading of the torso, whether in the direction of the correct figure or not. Hence, the watch must start when the first movement is made.

Similarly, a jumper may change heading into the first turn, only to stop and return to the correct heading. The rule requires that the timing start when the heading first changed.

The timing stops at the instant the back loop is completed or when the competitor passes through the horizontal level (regardless of heading).

In the second case, the loop is presumably under control and the timing stop is not difficult to determine. If the loop is not under control, judgement must be exercised as to when the back loop is completed. It is theoretically possible to stop the loop before passing through the horizontal. If this does happen, the Judge would still stop the watch, but would consider the assessment of a penalty.

In the timing, the Judge must not anticipate the start or finish of the series, but operate the watch at the moment of seeing the required action.

- 2.8 Jumper Techniques. As we have said before, the Judge is only concerned with what the performance is, not how it is achieved. However, a word must be said about jumper techniques and the variation that may be encountered.

The fall away from the aircraft may be done in a widespread (unlikely), fast fall position (knees and legs tucked up, with arms in to side) or a head down dive.

The wide spread is not likely to be used, and if it is, would usually create no difficulty.

The fast fall position is somewhat unstable and may be accompanied by wavering of the heading. It is very easy to commence the series from this position and the Judge must expect a very quick transition from the fall position into the turn.

Remember – start the watch when the torso moves, not when the head or hands move. The direction and when the head moves is very good indication of the first turn being imminent.

The head down dive is done to pick up air speed and means the Judge will see only the rear of the jumper who is facing the horizon in front of the Judges.

There are two ways the jumper may start the series. One is by coming up into the fast fall position for a moment, in order to gain stability and orientation. This gives the Judge ample warning that the series is about to start.

The jumper may actually commence the turn directly from the dive. The Judge is given no warning and therefore must exercise great concentration. He must also determine if the jumper was off heading at the moment of initiation and whether there was a pitch deviation at the start of the turn. This gives a lot to think about!!

The technique for generating and performing turns can vary widely, from use of arms only to body tilts (watch for deviations!). Methods such as the pulsation technique must be watched carefully, as in this, as in others, what appears to be occurring may in fact not be. The torso is the all-important factor.

There should be a process of information flow from jumper to Judge and Judge to jumper to explain the techniques used and explain how they appear to the Judge.

The techniques used are something the Judge must experience by watching style, both in competition and in training. It can only be achieved with practice, practice and then more practice.

- 2.9 Score Sheets. Ask your Instructor for copies of the current score sheets. You must fill in all the pertinent information required. The competitor number, round and time of day are recorded in case this needs to be checked with the manifest data in the event of a mix up in identification.

If the Judge has any observations to make, the remarks are written in a prominent place on the score sheet. The score sheet has preprinted on it all the possible penalties that could apply to that particular figure. Hence, all that the Judge has to do is mark the particular penalty marks he wishes to assess.

The series time and penalties are noted in the applicable boxes. The Judge must ensure that the score sheet is checked as being complete and correct before it is handed in.

NOTES

1. Ensure score sheet exactly reflects your evaluation of the jump.
 2. If you have problems with your watch, never fake a time. Ask for another play for time or put "NT" in the time box.
 3. Note any irregularities and add comments in a clear area of the score sheet
 4. If series is not completed, mark "Z" in the penalty box and put "NT" in the time box
- 2.10 Score Collation. When the score sheets have been completed and checked, they are collected and given to the scorer or Event Judge. The sheets are then stapled together, so that when laid one on top of the other. The collation sheet is attached at the top.

The scorer must first ensure that the Round and Exit Numbers are the same for each sheet. If there is a discrepancy, it must be resolved before collation and before the official score is determined. The relevant information is entered on the collation sheet.

NOTE: The collation scoring should be checked and rechecked by at least two other Judges to ensure correctness and accuracy.

- 2.11 Time Average. When using five Judges on the panel the high score and the low scores are discarded and the time for the series is the average of the three remaining median times, which are given to the nearest one hundredth of a second. If using a panel of three Judges, all three scores are averaged to obtain the score. The average time is given to the nearest one hundredth of a second, i.e.:

<u>Total of three Median times</u>	<u>Average</u>	<u>Final time</u>
25.24	8.413	8.41
25.37	8.456	8.46
25.43	8.476	8.48



2.12 Master Score Sheet. When the scoring is complete (including checking), the scores for each jumper are entered on the master score sheet. Ask for copies.

When all rounds are completed, the scores are totaled and an average calculated. The event standings are then computed. All this is checked by, or under the guidance of, the Event Judge and Chief Judge.

2.13 Video. The electronic age has brought video and its advantages. Formerly, when using telemetres, the style jump was seen only once and the Judge was required to make his evaluation on this one viewing; hence, doubts cannot be resolved, which may have been to the jumper's advantage or disadvantage. Video has the following advantages:

- (a) the camera is placed at the heading indicator, thereby eliminating direction problems
- (b) The style jump may be seen more than once, leading to a better evaluation

These advantages far outweigh the disadvantages, which are:

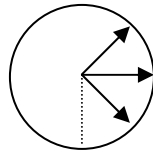
- (a) the Judge cannot detect drift from the video recording
- (b) the Judge does not know the ground angle at exit, or whether the jumper is drifting towards the camera or away from it, except when this information is entered on a recording sheet

Hence, for video use, the following conditions must be satisfied:

- (a) the ground angle at exit must be the same for each jumper, so that the picture the Judge sees is taken at the same relative angle
- (b) the jumper must exit immediately when given the exit command
- (c) observing Judges must be placed with the camera to watch for (and note), late exits, drift, etc., or any other matter which may have an effect on the competitor. The Judge must especially observe the ground angle (shown by a scale mounted on the camera) when the exit is given.

The significance of the ground angle:

The style competitor is required to execute four turn maneuvers on a horizontal plane, which is falling vertically through the air at a speed of approximately 200km/hour (or more). The most likely penalty on a turn is an undershoot or overshoot. Imagine a circle drawn on a piece of paper with various radials drawn to denote angle or under/overshoot, i.e.:



Then, hold the paper horizontally above and away from the eye, i.e.:



If the paper is vertically over the eye, the angles drawn will appear as true angles. As the paper is moved away from the eye (keeping k constant), the angles drawn will appear differently. The apparent angle will be different from the true angle. If the jump is viewed through optics (telemetres) the Judge knows whether the jumper is close in or far away, and instinctively compensates for this fact.

When using video, the Judge (in front of his television screen) has no way of knowing where the jumper is in relation to the camera and can evaluate only the picture seen. Hence, it is of crucial importance that each exit point be the same so each jumper is viewed at the same relative (apparent) angle.

The video also allows the Judge to see the jump several times and also in slow motion, all of which leads to a better evaluation.

The jumps are normally recorded and then judged from the recording. There is generally not time to judge them live. In this way, the jumping can continue even if there is a problem with the judging or playback operation.

2.14 Benefit of Doubt. As in other events where there is doubt in a decision or in a Judge's mind concerning the evaluation, the benefit will be given to the competitor, i.e.:

- (a) if there is doubt as to the cause of a late exit or freefall drift, the benefit goes to the competitor
- (b) if there is doubt in a Judge's mind as to whether he saw a minor or a major penalty, the benefit goes to the competitor so that a minor would be assessed.

2.15 Winds Aloft. The winds aloft consist of two components:

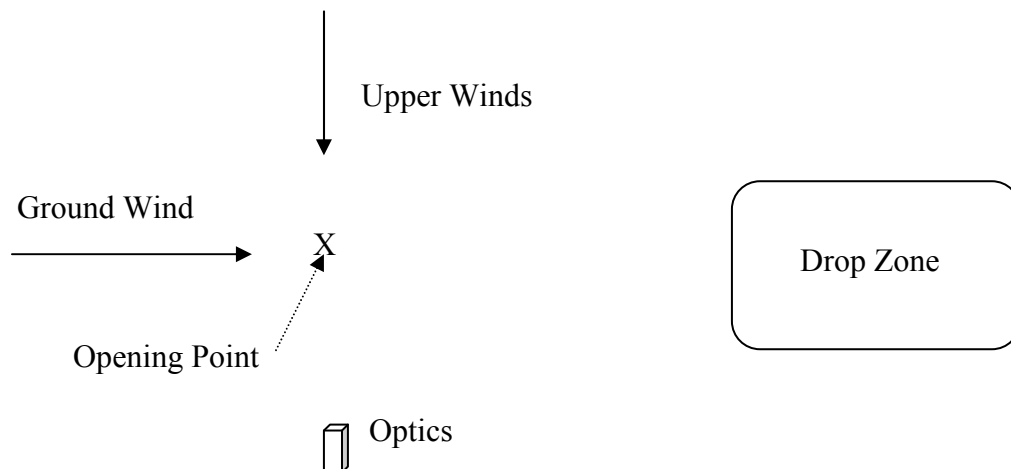
- (a) tail or head wind
- (b) cross wind

relative to the direction of flight for the jump run.

The crosswind component must be eliminated for reasons discussed below (See 2.16)

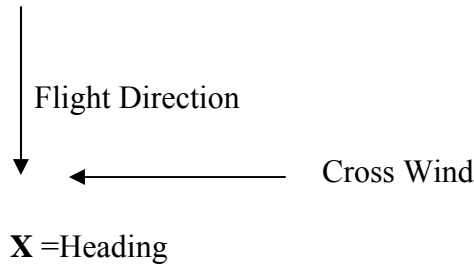
The tail or headwind component cannot be eliminated but must be allowed for in selecting the exit angle. Normally, the aircraft will fly downwind, i.e. with a tail wind, so that after opening; the jumper uses the ground wind to land on the drop zone. This enables the optics to be situated on the drop zone, which is the best location from an operation point of view.

If, however, the upper winds have a different direction to the ground winds, it may be necessary for the optics to move so that the jumpers may continue to land on the drop zone.

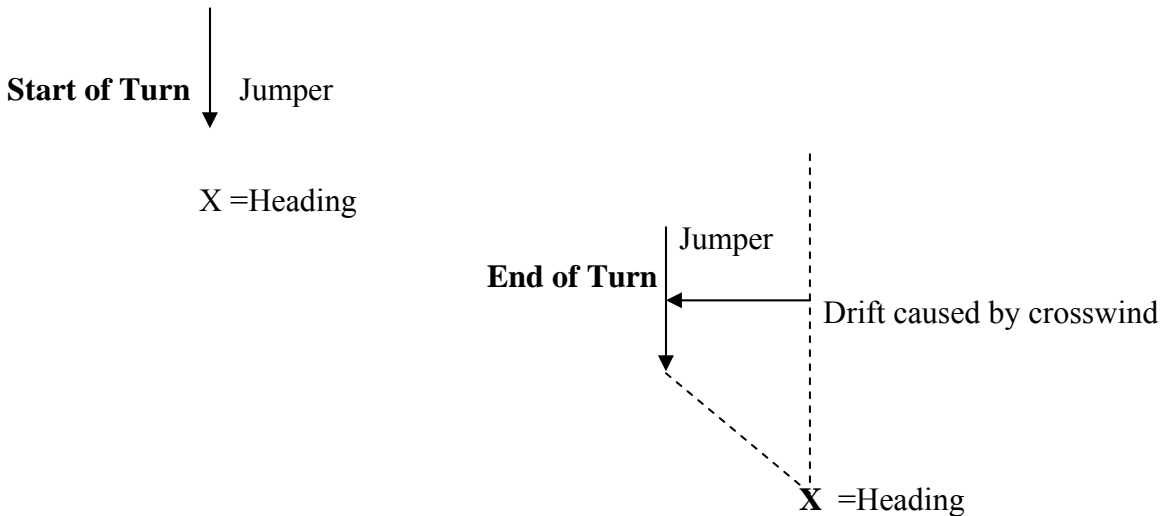


It should be noted that with a tail wind, the jumper will drift towards the optics while in freefall, whereas with a head wind the drift will be away from the optics. The former is better from an operational and evaluation viewpoint.

2.16 Cross Winds Aloft and Drift. The elimination of a crosswind component is of extreme importance, as it has a very detrimental effect on the jumper. How is this so? Consider the following:



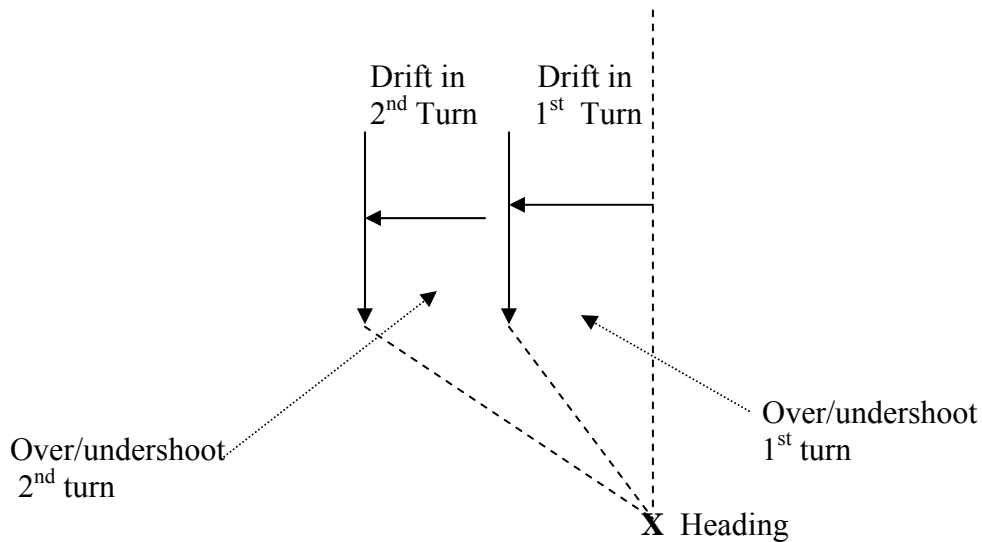
Ignoring any effect before the beginning of the first turn, let the jumper do a 360 degree relative to the heading at the start of the turn.



The jumper had done a 360 degree turn.

However, the Judge says, "No, you have overshoot/undershot" (depending on the direction of the turn: clockwise = overshoot; anticlockwise = undershoot) relative to me. I therefore assess a penalty.

On the second turn, the same happens, only compounding the problem:



The jumper is doing 360 degree turns, but the crosswind drift causes them to appear with over or undershoots; hence giving rise to a penalty.

In order to avoid a penalty, the jumper would have to deliberately make an overshoot, or an undershoot. This is, of course, completely unfair. Hence, the crosswind **MUST** be **ELIMINATED**.

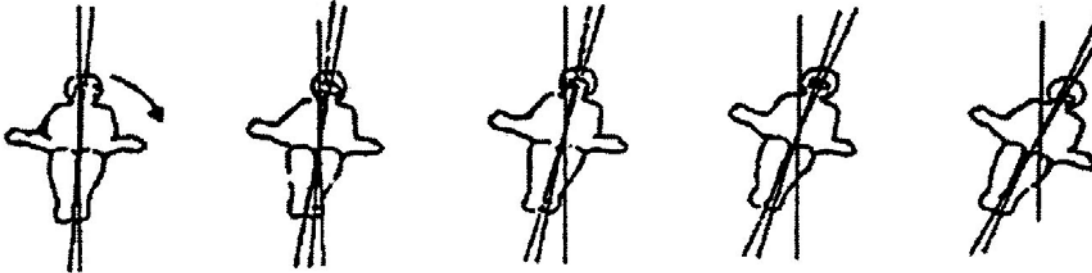
Cross drift may still occur during freefall and if it does, should be noted by the Observer and may be grounds for a rejump (discussed later) if not self-induced.

2.17 Wind drift Jumpers. While a good meteorology service will give strength and direction of winds from the ground up to jump altitude, the actual effect on the jumpers can only be ascertained by watching indicator jumps.

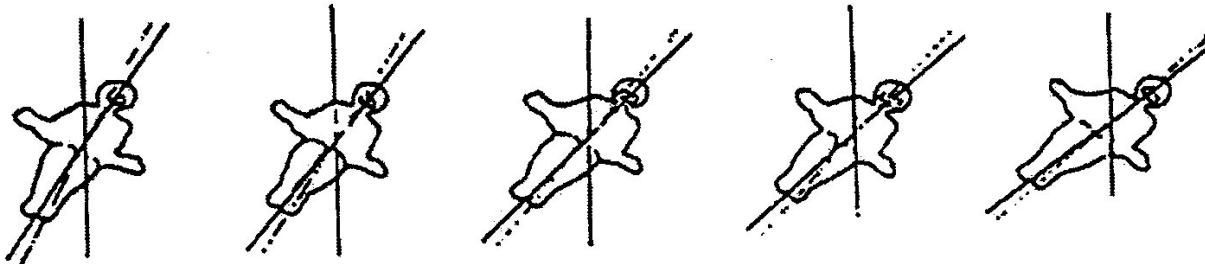
A load of non-competitors will jump as if in the competition, subject to the same control from the ground. The Judges will observe each one; watching for drift, assessing the tail wind, etc. The jump run direction can be changed until the correct one is found. It may even be necessary to send up two loads in order to be absolutely sure. The first competitor is entitled to the same consideration as the last competitor.

It is important to ensure that the “wind drift” jumpers have some knowledge of the style event, so that their performance will closely match that of the competitors. A fair comparison is essential.

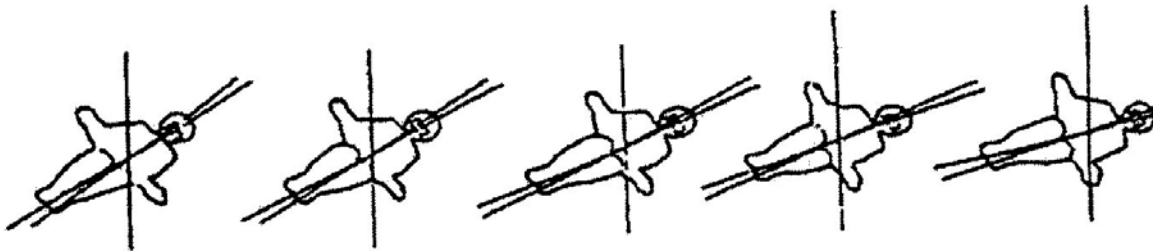
Undershoots (—) and Arrow (—→) penalties at the beginning of the first and third turns.



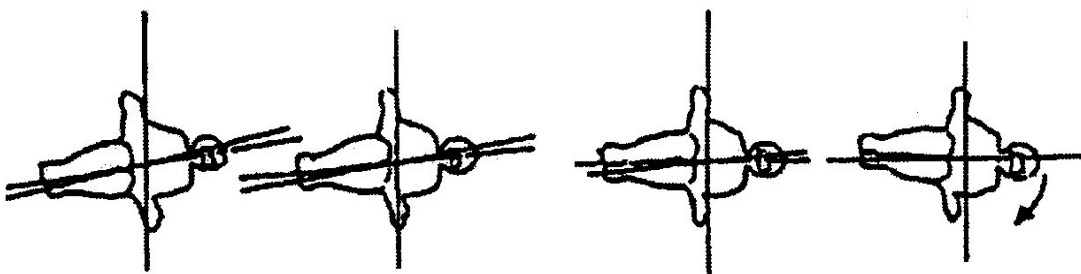
0-5° = 0.1 sec. 6-10° = 0.2 sec. 11-15° = 0.3 sec. 16-20° = 0.4 sec. 21-25° = 0.5 sec.



26-30° = 0.6 sec. 31-35° = 0.7 sec. 36-40° = 0.8 sec. 41-45° = 0.9 sec. 46-50° = 1.0 sec.

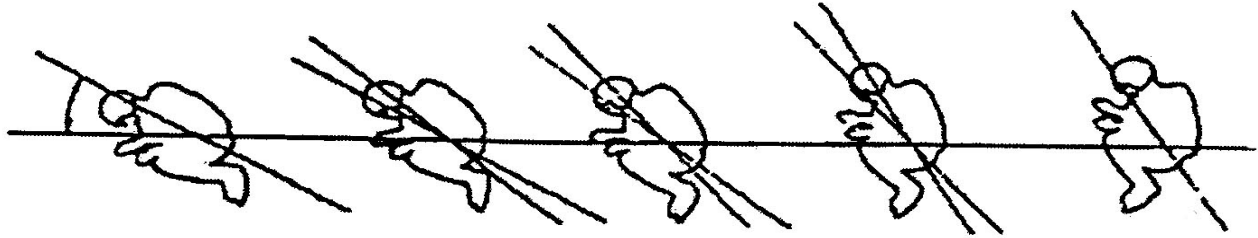


51-55° = 1.1 sec. 56-60° = 1.2 sec. 61-65° = 1.3 sec. 66-70° = 1.4 sec. 71-75° = 1.5 sec.

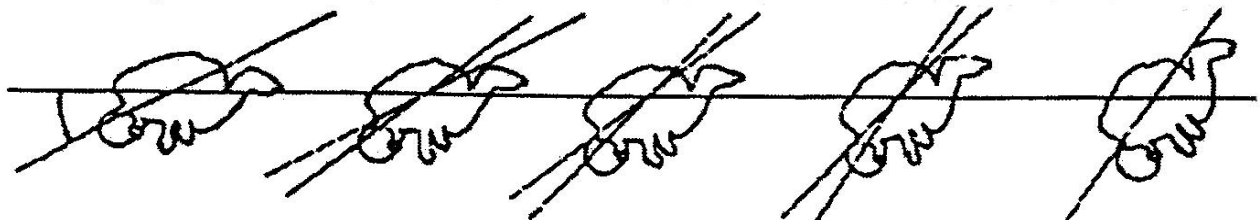


76-80° = 1.6 sec 81-85° = 1.7 sec. 86-90° = 1.8 sec. over 90° = 16.0 sec.

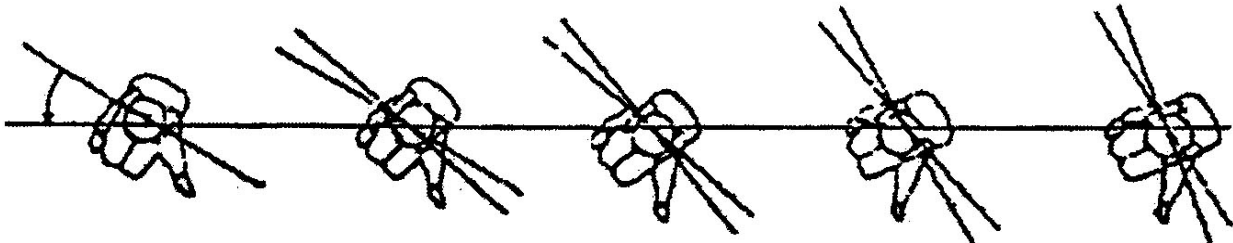
Pitch Up or Down Deviation (D) Penalties during a turn or loop



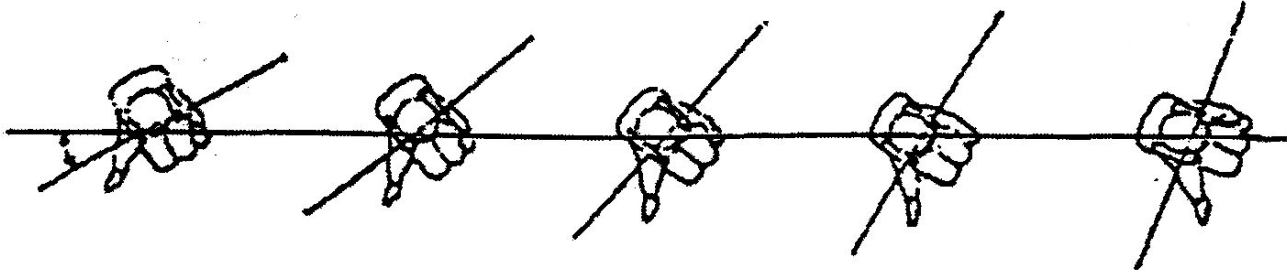
0-30° = OK 31-40° = 0.4 sec. 41-50° = 0.5 sec. 51-60° = 0.6 sec. 61-90° = 2.00 sec.



Roll Left or Right Deviation (D) Penalties during turn or loop

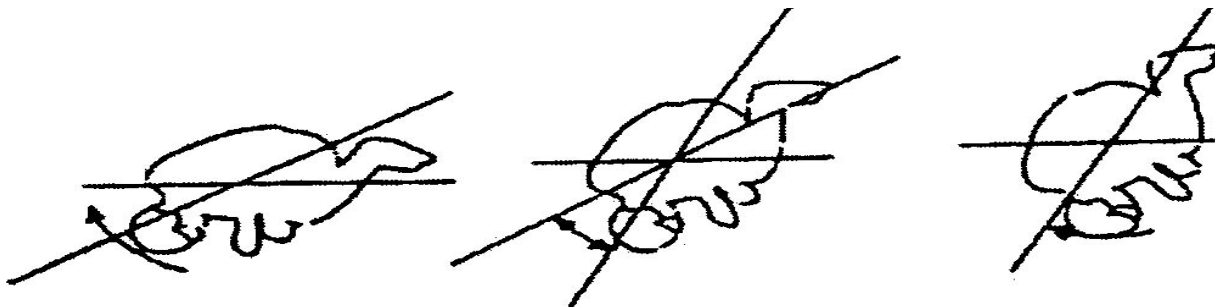


0-30° = OK 31-40° = 0.4 sec. 41-50° = 0.5 sec. 51-60° = 0.6 sec. 61-90° = 2.00 sec.



DEVIATIONS OVER 90° = 16.00

Completion of the last back-loop before reaching the horizontal penalties (-)



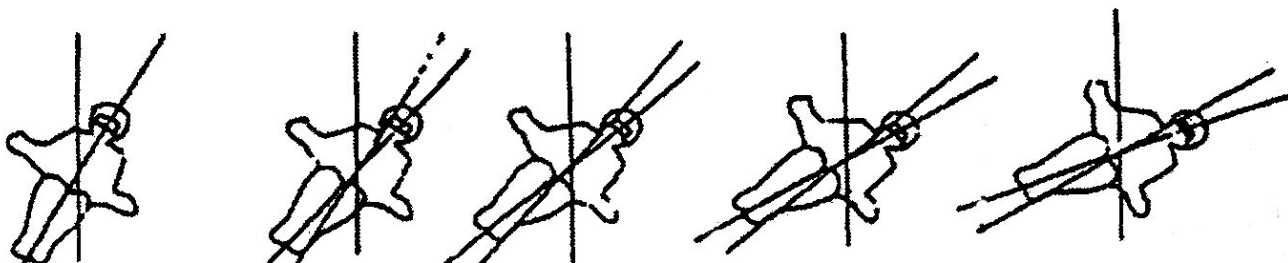
0-30° = OK 31-40° = 0.4 sec. 41-50° = 0.5 sec 51-60° = 0.6 sec. 61-90° = 2.00 sec. +90° = 16.0

Completion of the last back-loop past the horizontal level penalties (+)



0-30° = OK 31-40° = 0.4 sec. 41-50° = 0.5 sec 51-60° = 0.6 sec. 61-90° = 2.00 sec. +90° = 16.0

Last back-loop off heading on completion (S)



0-30° = OK 31-40° = 0.4 sec. 41-50° = 0.5 sec 51-60° = 0.6 sec. 61-90° = 2.00 sec. +90° = 16.0

3. Formation Skydiving Event

3.1 The Formation Skydiving event requires a team, composed of either four or eight members, plus their videographer, to complete a predetermined sequence of formations and intermediate maneuvers within a specified working time.

3.2 In order to understand the event, it is necessary to give some definitions:

Body: consists of the entire competitor and their equipment.

Sequence: is a series of random formations and block sequences that are designated to be performed on a jump.

Formation: consists of jumpers linked by grips.

Grip: consists of a handhold on an arm or leg. As a minimum, a grip requires stationary contact of the hand on an arm or leg, as shown in section 3.6.

Inter: is an intermediate requirement within a block sequence that must be performed as depicted in the dive pools.

Total Separation: requires that all competitors show at one point in time that they have released all their grips and no part of the hands have contact with another body.

Group or sub-group: is the individual jumper, or linked jumpers, required to complete a designated maneuver during the inter of a block sequence.

Sub group's centre-point: is the defined grip, or the geometric centre of the defined grips within a subgroup of linked jumpers; or the geometric centre of an individual's torso.

Scoring formation: is a formation that is correctly completed and clearly presented either as a random formation or within a block sequence as depicted in the dive pool, and which, apart from the first formation after exit, must be preceded by a correctly completed and clearly presented total separation or inter, as appropriate.

Infringement: is one of the following:

- (a) an incorrect or incomplete formation which is followed within working time by either a total separation or an inter, whether correct or not;
- (b) a correctly completed formation preceded by an incorrect inter or incorrect total separation;
- (c) a formation, inter or total separation not clearly presented.

Omission: is one of the following:

- (a) a formation or inter missing from the drawn sequence
- (b) no clear intent to build the correct formation or inter is seen, but another formation or inter is presented and there is an advantage to the team resulting from the substitution.

Dive pools: consist of the random formations and blocks illustrated in the appendices to this manual.

Working time: is the period of time during which teams are scored on a jump which starts the first moment any team member (other than the camera flyer) separates from the aircraft, as determined by the judges, and terminates after the elapse of the number of seconds designated in the rules.

NV: formations, inters or total separations not visible on screen due to meteorological conditions, or factors relating to the videographer's freefall video equipment that cannot be controlled.

3.3 Working Times. The working time for the eight-way event is fifty (50) seconds from an exit altitude of 3,960 m. (13,000 ft.).

The working time for the four-way event is thirty-five (35) seconds from an exit altitude of 3,150 m (10,500ft).

The working time for the ten-way speed event is thirty-five (35) seconds from an exit altitude of 3,350 m (11,000 ft.).

The working time commences the instant a team member other than the camera flyer separates from the aircraft.

It should also be noted that the regulations provide for no restrictions on the type of exit that may be used, other than limitations imposed by the pilot for safety reasons.

In order to assist the teams, the aircraft owners may install handles or bars on the outside of the aircraft. If reliance is placed on these and they break, causing a problem, this may be grounds for a rejump. The question to be answered is consistency and fairness for all teams. Hence, the answers depend on the circumstances.

3.4 Sequences. The sequences consist of a set of scoring formations. The order of the formations are drawn at random from the pool of 'Blocks' and 'Randoms'. Each round will consist of five or six formations (four or five formations for Intermediates), whichever number is reached first, i.e.:

- Block, Random, Block (five formations)
- Random, Block, Block (five formations)
- Random, Random, Random, Random, Random (five formations)
- Random, Block, Random, Block (six formations)
- Block, Block, Block (6 formations)

The transition between each formation is either by way of a specified **inter** shown in the Blocks or by way of a **total separation**, between all jumpers.

The inter maneuver must be performed as visually presented in the appropriate appendix. Where sub-groups are shown they must remain intact as a sub-group from the break of the previous scoring formation in the sequence until the correct completion of the next scoring formation in the sequence. Where sub-group turns are indicated, the sub-group must continue turning in the direction of the arrow until it is possible for the next designated scoring formation.

Contact or grips are allowed between individuals or sub-groups during the inter. A sub-group must remain intact and may have only the designated grips during the inter maneuver.

The formations need not be perfectly symmetrical. Each formation, sub-formation and inter requirement must be carried out in accordance with the illustrations in the appropriate appendix. Mirror images of all complete blocks and/or random formations are acceptable.

When a turn is indicated, a sub-group's center point must continue turning in the direction of the arrow until it is possible for the sub-groups to link together to complete the next designated formation. The degree of turn as shown in the annex indicates the approximate degree of turn required to complete the inter maneuver as intended, where the degrees shown are approximately that amount of the sub-groups circumference to be presented to the other sub-group in the horizontal plane of the previous formation.

Where total separation is required, the team must show simultaneous separation at a point in time between all team members. Separation is not just letting go of grips, but is defined as no physical contact between all jumpers. This is a very important point to note.

3.5 Symbols. The symbols are:

- (a) turn required in either direction



- (b) turn required in specific direction



- (c) indicates turn by all subgroups



(d) 90°, 180°, 270°, 360°, 540° indicate approximate degrees of turn to show intent in transition

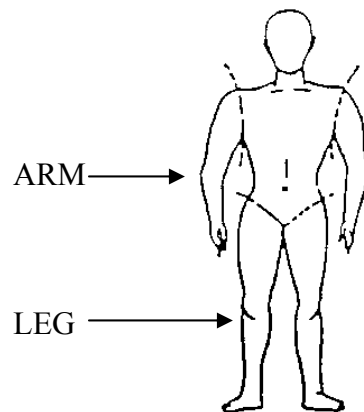
(e) clarification of intent



(f) any side-body link-up requires an arm grip and a leg grip on the same person



(g) visualization for grip positions



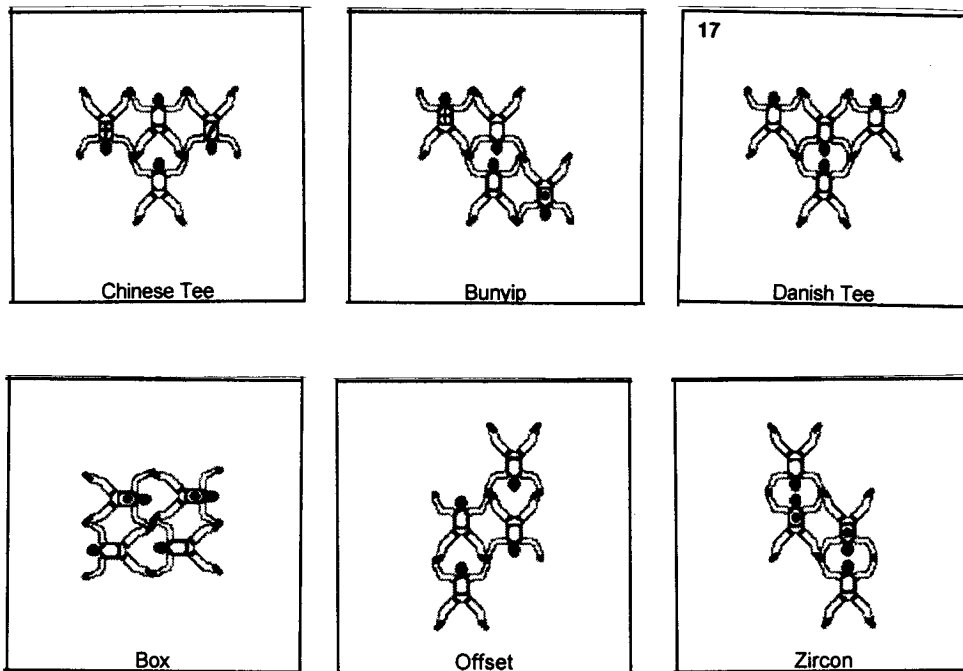
The symbols in (e), situated on the back-pack of figures in the formations, illustrate that a jumper in a formation is required to take a specific position in the next formation. In some formations, only two figures are so designated; in others, all four so that there is no doubt as to what is intended.

The symbols in (a), (b) and (c) are essentially self-explanatory.

One further point of interpretation is that ‘gear turns’ may be made. This means that the groups need not turn the indicated degrees before making contact with the other group, i.e. Two groups turning relative to each other may take a grip on one side, while waiting for the other side to swing around into place.

3.6 Grips on Certain Formations. A grip is a handhold on an arm or leg, and the way in which most formations are built is clear from the illustrations.

However, certain formations have contact points where two arms and a leg come together, i.e., Bunyip, Chinese Tee, Danish Tee—creating common grip areas. You may also see a variation of this technique used in the Box, Offset and Zircon. These can be built with either arm taking a grip on the leg and the other arm may then take a grip on the leg (from hip to toe) or the arm (from shoulder to fingertips), or in the case of the Box, there may be no centre grips taken at all.



One may hear reference to the ‘side-body’ grips. This refers to any side body link up requiring an arm grip and a leg grip on the same person. See symbol (f).

3.7 Formations. The formations shown in the appendices are symmetrical with grips clearly delineated. In fact the formations need not be symmetrical and may in fact be bent or skewed so that they do not look at all like the appropriate picture, i.e., a caterpillar may look like a horseshoe, which is acceptable, provide the grips are properly taken.

For this reason, the formations should be well studied and memorized, so they can be recognized instantly.

Each jump is filmed by the videographer and recorded. The recorded media is then used by the judges for the evaluation procedure.

The judges will work in a segregated area free from disturbance so they can concentrate on the evaluation process. The judges will watch each jump on individual monitors or a large screen a maximum of three times at normal speed. A judge may change his score sheet at any time during any of the plays. The timing of the jump is made from the plays.

The judge requires a stopwatch, accurate to one hundredths of a second with at least 30 lap and memory recall. If the watches don't have lap capability then one other person, usually the video playback machine operator will have a watch. Both watches are started on exit of the team from the aircraft. In some cases the playback operator will use his watch to countdown the last few seconds of working time in order to alert the judges to the fact that working time is about to expire—not needed if everyone has a stopwatch capable of at least 30 laps.

The judge uses his watch to take an exact time for the completion of the formation just before and just after time expiry. This time will be noted on the score sheet as an aid to the Event Judge and to provide information to the team concerned should they wish to look at their score sheets.

The judge will make notes as he watches the jump and will then complete his score sheet. It is extremely important that the judge complete all the necessary information required and check for accuracy before handing in the score sheet to the Event Judge, as it cannot subsequently be changed.

3.8 Score Sheets. Ask your Instructor for copies of score sheets. It has on it the normal information – round, exit number, location, etc. and space for up to 30 formations to be evaluated. The standard signs to be used are as follows:

Formation, Intermediate – ok	√
Infringement: Formation, Intermediate – not ok	0
Omission	X
Formations, inters or total separation not visible on screen due to meteorological conditions or factors relating to the camera flyer's equipment that cannot be controlled	NV
No clear start or end to working time	NT
End of working time	//

The // sign is placed immediately after the last formation completed within working time.

In addition to the standard signs, the Judge should include:

- (a) reasons for any “0” evaluation
- (b) time taken with the stopwatch at the end of working time
- (c) any other significant remarks

These are important as they tell the competitors why they received the score given.

3.9 Evaluation Techniques and Scoring Procedures. The evaluation technique used by the Judge depends on whether the specific part of sequence is a block, or a transition from block to random or random to random.

In a block, the Judge is looking for completion in the exact manner described. Hence, the Judge must know exactly how the block sequence flows, and must be particularly aware of the separation into groups and the turns required and the relative angles therewith. In other words, the Judge, just as the jumpers do, must practice and practice the blocks, both mentally and by watching recorded media, so that he knows what a correctly completed block sequence looks like. The more jumps the Judge watches and the more teams he observes, the better his experience will be.

Where a random or a block is followed or preceded by a random or block, the intermediate maneuver is the same at all times – total simultaneous separation (no physical contact) between all jumpers. It must be remembered that there is no requirement to build a formation in any particular manner. It can be built in any way whatsoever. Hence, the Judge must be able to recognize two things:

- (a) formation (alone, or in the block)
- (b) separation

Hence, the technique would be Formation-Separation-Formation etc.

It also must be remembered that what the team does between exit and the first formation is irrelevant. Hence the Judge need not worry until the first formation is built. The Judge should, however, be aware of the possibility that a team will take the first formation off the aircraft, waiting long enough for the Judges to see it before going into the first interim maneuver.

If the team performs the sequence correctly and without problem, the scoring is easy, and completing the score sheet presents no problem.

If the team makes a mistake (missed grip, no separation, etc.), the mark “0” will be in the appropriate box, where the mistake occurred and the evaluation continues.

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

Credit will only be given for formations, inters or total separations if the recorded image is judgeable.

A performance, formation, inter or total separation will be deemed to be completed correctly if it is scored as such by at least half of the judges who evaluate the jump.

A team will score one point for each clearly presented correct formation performed in the sequence within working time for each round with the following exceptions:

- if an infringement in the scoring formation of a block sequence is carried into the inter, this will be considered as one infringement only, and only one point will be deducted, provided that the intent of the inter requirements for the next formation is demonstrated and no other infringement occurs in the inter.
- Three points will be deducted for each omission. If both the inter and the second formation in a block sequence are omitted, this will be considered as only one omission.

The minimum score for any round is zero points.

A maneuver or performance is considered to be executed within working time if it is evaluated as such by at least half of the judges who evaluate the jump.

3.10 Collation of Scores. When completed, the score sheets are collected and stapled together.

The scorers will check to ascertain that the exit and round numbers are the same, and will enter the team name on the top (collation sheet) from the manifest list.

In order for a formation or interim to be scored correct, it is sufficient for at least half the Official Panel of Judges to score it correct, i.e.:

Number of Judges Evaluating	Number Needed for OK
5	3
4	2
3	2

Where only 4 Judges observe the jump, if 2 score correct and 2 score incorrect, then 2 is not a majority. A majority is needed to score it “incorrect”. Hence, the benefit of judging disagreement goes to the competitors.

To determine where the time lines go, the place is the most formations given by at least half the observing Judges, ie:

	1	2	3	4	5	6	7	8	9	10	11	12	13	
Judge 1							//							
Judge 2									//					
Judge 3							//							
Judge 4						//								
Judge 5							//							

Hence, the given time line would be placed after the 7th formation

Note: This form is used to summarize the Judge’s evaluation of the jump

3.11 Points Awarded. The rule concerning points earned is quite specific:

A point is awarded for each formation completed correctly within the working time.

3.12 Competitor Responsibility. The rules place fairly and squarely upon the competitor the responsibility to execute the required performance in such a manner as to clearly present to the Judges that it has been achieved. Each formation and sub-formation must be clearly visible from the ground and each separation (no physical contact) must also be clearly visible.

This rule can lead to discussions between competitors and Judges. The competitors know they completed the required performance, but may receive no credit for a particular performance as the Judges did not see it. However, with recorded media, it is possible to show the competitor how the performance looked to the Judges. This will usually satisfy the competitors’ discontent, but may occasionally bring forth succinct comments about the Judge’s heritage, eyesight, ability, etc. It should be pointed out that the use of recorded media is a very good incentive for Judges to improve their own performance, as they must clearly demonstrate to the competitors the required evaluation performance.

Examples of what might happen:

- (a) grip appears to be in wrong place
- (b) videographer is such a position that formation is “flat” and Judges cannot see grips or separation

Competitors must be aware of the videographer’s position relative to their own positions. They are performing for the Judges who are behind the camera. They are not performing for themselves, for the packing area, or for friends on the other side of the airport – all of whom may perceive things differently than the Judges, who are the ones that matter!

Competitors must be reminded of this fact. They must be aware of how their particular exit will appear, how their jumpsuits look, etc. It is not sufficient just to let go a grip during a separation maneuver. It is the responsibility of the team to clearly demonstrate they have all separated at some point in time—whether by showing clear air or “flashing” as they separate.

3.13 Judges’ Responsibility and Evaluation Thought Process. As we have seen in the previous section, it is the competitor’s responsibility to clearly demonstrate the required performance. The Judge also has a responsibility to determine:

- (a) Is the jump judgeable?
- (b) Were you able to see all the grips during exit?
- (c) Is it a question of performance?
- (d) Did the videographer interfere with the team?
- (e) Did the team go off-screen during the inter?

Conditions that may make the jump non-judgeable are:

- (a) haze, so as to obscure the picture seen
- (b) clouds between camera and team
- (c) camera turns off during exit

Where these conditions are not the fault of or cause by the team, then a rejump may be given. Haze, obviously, is nobody’s fault and would likely cause a cessation of jumping. The effect of clouds is obvious. If the exit is such that the view of the formations at the beginning of the jump will make it so that the Judge sees the formation side on:

When the formation is side-on, the grips cannot be seen properly and are not judgeable, and would result in a “0” for each not clearly presented formation or inter. Keep in mind if the formation is not clearly presented the chance of the following inter being not clearly presented is also possible.

If the team has obeyed all the cautions, so that it is not responsible in any way, a rejump may be given. In any event, the Judge must be able to decide whether he can properly judge the performance (keeping in mind the benefit of doubt to the team).

The Judge must also determine whether the team has clearly presented the required performance. It is very important for the Judge to accept the fact that he is not required to guess at what the team has done. If they do not show it clearly, they are in contravention of the rules and will be scored accordingly.

This is one case where the benefit of the doubt does not go to the jumpers’ advantage. If there is doubt as to the performance, this is not a clear demonstration and is scored accordingly. The Judge must ask himself:

- (a) Am I **sure** the performance is not clear? Or
- (b) Am I **not sure** the performance is not clear?

If the answer is “yes” to (a), the performance is marked “0”. If the answer is “yes” to (b), this means the Judge is not able to make up his mind about what he has seen and the performance would be given as clean. In (b) the doubt exists in the Judge’s mind; in (a) the doubt exists in the jumpers’ performance.

Situation (b) is likely to happen only seldom, since the jump is seen more than once. The replay will enable the Judge to clear up any doubts in his mind as to what he has seen.

In any event, it cannot be overemphasized that it is the teams’ responsibility to clearly demonstrate the required performance.

3.14 **Vertical Formation Skydiving**

Vertical Formation Skydiving (VFS) is similar to FS except that the competitors fall in other position than belly to earth. Head down, upright and vertical axis are all used. Each round is drawn from a pool of randoms and block sequences and can repeated until working time runs out.

Unlike FS, the videographer may record the jump using any of the above positions. This can make it difficult to judge if he changes during the dive. Many of the videographers are free flyers and used to inverting on a regular basis. If he flips at a critical time when you are trying to determine grips or degrees of turns, it will not help the team’s score.

Definitions for VFS are:

Formation: consists of jumpers linked by grips, with each jumper in the correct orientation to the relative wind.

Grip: consists as a handhold on an arm, leg or a foot. As a minimum, a grip requires stationary contact of the hand on an arm or leg as shown in diagram s.20. A foot grip consists of a hand hold on a foot or ankle.

Grip Line: This is the line linking the torsos of two competitors via their arms or legs and the grip that joins them.

Orientation:

Relative Wind: the direction from which the air appears to be coming due to the relative speed of the competitors in freefall.

“Head down” orientation consists of the competitor’s head having advanced further into the relative wind than the competitor’s feet by a significant amount, i.e., the length of the competitor’s torso. All distances and lengths are in terms of what is shown on the judging screen.

“Upright” orientation consists of the competitor’s head trailing behind the average position of the competitor’s feet by more than the length of the competitor’s torso. All distances and lengths are in terms of what is shown on the judging screen.

“Bellyflying” or **“Belly to Earth”** orientation consists of the competitor’s chest region facing the relative wind and the competitor’s head being neither above nor below the average position of the competitor’s feet by more than the length of the competitor’s torso. All distances and lengths are in terms of what is shown on the judging screen. (“Bellyflying” is not currently used in VFS formations)

“Backflying” orientation consists of the competitor’s back region facing the relative wind and the competitor’s head being neither above or below the average position of the competitor’s feet by more than the length of the competitor’s torso. All distances and lengths are in terms of what is shown on the judging screen. (“Backflying” is not currently used in VFS formations)

Head down & Upright: pretty much self explanatory although there is a much more technical and detail explanation in the rules.

Inter: a requirement that must be performed as depicted in the block portions of the dive pools. The inter between randoms, complete blocks or randoms & blocks is complete separation, as in FS.

Infringements & Omissions: same as FS

Competitors will exit at 13000 ft. and will have 35 seconds working time, which starts the moment any team member (excluding videographer) separates from the aircraft, as determined by the judges.

Five judges will view each jump as many as three times at normal speed. Teams will accumulate one point for each correct formation within working time. Mirror images are okay for randoms and complete blocks. The judge operates his/her stopwatch and uses the same symbols in the same manner as scoring FS.

4. Canopy Formation

4.1 This discipline is similar to Formation Skydiving in that formations are built, while under open canopies, linked together by grips. These formations may be formed either sequentially or by rotation.

There are three competition events:

- (a) 2-way sequential
- (b) 4-way sequential
- (c) 4-way rotation

4.2 Certain definitions must be given:

Formation: consists of 3 or more (2 for 2-way event) jumpers and canopies linked by grips, correct or not.

Grips: consist of a hold on the 'A' lines or front risers so that a formation is built in accordance with the diagrams.

Stack: the shoulders of the upper jumper must be above the upper surface of the lower canopy and the grip must be on the centre cell or on a line attached to the centre cell.

Plane: the head of the upper jumper must be below the lower surface of the lower canopy and the grip must be on the front risers or a line attached to the centre cell.

Plane/Stack: is any position on a riser or line attached to the centre cell between these configurations. A correct grip must be maintained.

Stairstep: the shoulders of the upper jumper must be above the upper surface of the lower canopy and the grip must be on the outside 'A' line of the end cell. If a diagram shows a jumper on top of and in contact with both canopies, the rules of the stairstep grip apply. The grip must be taken with the inside leg or foot; this may include an additional handgrip, if desired.

Intermediate: stage between two formations. In the sequential event, complete separation of all team members or two or more jumpers flying together as one or more pre-determined groups. An intermediate formation must be flown and remain intact with the correct grips.

Sequence: the series of formations and intermediate requirements.

Working time: working time and scoring begins at the moment of the first separation of a grip from the first formation whether correct or not, or 30 seconds after exit of the first team member, including the team's camera flyer, whichever is first.

Total Separation: all team members at one point in time must clearly demonstrate they have released all grips.

When considering grips, it must be remembered that all the jumper has to do is take a grip on the lines or risers with a hand or foot, as the case may be. The problem for the Judge is to determine just when and if the legal grip is taken. This may be a problem if the relative angle of observation is bad.

- 4.3 2-way Sequential. This event is the same as the Formation Skydiving event, except that the formations are completed under open canopies. Each formation must be performed in accordance with the illustration in the drawn sequence. All formations are random, no block formations exist. Jumper position for each random is set by the draw, ie: the dark canopy position on the first formation built within a round must remain in the dark canopy position on all subsequent formations of that round. There must be complete separation between each formation. No mirror formations are allowed. All formations shall be performed as shown in the dive pool, as seen from behind.

Exit altitude for this event will be 1850 m. (6000 ft.) with a working time of 60 seconds.

Each round consists of 5 formations that have been drawn from the dive pool of 12 formations (2 of each). After each sequence is drawn, the 5 formations are returned to the dive pool so that they may be drawn again.

The judges will watch the jump once at normal speed and may request one additional play at normal speed. Slow speed is not to be used. Each judge will require a stopwatch that can record laps—preferably at least 30. Each judge will record the time of the first separation. This information is required to determine the end of working time. A point will be awarded for the first correct formation and each subsequent correct formation, preceded by total separation until working time has expired. Incorrect formations will not score points and there is no penalty. An omission will stop the scoring at that formation. The next formation to score will be the second correctly completed formation following the omission. Scoring may continue if the team goes back to correctly complete the omitted formation. This does not usually happen as it takes too much time.

- 4.4 4-way Sequential. This event is the same as the 2-way sequential event, except that the formations require four canopies and intermediates can be either total separation or a sub-group formation similar to Formation Skydiving.

Exit altitude is 2500 m. (8200 ft.) and working time will be 120 seconds (2 minutes).

The sequence for each round will consist of four or five formations drawn from the pool of random and block formations.

- 4.5 4-way Rotation. The team is required to form a vertical four canopy stack/plane formation. The top person dropping grips and re-docking on the bottom with legal grips makes further four canopy formations. The top person may not drop grips until the bottom person is connected.

Exit altitude will be 2100 m. (7000 ft.) with a working time of 90 seconds or one minute and 30 seconds.

One point is scored for the first four way formation. Additional points will be scored for each successive vertical four way formation built by top to bottom rotation. Points may only be scored within the working time of 90 seconds, which begins at the first separation of a grip of the first formation, whether correct or not.

In the event the formation fails to satisfy the definition of a legal formation, a point will be scored only when the top person in the rebuild makes a complete rotation.

The Judges will start their watches when the first team member leaves the aircraft and lap their watch at the first separation of grips—correct or not. The watch must be lapped at each formation after the initial formation. These times will enable the judge to determine how many formations were completed within working time. In order to score a point, the top team member must depart from and dock on a plane/stack formation consisting of three canopies in accordance with the performance requirements. Judges will watch each jump once at normal speed and may request an additional viewing at normal speed.

- 4.6 Malfunctions. A deployment malfunction or other equipment problem will not be grounds for a rejump. Each team will throw away one scoring round, and they would most likely choose a round in which they experienced a malfunction.
- 4.7 Judging Procedures. The jumps will be shown once at normal speed and additional viewing at normal speed can be requested. The Judge will be able to complete his own score sheet and operate his own watch, which should be one capable of taking lap times. The first separation and each formation must be lapped in order to determine how many formations were within working time. Awarding points for formations is the same as in 2-way sequential, including penalties for omissions.

The rules provide that five judges will be used.

- 4.8 Judging Problems. The major problem with CF is being able to see if correct grips are properly made. This means that at some point, the formation may be facing away from, or beside the videographer. It may be difficult, if not impossible, to see the grips required. These problems must be discussed with the competitors so they are aware of the necessity to clearly present the formations to their videographer. As in the 2-way event, some block formations have designated position for team members. These positions must be followed through the designated block. Mirror images are allowed as long as they are continued through the entire block.
- 4.9 Score Sheets. Score sheets are very similar to those used in Formation Skydiving – ask your Instructor for copies.

Signs on the score sheets:

Formation and Intermediate - ok	/
Formation and Intermediate - not ok	0
NJ Situation	NJ
NV Situation	NV
Omission	X
End of working time	//

The // sign is placed immediately after the last formation completed within working time.

The Judge will also include on each score sheet:

- (a) reasons for any '0' or "X" evaluation
- (b) times of the first separation of grips and the last formation completed within working time
- (c) any other significant information or remarks

5. Artistic Events

5.1 The Discipline of Artistics has three events: Freestyle Skydiving, Skysurfing and Freeflying. These events are judged more interpretively than all others, somewhat like Figure Skating without the politics. They are not as cut and dried as FS or CF where there are certain maneuvers with specific restrictions imposed. Although there is a criterion that must be met, scores will be determined from innovativeness and skill of choreography on the part of the competitors.

Freestyle Skydiving and Skysurfing use one performer and a media person, both of whom form the Team. Freeflying has two performers and a media person. At the Canadian Nationals we currently offer only Freeflying as we don't have a large number of competitors and the events are very time consuming on the judges part.

5.2 Definitions used in Freeflying are:

Dock: a recognizable stationary contact of the foot(feet) of one Performer on a specified part of the body of the other Performer, performed in a controlled manner.

Grip: a recognizable stationary contact of the hand(s) of one Performer on a specified part of the body of the other Performer, performed in a controlled manner

Heading: the direction in which the front of the torso of the Performer faces.

Move: a change in body position, and/or a rotation around one or more of the three body axes, or a static pose. See Addendum B.

Routine: a sequence of moves performed during the working time.

- 1) Compulsory Routine: a routine in which the Team is required to demonstrate pre-determined skill.
- 2) Free Routine: a routine in which the moves are chosen entirely at the discretion of the Team.

Working Time: the period of time during which Teams may perform a routine during a jump. Working time starts the instant any Team member separates from the aircraft, as determined by the judges, and terminates a fixed length of time later.

5.3 A Freefly competition consists of Compulsory and Free Rounds.

Rounds 2 & 5 will be the Compulsory, which are similar to FS, in that they are a combination of maneuvers drawn from a pool. These rounds will be repeated until working time has elapsed, and

teams will score points for each correctly performed maneuver. In these rounds it is not advantageous for the videographer to rotate or carve because it makes it harder for the judges to see the grips. All five judges will score each team and a very complex mathematical formula is applied to the scores. For this you will need a Scientific Calculator, and even then you won't understand what you're doing.

All other rounds are considered "Free". This means teams can perform in any way they choose, using known formations and maneuvers, or not. The videographer is considered part of the team and his work will be considered when determining the team's score in each round. Two judges will score the technical aspects of the jump and three judges will be looking at the presentation. Technical judges will be looking for difficulty, movement skills, precision control and team work. Presentation judges will concentrate on visual excitement, originality, composition and team work. Most teams will perform the exact same routine for all of the Free rounds, making it important to remember all previous rounds to see if there was an improvement or a deterioration from the last round. It is sometimes hard to maintain unbiased scoring when you're watching a performance for the 3rd or 4th time. The visual excitement may dwindle.

The judges are able to compare their scores and discuss their reasoning before they submit the final score for each team. Unless you already know the caliber of the teams in the competition, it is wise to give the first team a score near the middle of the road. Then each team afterward can be scored above or below that median. If you score the 1st team exceptionally high, it's difficult to give a better team that comes later, a higher score.

6. Canopy Piloting

6.1 Canopy Piloting is an individual participant discipline consisting of three events—Speed, Distance and Accuracy. Each event is judged a bit differently so Judges must be conversant in each in order to be prepared for many variations in competitor style and competence. The most important thing to remember in Canopy Piloting is SAFETY. These competitors are approaching at high rates of speed and will not be able to change their course to avoid you—so it's up to you to avoid getting yourself in a position of danger. Someone with an audible device should be signaling when a competitor is about to begin his final approach.

Definitions used in Canopy Piloting are as follows:

Course: The designated path that competitors must navigate as indicated by a series of course markers.

Gate: Consists of two markers or electronic sensors separated laterally by a variable distance. Gates are used to define the flight path of the course.

- Entry Gate: The first gate set at the beginning of the course.
- Exit Gate: The last gate set at the end of the course.
- Water Gates: The series of gates positioned on the water portion of the course.

Course markers: Objects to mark and indicate the boundaries of the course. The construction of all markers must be acceptable to the Chief Judge, the Course Technical Director and the Meet Director.

Body: All or any part of the human anatomical structure, including normal prosthetic appendages, that make up a competitor's physical being.

Vertical Extension: A penalty is assessed when a competitor passes between but above the course markers of a gate, so that no part of the body breaks the imaginary plane between the two markers that make up that gate.

Marker Strike Penalty: Assessed in the Speed Event when any part of the competitor's body or equipment contacts the course marker and causes the marker to become non-functional or to be repaired in any manner.

Zones: In the Zone Accuracy Event, zones are landing areas that have assigned point values.

Maximum Penalty: The maximum/minimum score for a round

Distance: 0 meters

Zone Accuracy: 0 points

Speed: 0 points

Closing the course: For any reason, such as excessive wind speeds or an accident, the course will be closed with a red cross, or other suitable signalling device placed at the beginning of the course. In this case, the next competitor is not allowed to navigate the course. The competitor should stay outside the course, but if an alternative landing area is not available, the competitor may make a non-aggressive landing on the course. If the competitor does not follow this procedure, the competitor will receive the minimum score for that round.

Course Technical Director: A person proficient in course planning, appointed by the Organiser and accepted by the IPC Canopy Piloting Committee for that position. The Course Technical Director is responsible for planning, setup and maintenance of the courses before and during the competition.

Safety zones: Zones outside the course as specified in the Competition Rules.

Stand-up landing: A landing performed where no other part of the body but the feet come in contact with the surface.

Surface Contact: The point at which any part of the competitor's body or equipment (except the pilot chute, where separately stated) comes in contact with any part of the earth's surface, including grass, ground, trees, water, etc.

Kited (Kiting): A situation in the Speed Event in which the competitor keeps the canopy (excluding the pilot chute) flying without it coming in contact with any part of the earth's surface.

In all events, competitors must first score the entry gate and that means they would activate the electronic beam when passing some part of their body between the transmitter and sensor, (if electronic scoring is not used they must remain below the top of the entry gate to obtain a score) and remain within the boundaries of the course until passing through the exit gate. At least one appendage must pass between the two course markers of the entry and exit gates and at least part of the body must remain within the course boundaries while navigating the course.

the fact that the competitor has scored the entry gate without vertical extension but also to pan with the competitor as he navigates the course so that any possible vertical extensions of the course markers may be reviewed at a later time. At least two video cameras are required – one for panning and one stationary. If someone other than a Judge performs this video function a Judge must supervise.

Judges are also placed in strategic positions so they can ensure the competitor remains within the boundaries of the course. The use of additional video cameras to ensure the exit gate has been correctly scored and the competitor has remained within the course is also a benefit. All incidents are recorded on an appropriate recording sheet.

6.3 The Distance Event

In the Distance Event, the competitor navigates his parachute through the course for the longest distance possible before touching the surface.

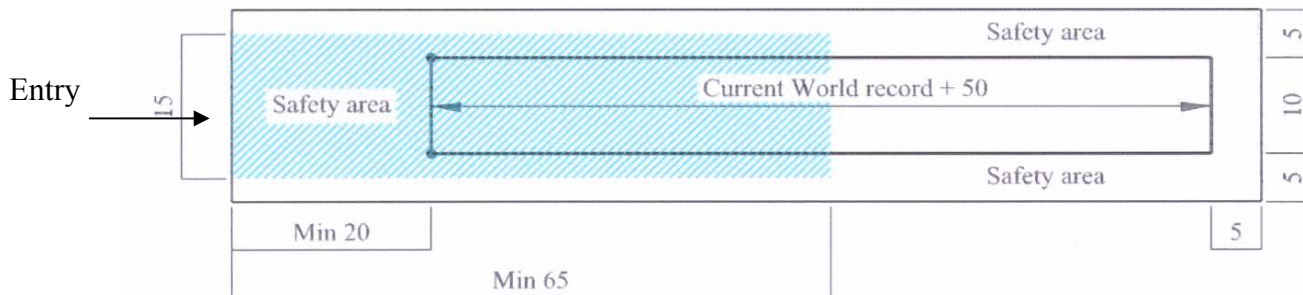
The competitor must score the entry gate with at least one appendage, then remain within the boundaries of the course with at least part of the body, as defined by the course markers, to obtain a score. After scoring the entry gate there is no penalty for vertical extensions.

The first point of contact with the surface, within the course, is marked as the distance.

If the first point of contact with the surface is outside the course, the competitor will receive minimum score for that round.

Note: If the first point of contact with the surface is outside the course the competitor may not touch the water before the entry gate. Touching the water after the entry gate will result in him being scored as that being first point of contact with the surface and shall be measured as such.

2. Distance



In the Distance Event, a measuring tape is placed either inside or outside the sideline on either side of the course and Judges positioned outside the course determine the first point of contact with the surface. This measuring tape running down the edge of the course is the second part of the measurement. The distance between the entry gate and the edge of the pond is determined prior to the competition so the end of the measuring tape is placed at that mark. The total of the two distances make up the final score given. An electronic measuring device may be used in lieu of a measuring tape. If a competitor either lands in or touches the water first then that would be the score given. A Judge watching for contact with the water would record this event—including the approximate measurement for the point of first contact.

6.4 The Zone Accuracy Event

In the Zone Accuracy Event, the competitor navigates his parachute through an entry gate contacting the surface of the water through as many of the water gates as possible before flying to a precision landing.

The competitor must score the entry gate with at least one appendage, then remain within the boundaries of the course with at least part of the body, as defined by the course markers, to obtain a score. After scoring the entry gate there is no penalty for vertical extensions.

The competitor's score for a round is the sum of the water-gate points and landing zone points.

Gates

The competitor earns water-gate points for each gate when he drags any part of his body through the imaginary line running across the surface of the water between the markers of that gate.

The gates have the following points:

Water-gate 1 = 28 points

Water-gate 2 = 13 points

Water-gate 3 = 17 points

Water-gate 4 = 42 points

Zones

Zone 0 is any part of the surface outside the defined zones 1-6 other than the water.

The landing zones have the following points:

Landing-zone 1 = -26 points

Landing-zone 2 = -21 points

Landing-zone 3 = -16 points

Landing-zone 4 = -09 points

Landing-zone 5 = -37 points

Landing-zone 6 = -50 points

Centre-zone = -0 points

The landing zone points earned by a competitor are equal to the point value of the landing zone within which the competitor first makes contact with surface.

The line between zone 0 & 1 is defined as part of zone 0.

The line between zone 1 & 2 is defined as part of zone 1.

The line between zone 2 & 3 is defined as part of zone 2.

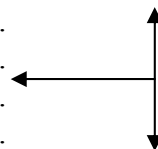
The line between zone 3 & 4 is defined as part of zone 3.

The line between zone 4 & 5 is defined as part of zone 5.

The line between zone 5 & 6 is defined as part of zone 6.

The line around the Centre zone is defined as part of zone 4.

The sidelines are defined as part of the zones.



If the competitor fails to make a stand up landing, a penalty of 10 points will be deducted from the total earned points for that round.

If the competitor has earned water-gate and scoring zone points but comes to a complete stop within a penalty zone, the point value of that penalty zone will be the penalty points earned by the competitor and will be deducted from the water-gate and scoring zone total.

If the body of the competitor stops outside the scoring and penalty zones the competitor will receive a score of zero (0) points for that round.

If the competitor's first point of contact with the surface, other than the water, is within zone 0 or a penalty zone, the competitor will receive a score of zero (0) points for that round.

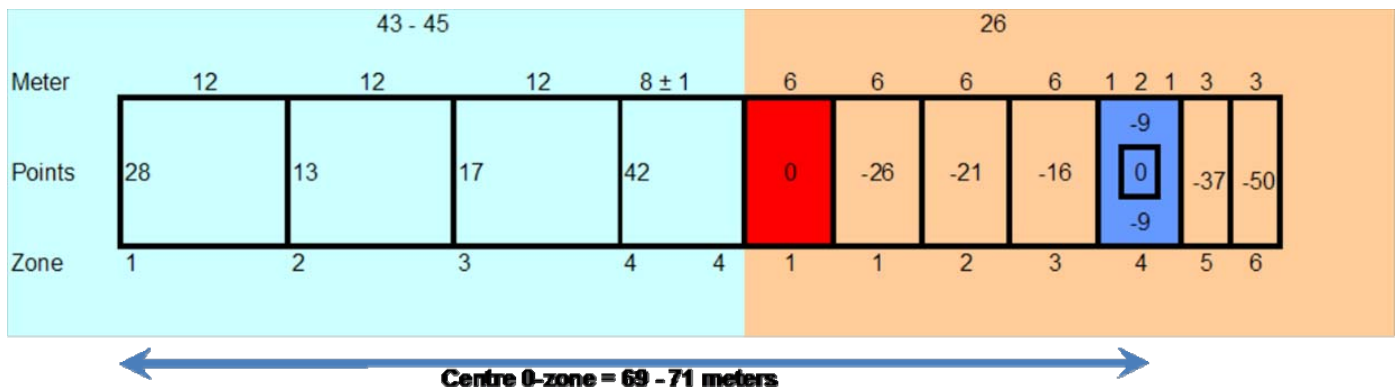
Note: The competitor may touch the water before the entry gate without penalty. He must score (touch the surface of the water when passing through the gate) as many of the water gates as possible, and if using course markers that are large (more than 3 or 4 inches in diameter) the Chief Judge will determine whether the score is taken as the competitor passes the first part of the course marker or as he exits the course marker (as a norm, it would be as he exits the entry gate marker and enters the other markers). This method is used because it is impossible for a Judge to correctly assess whether the competitor is actually in contact with the water behind the course marker.

To receive landing zone points the competitor must land within the confines of one of the landing zones—as per the preceding values. These values are deducted from the points earned from scoring water gates. There is no requirement to earn water gate points.

If the competitor has earned water gate points, makes contact in one landing zone, but comes to a complete stop within another landing zone with greater penalty, the competitor will receive the points of this greater zone.

If the competitor is unable to stop within the landing zones and continues outside the course he will receive 0 points for that round. This also applies for first point of contact outside the confines of the course outline.

The rules state that the side-lines are part of the zones, therefore if it is determined the competitor's first point of contact with the surface is on a side-line then he shall receive the score from that zone.



In the Zone Accuracy Event, Judges are placed at each of the four water gates (that includes the entry gate) positioned so that they can see if the competitor has contact with the surface as he passes the gate. Normally, each Judge would have a card or some other means of indicating point value of the gate. If the competitor scores the gate successfully the Judge would hold up the card so that a recorder can see the point value. If the competitor fails to score the gate the card would not be shown. Point values are recorded on the appropriate recording sheet. Care needs to be taken as a competitor can set up a “wave” without actually being in contact with the surface, or the foot may be “skipping” at the time of passing the course marker.

In addition to the Judges at the water gates, several are placed outside the course in the area of the landing zones. These Judges ensure the first point of contact is recorded on the appropriate scoring sheets. In addition to the video camera at the entry gate, video cameras placed at the end of the course and other strategic positions are of help in reviewing whether the competitor remained within the course boundaries and whether he may have stopped in a different zone than he landed in.

5. EQUIPMENT

The equipment needed for judging a parachute competition ranges from the very simple to the technically sophisticated (pencils and score sheets to electronic pad and video equipment).

1. Accuracy Events

The equipment required to conduct the accuracy event is as follows:

- (a) electronic scoring pad, with read-out
- (b) fichets (at least three)
- (c) 10 metre measuring tape
- (d) red flag (for wave-off)
- (e) smoke bombs (if available)
- (f) anemometer and mounting pole
- (g) binoculars
- (h) sensitive windsock (streamer on pole)
- (i) windsock (non-sensitive)
- (j) wind drift indicators
- (k) ground to air radio
- (l) ground to ground radio
- (m) stop watches
- (n) observing Judge recording sheets
- (o) score sheets
- (p) master score sheet
- (q) tuffet –perhaps not essential but much appreciated by accuracy jumpers

Photographs of some of this equipment are shown throughout this document.

2. Freefall and Canopy Formation Events

The equipment required for these events is as follows:

- (a) video camera with recording unit
- (b) video playback unit
- (c) video monitors (at least six)
- (d) Judges' score sheets
- (e) master score sheet
- (f) score collation sheet
- (g) stop watches (1/100th)
- (h) ground to air radio

- 3.1 Electronic Pad. The Judges do not need to know the precise technical characteristics of the automatic (electronic) scoring pad, but must know how to set it up for operation and must understand how to operate it during the accuracy events. A description of the pad has been included in the section on individual accuracy, so no further explanation will be given.

- 3.2 Anemometer. The anemometer should be mounted on a pole, away from other objects to eliminate interference from turbulence or sheltering, at a height approximately equal to canopy height when the jumper is landing. The ground wind that is measured is that at such canopy height. The anemometer used must be sensitive enough to measure unit changes of either mph or m/s, up to 40mph, or 20m/s. Care must be taken in assembly or dismantling, so the moving parts (wind cups) are not damaged.
- 3.3 Windsocks. The sensitive windsock is extremely important as it shows the competitor the direction and small variations in wind close to the target while making the final approach to the target. The construction of this windsock is described in the Competition Manual. In the event such a windsock is not available, its function can be performed by a “wind drift indicator” (crepe paper) mounted on a pole in the same location. This will also indicate slight variations in and direction of wind close to the target area.
- 3.4 Ground to Air Radio. This should be a standard multi-channel ground station radio, together with the correct power source.
- 3.5 Stop Watch. In order to provide accurate timing, the Judge’s stop watch should be digital (electronic) able to measure to 1/100th of a second. Anything else simply will not do.
- 3.6 Video Camera Unit. The video camera unit cannot be just any unit. It must be specifically put together for filming freefall parachuting. It requires a secure tripod or other specially manufactured mounting that will provide both mobility and steadiness. The picture must not be effected by vibrations or shaking.

The camera, which will be used outside, must be sealed against dust and must be able to withstand being exposed to sunlight for long periods of time – a cover is recommended.

The lens is the most important part and should be of the order of 1000 to 1200mm. If it has a zoom capability, this will greatly facilitate the judging of style on exit.

- 3.7 Video/DVD Playback. This should be of good quality and should have the following capabilities:
 - (a) slow motion (1/2 speed)
 - (b) normal speed
- 3.8 Video Monitors. The video monitors should be less than 19”, as these give the best resolution. They need only be black and white unless the camera is capable of recording in colour. Their quality is important, as they produce the picture to be seen by the Judge.

A screen and overhead (LCD) projector may be used instead of monitors.

REJUMP REQUESTS

Before continuing with this section, the reader should review that part of the Competition Manual dealing with rejump.

The basic philosophy behind the granting of a rejump is whether the competitor performed the jump with an equal and fair opportunity to demonstrate his skill, within the rules governing the event. Each competitor should be consistently treated within the limits prescribed.

There are three stages to the process:

1. If a judge observes a circumstance or situation that would merit a rejump for the competitor (i.e., winds over the limit in the accuracy event), he should inform the Chief or Event Judge of this fact. The latter would convene the Judges involved in the event to discuss the matter and make a decision. If a rejump is granted, the competitor will be informed and will have the option to accept or refuse the rejump. If he accepts it, he must make it and may not later change his mind.
2. The competitor may request a rejump if he feels that his performance has been impaired by circumstances beyond his control. He will explain his reasons to the Event Judge, who will convene a meeting of the Judges involved in the event in order to make a decision.
3. It should always be remembered that the granting of a rejump rests solely on the interpretation of the rules and the underlying principles. It should not be based on emotion or sympathy as this introduces an element of subjectivity. Judges must be consistent and objective, so that each competitor is treated fairly and equally. If the jump was performed in accordance with the prescribed rules, no rejump would be granted.

If the competitor is dissatisfied with the Judges' decision he may then make a written appeal (commonly known as a "protest") to the Competition Jury for a rule interpretation. The appeal must disclose all pertinent information and must state the rule (or rules) on which the appeal is based.

The Competition Jury is normally composed of three to five experienced non-competitors who have no other responsibility. The main duties of the Jury are to see that:

- (a) all competition jumps are made in accordance with the prescribed rules and regulations
- (b) decisions made by the Judges or Competition Staff are in accordance with the prescribed rules and regulations.

They also act as the "court of final appeal" for rejump requests by competitors and any decisions handed down by the Jury are final and without appeal to any other authority.

It must be remembered at all times that Judges are concerned with fairness, consistency and objectivity within the rules. With proper organization and application, rejump can be kept to a minimum, but it must be remembered that rejump will occur because of circumstances over which no human agency has any control.

Examples of reasons where re-jumps may be granted:

1. Accuracy Event

- (a) canopy malfunction or steering problem (not self-induced)
- (b) upper wind change, so that indicated exit point is no longer valid
- (c) ground wind change (speed and direction) beyond limits provided
- (d) interference between competitors

2. Style Event

- (a) incorrect exit point (when under ground control)
- (b) drift in freefall (when under ground control)
- (c) not seen by video (when under ground control)

3. Formation Skydiving

In a NV situation, the video evidence will be considered insufficient for judging purposes, and the Video Review Panel will assess the conditions and circumstances surrounding that occurrence. In this case a re-jump will be given unless the Video Review Panel determines that there has been an intentional abuse of the rules by the team, in which case no re-jump will be granted and the team's score for that jump will be zero.

4. Canopy Formation

In an NV Situation whereby formations, inters, or total separations are not visible on screen due to meteorological conditions (like rain, clouds, sun, etc.) or factors relating to the videographer's freefall video equipment that can not be controlled.

5. Artistic Events

In the case the VRP determines that the video's evidence insufficiency is due to weather conditions, or any other cause not controllable by the Team, a re-jump will be given.

6. Canopy Piloting

A competitor experiencing a control problem or a malfunction requiring the use of the reserve canopy must make no attempt to negotiate the course and must utilize an alternate landing area if accessible. A competitor will be granted only one re-jump during the competition, by reason of the above-mentioned problems.

If the winds exceed the maximum limit or the competitor experiences adverse weather or wind conditions as determined by the Chief Judge or Event Judge the competitor may be offered a re-jump.

The following are not reasons for a rejump in the freefall events:

- (a) a parachute malfunction on opening – this has no bearing on the jump itself
- (b) equipment problems during freefall – this is to prevent a self-induced problem in the event the competitor is performing badly.

7 **JUDGES RATING PROGRAM**

The administrative regulations for Judges' ratings are given in PIM4E

Judges are rated according to experience and skill level into four category levels:

- Qualified Evaluator
- Provincial
- National
- FAI

The qualifications for the QE, Provincial and National ratings are set by CSPA, while the FAI rating is governed by the regulations in the Sporting Code, Section 5, prepared by the International Parachute Commission (IPC) of the Federation Aeronautique Internationale (FAI).

The philosophy of the rating program requires a logical pattern of progression, requiring attendance at training courses and judging a number of competitions and jumps in a certain period of time.

In addition to the requirements to achieve a Judge rating, it is necessary to keep current and active. The reason for this is that the competitors, who spend time and money (in most cases, their own) in their training and competition activity, deserve to be evaluated by Judges who have maintained their proficiency level.

The annual validation requirements are not onerous and do not present any difficulty for a moderately active and interested Judge.

It should be noted that the application for each level of Judge's rating is to be countersigned by a Judge having a higher rating. This is to ensure that the candidate Judge has knowledge of judging (beyond that of technical evaluation) commensurate with the rating being applied for.

The difference between the ratings is one of experience and skill, since the basics are common to all levels.

BEING A PRINCIPAL JUDGE

Once a Judge's rating has been obtained (and even before) you will be called upon to be a Principal Judge at a competition (club or provincial level). What are your duties and responsibilities?

Assuming you know the dates and location, you should find out the identity of the Chief Judge and contact him/her to ascertain if travel/accommodation arrangements are to be made by yourself or whether these will be shared, etc. You should also ascertain where and when you should get together with all the other Judges and what, if any, equipment you should bring (stop watches, binoculars, pens, logbooks, etc. are standard and should always be taken). You will have your own copy of the event competition rules and, Formation Skydiving sequences, etc. with which you should be thoroughly familiar and which you should take with you at all times.

While at the competition, you should:

- (a) be on time
- (b) carry out duties assigned to you
- (c) help with equipment
- (d) be alert for possible rejump circumstances
- (e) concentrate on the task of evaluation
- (f) never get flustered
- (g) keep cool, calm and collected

In addition to all of that, you should always remember that many competitors spend an inordinate amount of time and money on jumping and training and they deserve (and some demand) competent, efficient and consistent judging. This must be uppermost in the Judge's mind at all times. Therefore,

BE FAIR

BE CONSISTENT

BE WITHOUT REGIONAL OR NATIONAL BIAS

You should also always be working to improve your own performance level, both for self-satisfaction and for the benefit of the competitors.

You will do all these things and be dedicated and conscientious, but you will receive little in return, other than the satisfaction of knowing you have done a good job. If you are looking for adulation and glory, you will be disappointed and you must ask yourself whether you belong. If you do belong, then work at it and above all, enjoy it.

The end, or maybe the beginning!

