

BRITISH PARACHUTE ASSOCIATION

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BRITISH NATIONAL OPEN PARACHUTE CHAMPIONSHIPS
(FORMATION SKYDIVING) 2012

Venue: Target Skysports, Hibaldstow Airfield, Hibaldstow, Brigg. DN20 9NN
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Events: Formation Skydiving (F.S.) - Senior 8 Way Sequential
- Intermediate 8 Way Sequential
- Senior 4 Way Sequential – AAA class
- AA Class 4 Way Sequential
- A Class 4 Way Sequential
- Rookie 4 Way Sequential

**N.B. No individual may enter in more than one team in any one event -
(Rookie / A / AA / AAA / Intermediate 8 way / Senior 8 Way)**

1. COMPETITION DATES

- a) The 4-way will take place on the first weekend Saturday 11 August to Monday 13 August 2012. The draw for the 4-way will take place on Friday evening of the 10 August 2012 and if all rounds have not been completed by close of Monday 13 August 2012, the 4-way will continue over the second weekend, scheduled by the Meet Director, with the incomplete rounds being re-drawn on Friday 17 August 2012.
- b) The 8-way will take place from the second weekend Saturday 18 August to Monday 20 August 2012. The draw for the 8-way will take place on Friday evening of the 17 August 2012 and if all rounds have not been completed by close of Monday 20 August 2012, the 8-way will continue over the third weekend, scheduled by the Meet Director, with the incomplete rounds being re-drawn on Friday 24 August 2012.

2. OTHER DATES

- a) Entry Form and Entry Fees to arrive by Friday 10 August 2012 – 4 Way and Friday 17 August 2012 – 8 Way (To: Target Skysports). (Nationals Entry Form & Indemnity Form can be found on BPA Form 274)
- b) Booking in by: 1900 hrs on Friday 10 August 2012 - 4 Way
1900 hrs on Friday 17 August 2012 - 8 Way*
- c) Competitors Briefing: 2000 hrs on Friday 10 August 2012 - 4 Way
2000 hrs on Friday 17 August 2012 - 8 Way
- d) Competition Draw: 2100 hrs on Friday 10 August 2012 - 4 Way
2100 hrs on Friday 17 August 2012 - 8 Way

- e) The draw will be done live in front of all competitors and any rules/clarifications agreed between the Competitors, Meet Directors and Chief Judge. **At least 1** representative of each team is expected to be present for the Competition Briefing, Draw and any Re-Draw (if the competition continues into the roll-over weekend).

*Note – in the event of a roll over weekend being used, 8 way entry will be permitted up to one hour before the event round 1 start (first team board).

3. PRACTICE JUMPS

Practice jumping will be available up to the competition draw.

4. ENTRY FORMS AND FEES

- a) Completed Entry Forms accompanied by the FS Entry Fee must reach Target Skysports, Woodleigh Hall Farm, Rawdon, Leeds. LS19 6JT.
- b) Team Leaders are responsible for the payment of entry fees for their entire Team.
- c) General entry fees are **not** refundable under any circumstances.
- d) **Entries** will only be accepted up to Friday 10 August 2012 – 4 way and Friday 17 August 2012– 8 way. Note that late entry will be permitted for 8 way in the event of 4 way rolling over to the second weekend. Registration allowed up to one hour before the first 8 way team board the aircraft.
- e) In the event of any competitor being unable through personal commitments, or injury, or any other reasons, to complete any part of the competition, **no** outstanding jump fees will be refunded.
- f) Full refunds will be available on jumps not taken due to incomplete Events. However, this does not apply to eliminator rounds.
- g) FS ENTRY FEE: £35 per person plus £10 per person for each additional event. (see note below)
(8 way and 4 way sequential)

5. BOOKING IN

- a) All competitors must be booked in by as stated in section 2b.
- b) All outstanding competition jump fees to be paid for when booking in (see note below).
- c) 8 WAY SEQUENTIAL
(Senior and Intermediate) £189 per jump per team
- see notes below
- d) 4 WAY SEQUENTIAL
(AAA / AA/ A / Rookie) £ 95 per jump per team
- see notes below
- e) PROTEST FEE £10 Per Protest
- f) RE-JUMPS All re-jumps are to be paid for

- Note: 1.** Teams entering without their own nominated videographer will be charged an extra £5 per team per round (see tariff above). Teams entering with their own videographer will be entitled to a medal for that videographer if the team wins a medal.
- Note: 2.** The above tariff includes a BPA levy towards the British Team Fund of £5 per entry fee and £1 per person per jump.
- Note: 3.** Entry fee is for one event. £10 extra per person will be charged for each additional event.

6. **DOCUMENTATION**

All competitors will be required to produce the following documentation when booking in:

- a) British Championship Senior Category Teams - **Full** valid BPA membership.

British Championship non Senior Category Teams - Valid BPA membership (Full or Temporary)

Open Class Competitors - A valid BPA Membership (Full or Temporary). Except in the case of other European Union (EU) parachutists, who are current members of their own country's parachuting governing organisations, are FAI certificated, have a minimum of 100 descents and hold current third party liability insurance cover of a minimum of €1.300,000.

NOTE: There is no Open Competition in the non-senior Categories.

- b) A valid FAI Sporting Licence complete with Current Stamp. (Senior category only). 2012 FAI Stamps can be purchased from the BPA office.
- c) A current Medical Certificate/Declaration
- d) The competitors Current and up to date Parachutists Log Book.
- e) BPA National Parachutists Licence with an FS1 sticker

7. **ELEGIBILITY**

To participate in the British Nationals, the BPA has decided to comply with the FAI rule which states:-

"The competitor can either hold a British Passport or meet the criteria laid down in the FAI rule 8.1.3.1.2., which covers residency and personal occupation".

<http://www.fai.org/component/phocadownload/category/?download=5347:sporting-code-general-section-2012-edition>

Only Senior Category eligible competitors can become British Champions for consideration for funding. There are no restrictions on the nationality of competitors in the Open Championships.

8. EVENT ELEGIBILITY

Eligibility for these events is covered in Appendix 1.

9. SELECTION CRITERIA

2012 is not a funding year for World Championship participation support. However, British National champions, medallists and competitors, in both or either categories, may be considered on a more favourable basis for consideration of any targeted funding (if any) made available from time to time by the Competitions or other BPA Committees in line with their ongoing and future Action Plans.

Invitations from the BPA to teams for places for World Cup events will be prioritised based on Championship results.

10. EQUIPMENT

Each individual is responsible for supplying their own equipment, which should consist of:

- a) A serviceable main and reserve parachute, container and harness.
- b) An equipment inspection record and a reserve packing card.
- c) Suitable clothing and footwear.

N.B. All equipment and documents must comply with the requirements of the BPA Operations Manual.

11. COMPETITION AIRCRAFT

At time of writing the competition aircraft are expected to be:

3 x Dornier G92 twin turbine (15 jumpers per aircraft) – for the 4 way event
2 x Dornier G92 twin turbine (15 jumpers per aircraft) – for the 8 way event

1 x SMG Turbo Finist Single Turbine (10 jumpers per aircraft) or possibly a further Dornier G92

Each numbered round will be performed from one specific aircraft type.

Teams will perform the rounds in whichever order facilitates the most economic use of the time available in order to complete the competition within the allotted time. Scores may therefore be posted out of numerical sequence.

12. COMPETITION OFFICIALS

The competitors will be notified of the attending officials during the Competitions Briefing.

13. TROPHIES

All competitors who won Trophies last year are asked to return them to the BPA Office by the beginning of June 2012.

14. CATERING FACILITIES

Full catering facilities will be available.

15. **DRUG TESTING**

The BPA fully supports Drug-Free Sport and is committed to preventing drug misuse in sport parachuting. Drug misuse is cheating and it may prejudice your safety and the safety of others. There is no place for the misuse of drugs in our sport. The BPA's Anti-Doping Policy and Rules are set out in **BPA Form 220** which is downloadable from the BPA website and available on request from the BPA Office.

ANY COMPETITOR may be required to take a random drugs test. Refusal to provide a urine sample for analysis will result in disqualification. Many medications that you may need to take for common medical conditions, such as asthma or hay fever, may contain Prohibited Substances. It is vital that you do not accidentally take a prohibited substance, the consequences are the same as if you were doping. Getting it from a doctor on prescription is no defence!

For further information, please see the anti-doping page of the BPA website <http://www.bpa.org.uk/competition/drug-free-sport> which has links to the FAI and World Anti-Doping Agency (WADA) websites, where you can find up-to-date information about the prohibited list of substances and therapeutic use exemptions (see below).

Each competitor is **STRICTLY LIABLE**- this means that it is your own personal responsibility as a competitor to ensure you comply fully with this policy. A positive test result means disqualification for the whole team, a loss of any funding, and a ban for the individual. BPA Form 220 sets out the procedure to be followed in the event of a positive test. The test is concerned with whether a prohibited substance is present in the body, not how or why it got there.

The Therapeutic Use Exemption (TUE) application process gives competitors a means of attaining approval to use a prescribed Prohibited Substance or Method for the treatment of a legitimate medical condition. This process is in place to protect the rights of competitors to compete on a level playing field.

Any competitor with a TUE must attach a copy to the competition entry form, and must also file a copy with the BPA Office before he or she competes. TUE forms may be downloaded from the anti-doping section of the FAI website:

<http://www.fai.org/component/phocadownload/category/511-anti-doping?download=5381:fai-therapeutic-use-exemption-tue-form>

16. **AIR TO AIR VIDEO**

Teams are requested to inform Target Skysports whether they will be competing with their own Videographer or require one from the "pool". Teams will not have a choice of pool videographers – it is possible that a different Videographer may be allocated for each round.

NB 1: It is recommended that each team bring their own Videographer.

NB 2: Will all teams note – if videographers are jumping on more than one team then, the Meet Director and Manifest reserves the right to alter the order of jumping if required to benefit the running of the competition. Any videographers filming more than 1 team must have 2 kits.

NB 3: ALL videographers must have single point release on their helmet and the helmet must be approved for use in the competition by the CCI at the DZ.

17. CONDITIONS APPLIED TO FOLLOW ON WEEKEND

WEEKEND 2 ONLY – FORMAT

Should weekend 1 4 way FS not be complete, all incomplete rounds will be completed on weekend 2. Weekend

2 will start with rounds of 4 way FS first until **8** rounds have been completed to allow a meet to be called if needed. During “On year” selection, after the 6th round is complete the Open and or Female teams in first place in their category will continue to jump 4 FS 4 way rounds as a priority over Rookie / A / AA and all FS 8 way in order to achieve completion of as many rounds as possible up to ten rounds for funding criteria scoring. Once **8** rounds of FS 4 way are complete in all categories, 8 way FS will start. The semi-finals and finals of the 4 way will then be completed once judging, manifest and meet director see fit. FS 4 and FS 8 will not run together in order to avoid catch up situations arising. However if none of the team members conflict this may occur. During periods of non event activity, teams will be stood down for the duration of the other event rounds and be subject to a 1 hour notice of change in event between jumps. 1 hour notice of event change can occur an hour prior to the end of the other event but must allow competitors entered in both categories to have 1 hour on the ground at the DZ between events. At the end of weekend 2, the FS 4 way meet will be called with results based upon the completed rounds.

Teams who are not present for any round will be called as scheduled for that round and failure to attend will result in a nil score for that round only.

WEEKEND 3 FORMAT

Should weekend 2 FS 8 way not be complete, all incomplete rounds will be completed on weekend 3. At the end of weekend 3, the FS 8 way meet will be called with results based upon the completed rounds. Teams who are not present for any round will be called as scheduled for that round and failure to attend will result in a nil score for that round only.

INCOMPLETE COMPETITION ROUNDS RE-DRAW

In the event of the competition event not being completed, a re-draw **will** be carried out on the Friday evening (date / time as per the admin instruction) on that next weekend as follows:

FS Rookie / A / AA– All unused formations first and, if more rounds are required, then **all** formations will be used again to generate only the remaining rounds required.

FS AAA – unused formations only will be used for a re-draw to generate the number of rounds required.

Meet Director Terms of Reference

The meet director is responsible as follows:

- Ensure liaison with the Drop Zone for the administrative co-ordination of the event schedule
- Ensure a visible point of contact amongst the competitors is maintained at least for 25% of the event time to allow the opportunity for feedback and clear access to officials.
- To have the casting vote on any matters identified by the chief judge

Prize Giving

Prize giving will begin as soon as the host Drop Zone can arrange after the event has been completed and once any dignitaries who will be involved in the presentation are available.

In the Open event, only a gold medal may be awarded. The Open gold medal will, however, be awarded only if the winner is ineligible for the British Nationals *AND* has won the event in its entirety.

18. LICENCE TO USE IMAGES

In entering this competition, competitors agree to grant the BPA Ltd a royalty-free non-exclusive licence to use any video or other images submitted to the competition for training and judging purposes.

FORMATION SKYDIVING (F.S.) RULES AND TECHNICAL CONDITIONS 2012

1. GENERAL

- 1.1 All participants accept these rules as binding by registering for the Championships. No departure from these rules is permitted.
- 1.2 The competition will be conducted in accordance with the FAI Sporting Code and Competition rules, with changes as approved by the Competitions Committee and ratified by the Council of the BPA. Where an unforeseen change is felt necessary to ensure the smooth running of the competition a meeting will be held between Chief Judge, Meet Director and competitors.
- 1.3 There is no maximum number of scored jumps per day. This includes re-jumps & Tie Breaks.

2. THE EVENTS

2.1 The events are as follows:-

- 2.1.1 Senior 8-Way Sequential Plus Semi Final & Final - 8 Rounds
- 2.1.2 Intermediate 8-Way Sequential - 8 Rounds
- 2.1.3 Senior 4-Way Sequential (AAA) Plus Semi Final & Final - 8 Rounds
- 2.1.4 AA 4-Way Sequential - 8 Rounds
- 2.1.5 A 4-Way Sequential - 8 Rounds
- 2.1.6 Rookie 4-Way Sequential - 8 Rounds

2.2 Objective of Sequential Events

- 2.2.1 The objective is for a team to complete as many scoring formations as possible within the working time, while correctly following the sequence for the round.
- 2.2.2 The accumulated total of all rounds completed is used to determine the final placing of teams.

2.3 Performance Requirement of Sequential Events

- 2.3.1 Each round consists of a sequence of formations described in the dive pools. Teams may continue scoring by continually repeating the sequence.
- 2.3.2 It is the responsibility of the team to clearly present the correct scoring formations inters and total separations to the videographer and judges.
- 2.3.3 Scoring formations need not be perfectly symmetrical, but they must be performed in a controlled manner. Mirror images of random formations and whole block sequences are permitted.

- 2.3.4 In sequences, total separation is required between block sequences, between random formations, and between block sequences and random formations.
- 2.3.5 Where degrees of turn are shown, (180°, 270°, 360°, 540°), this indicates the approximate degrees of turn required to complete the inter as intended.

The sub-group(s) must continue turning in the direction of the arrow until it is possible for the sub-group(s) to link together to complete the next designated scoring formation. The degrees shown are approximately that amount of the circumference of the sub-group's centrepoint to be presented to the other sub-group(s) centrepoint(s).
- 2.3.6 Contact is allowed between different subgroups during the inter of a block sequence.
- 2.3.7 Where subgroups are shown, they must remain intact as a subgroup with only the depicted grips on other jumpers in that subgroup.
- 2.3.8 Assisting handhold on other bodies in a scoring formation are not permitted.
- 2.3.9 Handholds by the jumper on their own body within a subgroup or a scoring formation are permitted.

3. DEFINITIONS OF WORDS AND PHRASES USED IN THESE RULES

- 3.1 Formation: consists of jumpers linked by grips.
- 3.2 Grip: consists of a handhold on an arm or leg. As a minimum, a grip requires stationary contact, as shown in diagram 4.2
- 3.3 Body: consists of the entire competitor and their equipment.
- 3.4 Dive Pool: consists of the Random Formations and Block Sequences depicted in the annexes of these rules.
- 3.5 Subgroup: is the individual jumper, or linked jumpers, required to complete a designated manoeuvre during the inter of a block sequence.
- 3.6 A subgroup's centrepoint is one of the following:
 - 3.6.1 The defined grip or the geometric centre of the defined grips within a subgroup within linked jumpers.
 - 3.6.2 The geometric centre of an individual's torso.
- 3.7 Total Separation: is when all competitors' show at one point in time they have released all their grips and no part of their arms have contact with another body.
- 3.8 Inter: is an intermediate requirement within a block sequence, which must be performed as depicted in the dive pools.
- 3.9 Sequence: is a series of random formations and block sequences, which are designated to be performed on a jump.

- 3.10 Scoring formation: is a formation which is correctly completed and clearly presented either as a random formation or within a block sequence as depicted in the dive pool, and which, apart from the first formation after exit, must be preceded by a correctly completed and clearly presented total separation or inter, as appropriate.
- 3.11 Infringement is one of the following:
- 3.11.1 An incorrect or incomplete formation which is followed within working time by either
- 3.11.1.1 a total separation or,
- 3.11.1.2 an inter, whether correct or not.
- 3.11.2 A correctly completed formation preceded by an incorrect inter or incorrect total separation.
- 3.11.3 A formation, inter, or total separation not clearly presented.
- 3.12 Omission is one of the following:
- 3.12.1 A formation or inter missing from the drawn sequence
- 3.12.2 No clear intent to build the correct formation or inter is seen but another formation or inter is presented and there is an advantage to the team resulting from the substitution.
- 3.13 Working Time: is the period of time during which teams are scored on a jump, which starts the first moment any competitor (other than the videographer) separates from the aircraft, as determined by the Judges, and terminates a number of seconds later as specified in 8.5.
- 3.14 NV: Formations, inters, or total separations not visible on screen due to meteorological conditions, or factors relating to the videographers equipment that cannot be controlled.

4. DEFINITIONS OF SYMBOLS

4.1 Coding in the Dive Pool annexes is as follows:

- 4.1.1 Indicates direction of turn by the subgroup:



- 4.1.2 Indicates turn by the subgroup in either direction:



- 4.1.3 Indicates turns by all subgroups:



- 4.1.4 Indicates clarification of intent:



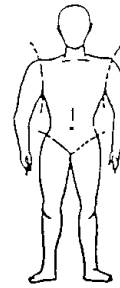
- 4.1.5 Any side-body link-up requires an arm grip and a leg grip on the same person.



4.2 Visualisation for grip positions, (Ref: 3.2):

ARM:

LEG:



5. GENERAL RULES

5.1 Gender Equality: Teams may consist of competitors of either or both sexes, except in the female event where (except for the videographer) all competitors must be female.

5.2 Jump Abortion: The team may choose not to exit the aircraft for any pertinent reason and land with the aircraft. Once any team member (other than the videographer) has left the aircraft the jump shall be evaluated and scored. A team that has landed with the aircraft shall be given a new opportunity to jump as soon as possible. The exit will be controlled by radio and commands relayed to the team in the aircraft by the pilot or crew. Exit commands will be made using an appropriate signal system

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

FAI RULE 3.1.3 applies

For meteorological reasons only, and with the consent of the Chief Judge, the Meet Director may change the exit altitude and/or working time and continue the competition. In this case the following conditions will apply:

5.3.1 Working time will be
20 or 35 seconds for 4-Way events, and
30 or 50 seconds for 8-Way event
The reduced working time must be used if the exit altitude is lowered.
The next round must commence if the working time is changed.

5.3.2 The minimum exit altitude will be:
2150 meters / 7000 feet AGL for the 4-Way events,
2750 meters / 9000 feet AGL for the 8-Way event.

The maximum exit altitude will be 3960 meters / 13000 feet AGL for all events.

5.4 The Draw

5.4.1 The draw of the sequences will be done publicly and supervised by the Chief Judge. Teams will be given not less than two hours knowledge of the results of the draw before the competition starts.

5.4.2 Non-senior draws will be based on the senior draw using a substitution method to ensure the correct dive pool is used for that category.

- 5.4.3 Senior 8-Way Event Draw: All the "Blocks" (numerically numbered) and the "Random Formations" (alphabetically marked) shown in the appropriate annex will be singularly placed in one container. Individual withdrawal from the container (without replacement) will determine the sequences to be jumped in each round. Each round will be drawn so as to consist of five or six scoring formations, whichever number is reached first.
- 5.4.4 Intermediate 8-Way Event Draw: Will be from the Intermediate 8-Way Pool. Each round will consist of 3 or 4 scoring formations as per section 6.2.5, whichever number is reached first.
- 5.4.5 Senior 4-Way (AAA) Event Draw: As is the 8-Way event draw. In the case of the AA each round will be 4 or 5 scoring formations, whichever number is reached first. In the case of A category each round will consist of three or four formations, whichever number is reached first. In the case of the Rookie category each round will consist of three scoring random formations.
- 5.4.6 It is the responsibility of the team to clearly present the correct scoring formations, inters and total separations to the judges.
- 5.4.7 Use of Dive Pool: Each block or formation will be drawn only once for the scheduled rounds of each competition. In the event that additional rounds are necessary, due to a tie-breaking jump-off, the dive pool for these additional rounds will consist of the blocks and formations, which were not drawn for the scheduled rounds. In the event that all of the remaining blocks and formations are drawn without completing the required number of scoring formations for a round, the draw will continue from an entire original dive pool in that event, excluding any blocks or formations which have already been drawn for that round.
- 5.4.8 AA / A 4 Way events draw will be from the pool as per section 6.4.5:
- 5.4.9 The Rookie 4 Way draw will be from all 16 pool randoms. When all the Randoms have been drawn they will be placed back in the container and re-drawn for the remaining four rounds.
- 5.4.10 The jump order as drawn at random may be changed after the completion of a full round or rounds, or as soon as a natural break occurs. The semi final and final rounds will be in reverse order of placings.

5.5 Air to Air Video Recording

- 5.5.1 Prior to the start of the competition a freefall videographers briefing will take place.
- 5.5.2 A Freefall videographer will be allocated to each team who will record the video evidence required to judge each round. Where a team has its own videographer, the videographer will be allocated to that team. If a team has more than one videographer, only one of the team's videographers may be used on each jump.
- 5.5.2 For the purpose of these rules, "freefall video equipment" shall consist of the complete video system, or systems, used to record the video evidence of the team's freefall performance, including the camera(s), recording media and battery(ies).

The videographer is responsible for ensuring the compatibility of the freefall video equipment **with the scoring system**.

- 5.5.4. A Video Controller will be appointed by the Chief Judge. The Video Controller will be responsible for ensuring the competence of all pool videographers (evidence of performance may be required) and that the tape transport speed of all freefall video equipment is operating accurately in real time.
- 5.5.5 Any freefall video equipment which does not meet the performance requirements as determined by the Video Controller, will be deemed to be unusable for the competition. After initial inspection, the Video Controller may re-inspect any freefall video equipment at any time which does not interfere with a team's performance, as determined by the Event/Chief Judge.
- 5.5.6 After recording each jump, the freefall videographer must turn off the freefall video equipment and not operate it or remove the recording media. As soon as possible after each jump is completed, the freefall videographer must deliver the freefall video equipment (including the recording media used to record that jump) to the Chief Judge, and or his/her designee. This video evidence will be used to Judge the team's performance. The video evidence must remain available for viewing or download until all scores are posted as final.
- 5.5.7 Only one videotape will be dubbed & judged. Secondary video evidence may only be used in NV situations.
- 5.5.8 A Video Review Panel will be selected by the Chief Judge and Meet Director. Decisions rendered by the Video Review Panel shall be final and shall not be subject to protest.
- 5.5.9 Videographers and/or observers appointed to jump with the Teams by the Chief Judge, shall be deemed to be team members. Any interference by said team members will not be grounds for a re-jump. Once any jumper other than the formation skydiving teams freefall videographer has left the aircraft the jump will be evaluated.
- 5.5.10 If the Video Review Panel determines that the freefall video equipment has been deliberately tampered with, the team will receive no points for all competition rounds involved with this tampering.

5.6 Exit Procedure

- 5.6.1 There are no limitations on the exit other than those imposed by the Chief Pilot for safety reasons. (see Paragraph 6 – Rules Specific to Events).
- 5.6.2 The exit may be controlled by radio and commands relayed to the team in the aircraft by the pilot or crew. Exit commands will be by lights.

5.7 Malfunctions Problems with a competitor's equipment shall not be grounds for a re-jump.

5.8 Scoring Sequential Rounds

- 5.8.1 A team will score one point for each visually judgeable correctly completed scoring formation performed in the sequence within the allotted Working Time of each round. Teams may continue scoring by continually repeating the sequence.

- 5.8.2 Credit will only be given for formations, inters or total separation if the video image is judgeable.
- 5.8.3 One point will be deducted for each infringement occurring within Working Time from the total points awarded in 5.8.1 for that round, with the following exceptions. In the case of an omitted formation where three (3) points will be deducted for each omission. If an infringement in the scoring formation of a block sequence is carried into the inter (ref. 3.7), 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.
- 5.8.4 The minimum score for any round is zero points.

5.9 Rejumps

- 5.9.1 Where formations, inters, or total separations are not visually judgeable due to meteorological conditions, or factors relating to videographer's equipment, then 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 rejump will be given, unless the Video Review Panel determines that there has been an intentional abuse of the rules by the team, or by the freefall videographer on behalf of the team, in which case no rejump will be granted and the team's score for that jump will be zero.
- 5.9.2 Contact or other means of interference, between a team and its freefall videographer shall not be grounds for the team to request a rejump.
- 5.9.3 Problems with a competitor's equipment shall not be grounds for the team to request a rejump.

5.10 Training Jumps: Training jumps may only take place prior to the start of the Championships.

5.11 The accumulated total of all rounds completed is used to determine the placing of teams. Only one completed round is required to declare champions

6. RULES SPECIFIC TO EVENTS

6.1 Senior 8-Way Sequential

- 6.1.1 The Team shall consist of 8 jumpers including the Team Captain plus a videographer. One alternate may be nominated. The alternate must be nominated prior to the start of the Event.
- 6.1.2 The exit altitude is 3,960 metres AGL (13,000 feet AGL).
- 6.1.3 The maximum working time is 50 seconds.
- 6.1.4 The exit altitude and working time may be reduced, but only for a full round, or rounds.

6.2 Intermediate 8-Way Sequential

- 6.2.1 The Team shall consist of 8 jumpers including the Team Captain plus a videographer. Two alternates may be nominated. The alternates must be nominated prior to the start of the Event. Jump number conditions

used in the past no longer apply. Teams should enter the category appropriate to the team ability. Teams are encouraged to remember the spirit of the category and move on as ability / experience improves year on year

6.2.2 The exit altitude is 3,960 metres AGL (13,000 feet AGL).

6.2.3 The maximum working time is 50 seconds.

6.2.4 The exit altitude and working time may be reduced, but only for a full round, or rounds.

6.2.5 Only the following 8 Blocks and 8 Random formations shall be used.

Blocks: 1, 4, 6, 13, 14, 18, 19, 21.

Randoms: B, F, G, J, K, M, N, P.

6.3 Senior 4-Way Sequential (AAA)

6.3.1 The Team shall consist of 4 jumpers including the Team Captain plus a videographer. One alternate may be nominated. Alternates must be nominated prior to the start of the Event.

6.3.2 The exit altitude is 3,050 metres AGL (10,000 feet AGL).

6.3.3 The maximum working time is 35 seconds.

6.3.4 The exit altitude and working time may be reduced, but only for a full round, or rounds.

6.4 AA class 4-Way Sequential

6.4.1 The Team shall consist of 4 jumpers including the Team Captain plus a videographer. Two alternate may be nominated Alternates must be nominated prior to the start of the Event (weekend one). Jump number conditions used in the past no longer apply. Teams should enter the category appropriate to the team ability. Teams are encouraged to remember the spirit of the category and move on as ability / experience improves year on year.

6.4.2 The exit altitude is 3,050 metres AGL (10,000 feet AGL).

6.4.3 The maximum working time is 35 seconds.

6.4.4 The exit altitude and working time may be reduced, but only for a full round, or rounds.

6.4.5 All of the 16 Random formations will be used with the following 16 Blocks for the draw:

Blocks: 1,2,4,6,7,8,9,11,13,14,15,18,19,20,21,22

6.5 A class 4 way sequential

6.5.1 The Team shall consist of 4 jumpers including the Team Captain plus a videographer. Two alternate may be nominated Alternates must be nominated prior to the start of the Event (weekend one). Jump number conditions used in the past no longer apply. Teams should enter the

category appropriate to the team ability. Teams are encouraged to remember the spirit of the category and move on as ability / experience improves year on year.

6.5.2 The exit altitude is 3,050 meters AGL (10,000 feet AGL).

6.5.3 The maximum working time is 35 seconds.

6.5.4 The exit altitude and working time may be reduced, but only for a full round, or rounds.

6.5.5 All of the 16 Random formations will be used with the following 8 Blocks for the draw:

Blocks: 2,4,6,7,8,9,19,21

6.6 Junior 4-Way Sequential (Rookie)

6.6.1 The Team shall consist of 4 jumpers including the Team Captain plus a videographer. Two alternate may be nominated Alternates must be nominated prior to the start of the Event (weekend one). Alternates must be nominated prior to the start of the Event Jump number conditions used in the past no longer apply. Teams should enter the category appropriate to the team ability. Teams are encouraged to remember the spirit of the category and move on as ability / experience improves year on year.

6.6.2 The exit altitude is 3,050 metres AGL (10,000 feet AGL).

6.6.3 The maximum working time is 35 seconds.

6.6.4 The exit altitude and working time may be reduced, but only for a full round, or rounds.

6.6.5 All 16 random formations will be used for the draw and all 16 random formations can be used for exits and drawn as the first point of that round.

7. SEMI-FINALS, FINALS AND PLACE TIES – Applicable only to senior category 4 way FS (open and female) and 8 way FS.

7.1 Semi-Finals. The ninth round of the Sequential Events shall be the Semi-Final Round, consisting of the top 10 British teams (Open teams shall only be included if they place in the overall top 10 and their inclusion shall be in addition to the top 10 British teams).

7.2 Finals. The tenth round of the Sequential Events shall be the Final Round, consisting of the top 6 British teams (Open teams shall only be included if they place in the overall top 6 and their inclusion shall be in addition to the top 6 British teams).

Note: All teams may jump the final rounds at the discretion of the Chief Judge, Meet Director and Hosting DZ. All jumps will be paid for by the competitors.

7.3 Place Ties. In the event of a tie a jump-off should take place, weather/time permitting, at the Chief Judges discretion. If a 'jump-off' is not possible the team with the highest score in any round will take the higher placing. If all scores are tied, the team with the highest last completed round scored will win working back towards round 1. If a winner cannot be determined still, the fastest team to the last scoring formation in the last completed round will win.

| For example | RD1 | RD2 | RD3 | RD4 | RD5 | RD6 | | |
|-------------|-----|-----|-----|-----|-----|-----|---|----|
| Team X | 10 | 9 | 9 | 11 | 6 | 8 | = | 53 |
| Beats | | | | | | | | |
| Team Y | 10 | 9 | 11 | 7 | 9 | 7 | = | 53 |

Team X's highest last round score is higher than Team Y. Neither team beat a high score of 11 points.

8. JUDGING

- 8.1 Evaluation of each teams performance.** A minimum of three Judges must evaluate each team's performance.
- 8.2 Judging and Scoring.** The Chief Judge is responsible for all judging and scoring.
- 8.3** The Judges will use the electronic scoring system (if available) to record the evaluation of performance. The judges may correct their evaluation record after the jump has been judged. At the end of working time, freeze frame of the image will be applied on each viewing, based on the timing taken from the first viewing only.
- 8.4** A majority of Judges must agree in the evaluation in order to:
- credit the scoring formation, or
 - assign an omission, or
 - determine an NV situation.
- 8.5** The chronometer will be operated by the Judges or by a person(s) appointed by the Chief Judge, and will be started as determined in 3.1.3. If Judges cannot determine the start of the working time, the following procedure will be followed. Working time will start as the videographer separates from the aircraft and a penalty equal to 20% (rounded down) of the score for that jump will be deducted from the score for that jump.
- 8.6** The Judges will watch the video evidence of each jump to a maximum of three times at normal speed. If, after the viewings are completed, and within fifteen seconds of the knowledge of the result, the Chief Judge, Event Judge or any Judge on the panel considers that an absolutely incorrect assessment has occurred, the Chief Judge or Event Judge will direct that only that part(s) of the jump in question be reviewed. If the review results in a unanimous decision by the Judges on the part(s) of the performance in question, the score for the jump will be adjusted accordingly. Only one review is permitted for each jump.
- 8.7** For Judging purposes, the approximate degrees and direction of turn of subgroups centerpoints will be assessed using only the two dimensional video evidence.
- 8.8** All individual Judge's evaluations will be published.
- 8.9 Training Seminar.** A Seminar for trainee judges may take place during the Championships.

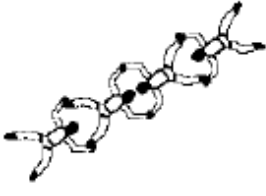
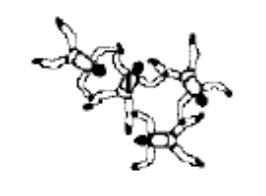
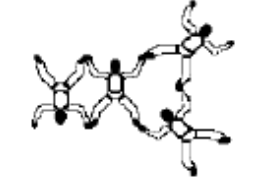
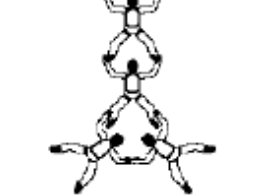
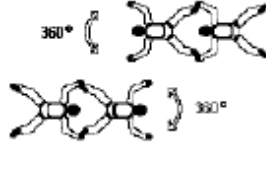
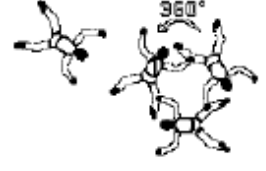
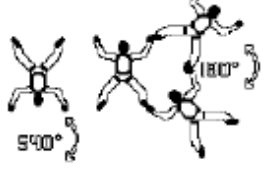
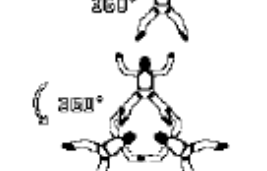
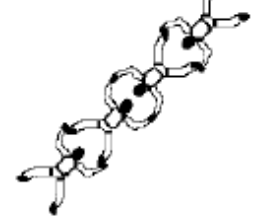
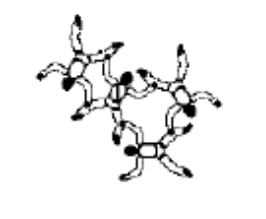
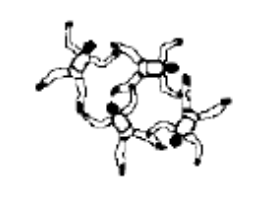
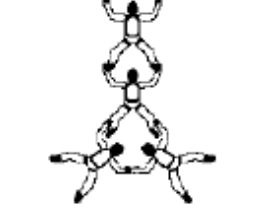

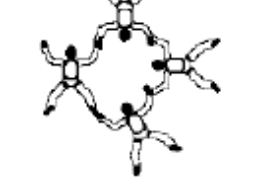
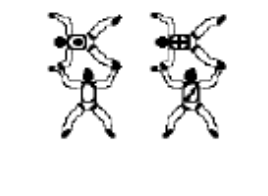
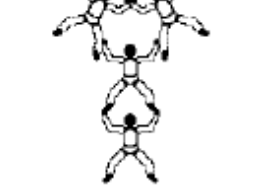
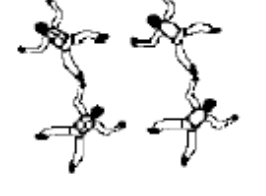
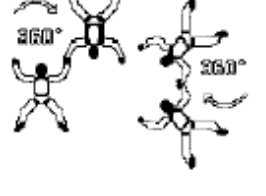
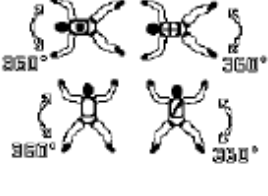
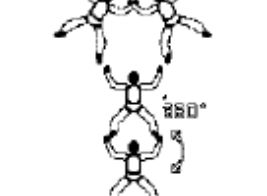
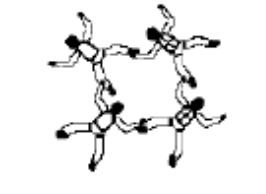
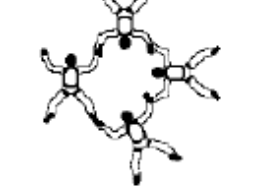

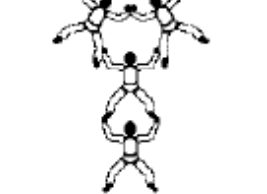
9. DETERMINATION OF THE CHAMPION TEAMS

- 9.1 Senior 8-Way Sequential.** The National Championship Team (open to both genders) shall be the British Team that accumulates the highest number of points in the completed rounds of the Event. All Team Members must be of British Nationality of either sex.
- 9.2 Intermediate 8-Way Sequential** The National Championship Team shall be the British Team that accumulates the highest number of points in the completed rounds of the Event.
- 9.3 Senior 4-Way Sequential.** The National Championship Team (open to both genders) shall be the British Team that accumulates the highest number of points in the completed rounds of the Event. All Team Members must be of British Nationality of either sex.
- 9.4 Senior 4-Way Sequential.** The National Championship Team (Female) shall be the Female British Team that accumulates the highest number of points in the completed rounds of the Event. All Team Members must be of British Nationality and must all be female with the exception of the videographer. Note – no more than one Female team is required to compete at senior event level to qualify for the Female champion title. Medals **will not** be awarded separately. Medals will be awarded based on placing amongst the Senior 4 Way Sequential category (e.g. if a female team places first, they are the National Champion team).
- 9.5 AA class 4-Way Sequential** The National Championship Team shall be the Team that accumulates the highest number of points in the completed rounds of the Event.
- 9.6 A class 4-Way Sequential** The National Championship Team shall be the Team that accumulates the highest number of points in the completed rounds of the Event.
- 9.7 Rookie 4-Way Sequential.** The National Championship Team shall be the Team that accumulates the highest number of points in the completed rounds of the Event.
- 9.8 Cut-off Procedure – Senior Category only**
- 9.8.1 For the purpose of determining National Championship Teams in the Sequential Events, if by the end of the fifth day after the draw six rounds have not been completed the Meet Director may hold all other jumping until the Teams in contention have reached six rounds. At this point, the teams in contention (see sub-para 9.8.2 below) will stand down until the remaining teams have completed six rounds. All teams will then resume jumping as normal.
- 9.8.2 The teams in contention shall be selected by the Meet Director and Chief Judge after consultation at a Team Leaders Meeting. The number of Teams selected shall be calculated to fully utilise the available lift capacity at the Meet.

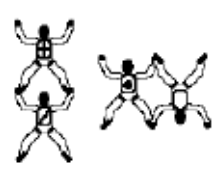
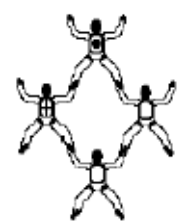
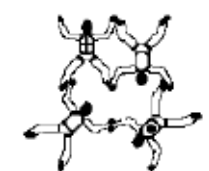
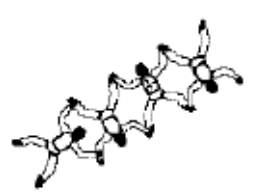
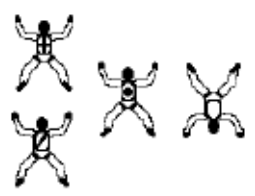
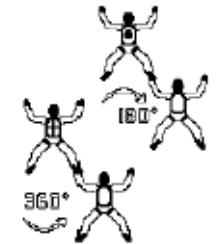
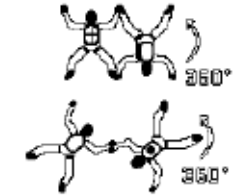
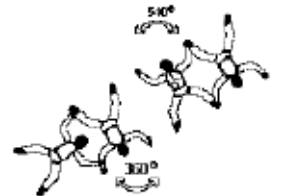
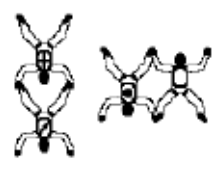
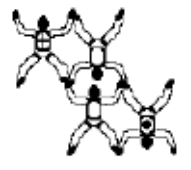
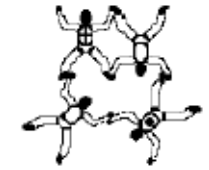
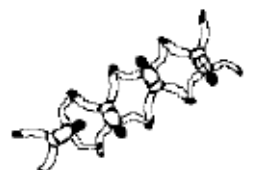
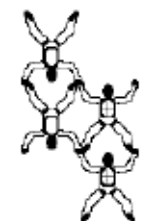
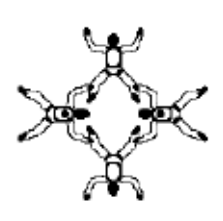
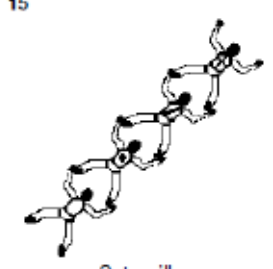
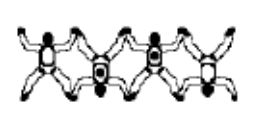
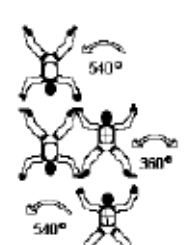
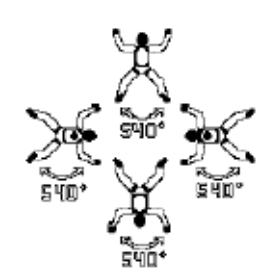
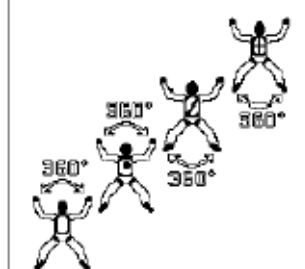
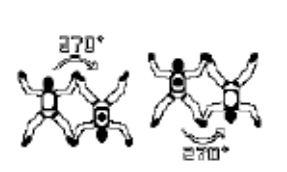
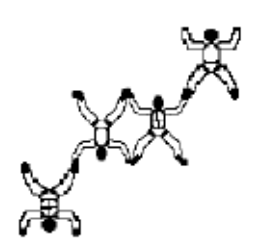
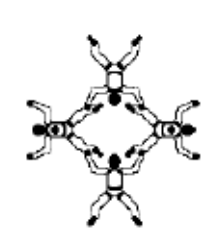
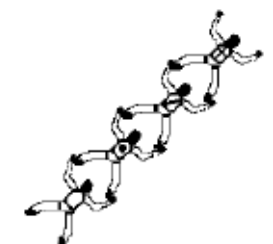
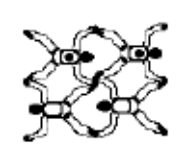
10. WIND TUNNEL

Competitors are reminded that under FAI rule 4.3 (page 5 - FAI FS Rules), competitors are not allowed to use a wind tunnel (freefall simulator) after the draw has been made.

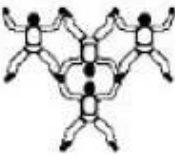

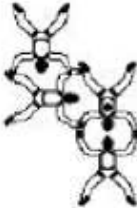
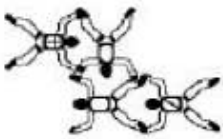
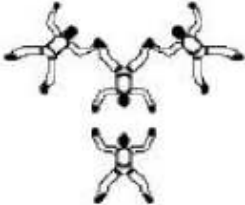
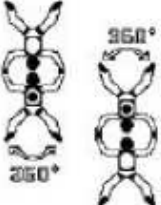
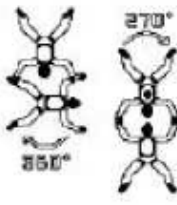
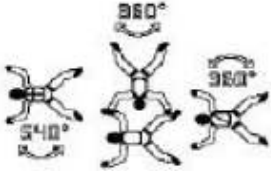
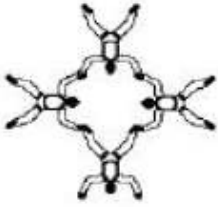

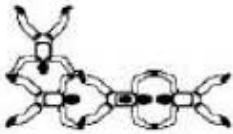
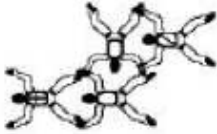
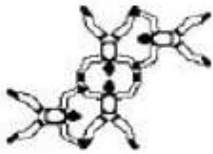
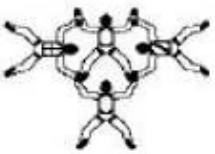
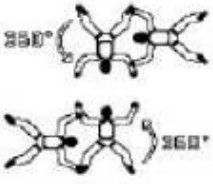
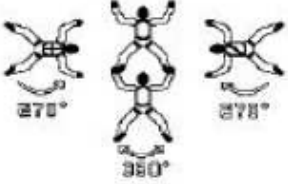
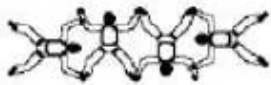
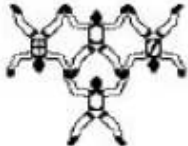
4-Way Open Blocks 1 - 8

| 1 | 2 | 3 | 4 |
|---|---|--|---|
|  |  |  |  |
| Snowflake | Sidebody Donut | Side Flake Opal | Monopod |
|  |  |  |  |
| (INTER) | (INTER) | (INTER) | (INTER) |
|  |  |  |  |
| Snowflake | Side Flake Donut | Turf | Monopod |
| 5 | 6 | 7 | 8 |
|  |  |  |  |
| Opal | Stardian | Sidebuddies | Canadian Tee |
|  |  |  |  |
| (INTER) | (INTER) | (INTER) | (INTER) |
|  |  |  |  |
| Opal | Stardian | Sidebuddies | Canadian Tee |

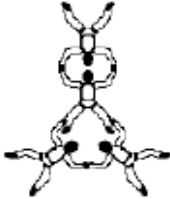
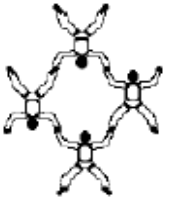
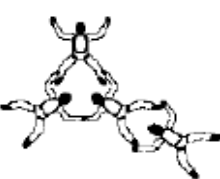
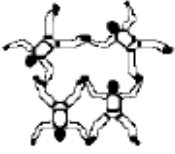
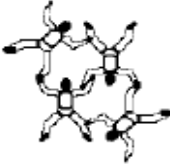
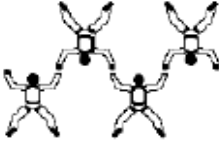
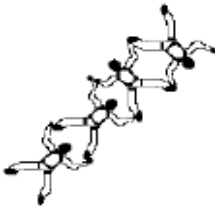

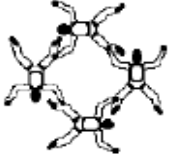
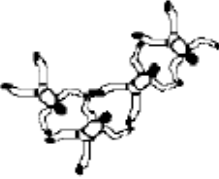
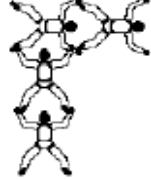
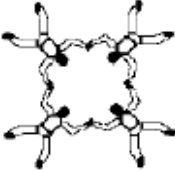
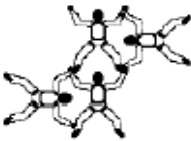
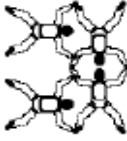
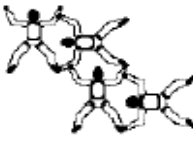
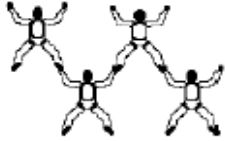
4-Way Open Blocks 9 - 16

| | | | |
|---|---|---|---|
| <p>9</p>  <p style="text-align: center;">Cat+Accordion</p> | <p>10</p>  <p style="text-align: center;">Diamond</p> | <p>11</p>  <p style="text-align: center;">Photon</p> | <p>12</p>  <p style="text-align: center;">Bundy</p> |
|  <p style="text-align: center;">(INTER)</p> |  <p style="text-align: center;">(INTER)</p> |  <p style="text-align: center;">(INTER)</p> |  <p style="text-align: center;">(INTER)</p> |
|  <p style="text-align: center;">Cat+Accordion</p> |  <p style="text-align: center;">Buryip</p> |  <p style="text-align: center;">Photon</p> |  <p style="text-align: center;">Bundy</p> |
| <p>13</p>  <p style="text-align: center;">Offset</p> | <p>14</p>  <p style="text-align: center;">Bipole</p> | <p>15</p>  <p style="text-align: center;">Caterpillar</p> | <p>16</p>  <p style="text-align: center;">Compressed</p> |
|  <p style="text-align: center;">(INTER)</p> |  <p style="text-align: center;">(INTER)</p> |  <p style="text-align: center;">(INTER)</p> |  <p style="text-align: center;">(INTER)</p> |
|  <p style="text-align: center;">Spinner</p> |  <p style="text-align: center;">Bipole</p> |  <p style="text-align: center;">Caterpillar</p> |  <p style="text-align: center;">Box</p> |


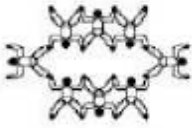
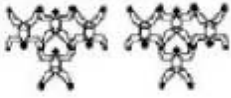
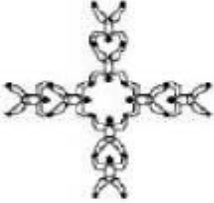

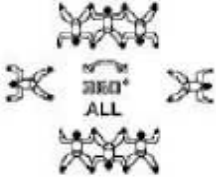
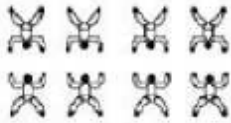

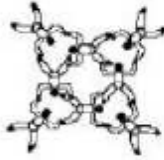
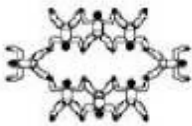

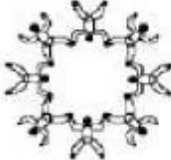


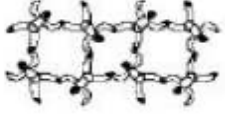

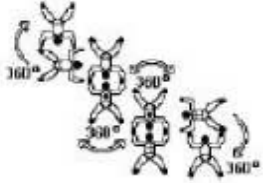


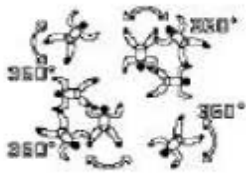
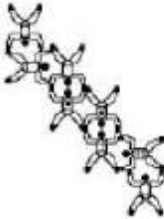

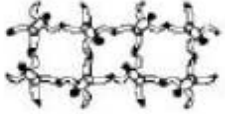

4-Way Open Blocks 17 - 22

| | | | |
|---|--|--|--|
| 17  Danish Tee | 18  Zircon | 19  Ritz | 20  Piver |
|  (INTER) |  (INTER) |  (INTER) |  (INTER) |
|  Murphy |  Zircon |  Icepick |  Viper |
| 21  Zig Zag | 22  Tee | | |
|  (INTER) |  (INTER) | | |
|  Marquis |  Chinese Tee | | |





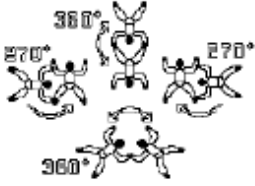






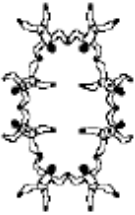
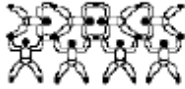
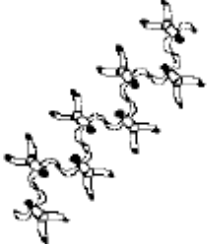


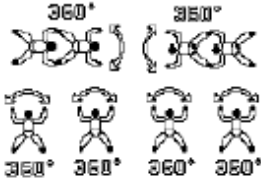
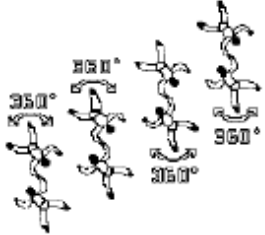

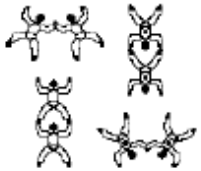
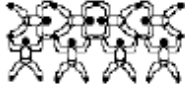
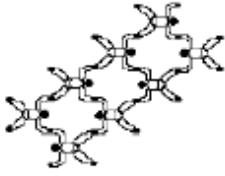

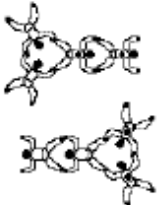
Formation Skydiving 4-Way Random Pool 2012

| | | | |
|---|---|---|---|
| <p>A</p>  <p>Unipod</p> | <p>B</p>  <p>Stairstep Diamond</p> | <p>C</p>  <p>Murphy Flake</p> | <p>D</p>  <p>Yuan</p> |
| <p>E</p>  <p>Meeker</p> | <p>F</p>  <p>Open Accordion</p> | <p>G</p>  <p>Cataccord</p> | <p>H</p>  <p>Bow</p> |
| <p>J</p>  <p>Donut</p> | <p>K</p>  <p>Hook</p> | <p>L</p>  <p>Adder</p> | <p>M</p>  <p>Star</p> |
| <p>N</p>  <p>Crank</p> | <p>O</p>  <p>Satellite</p> | <p>P</p>  <p>Sidebody</p> | <p>Q</p>  <p>Phalanx</p> |


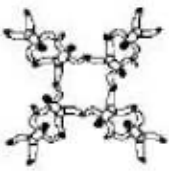
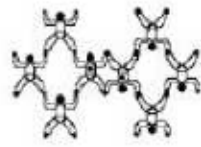


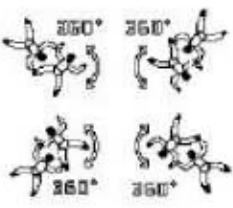
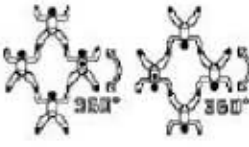


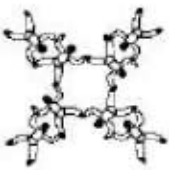
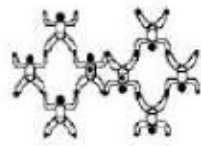

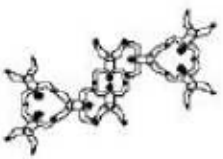
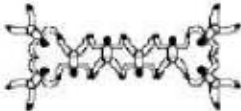
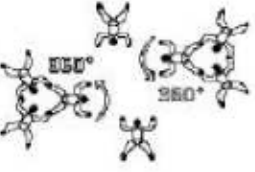
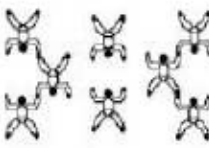
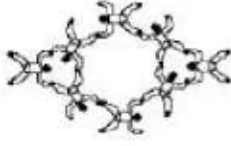
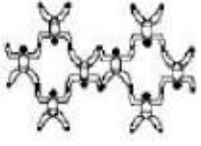
8-Way Open Blocks 1 - 8

| | | | |
|---|--|--|---|
| <p>1</p>  <p>Donut Flake</p> | <p>2</p>  <p>Swiss Bear</p> | <p>3</p>  <p>Double Chinese Tees</p> | <p>4</p>  <p>Snowflake</p> |
|  <p>(INTER)</p> |  <p>(INTER)</p> |  <p>(INTER)</p> |  <p>(INTER)</p> |
|  <p>Donut Flake</p> |  <p>Swiss Bear</p> |  <p>Double Donuts</p> |  <p>In-Out</p> |
| <p>5</p>  <p>Waqqa</p> | <p>6</p>  <p>Star</p> | <p>7</p>  <p>Bipole Donuts</p> | <p>8</p>  <p>Frisbee</p> |
|  <p>(INTER)</p> |  <p>(INTER)</p> |  <p>(INTER)</p> |  <p>(INTER)</p> |
|  <p>Waqqa</p> |  <p>Star</p> |  <p>Bipole Donuts</p> |  <p>Frisbee</p> |


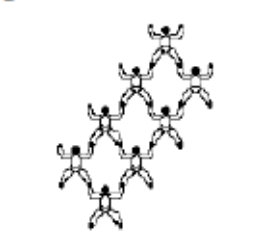
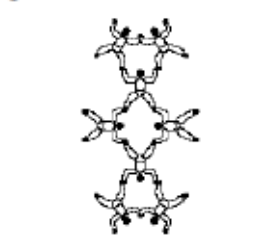
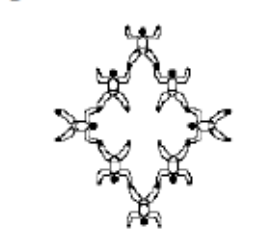
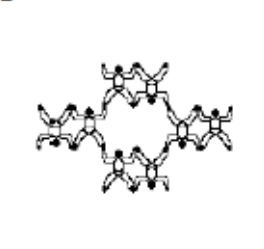
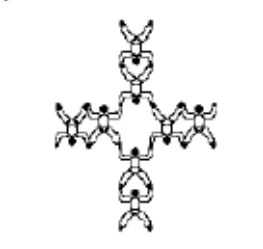
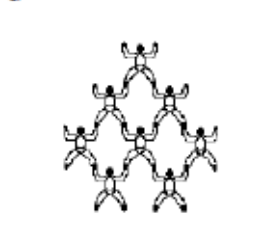
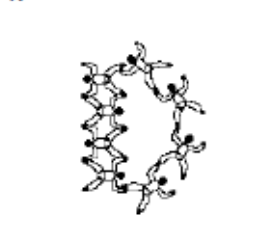
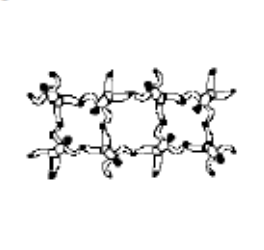
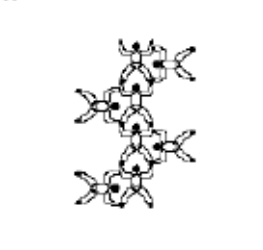
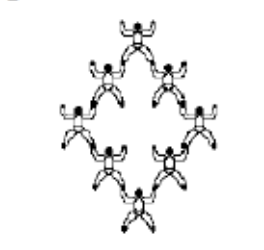
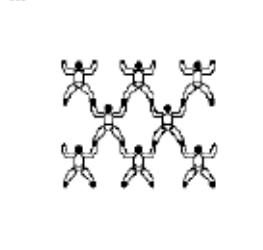

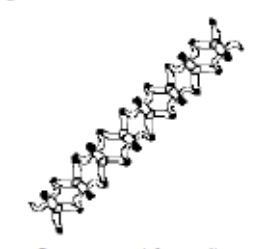
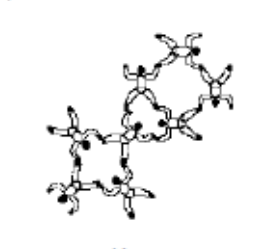
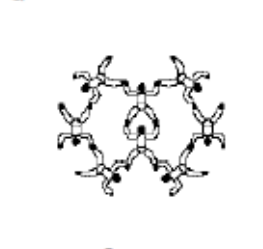
8-Way Open Blocks 9 - 16

| | | | |
|--|--|---|--|
| 9 | 10 | 11 | 12 |
|  |  |  |  |
| Taj | Donut | Norwegian Box | Stereo Bipole |
|  <p>(INTER)</p> |  <p>(INTER)</p> |  <p>(INTER)</p> |  <p>(INTER)</p> |
|  |  |  |  |
| Mahal | Donut | Norwegian Donut | Stereo Bipole |
| 13 | 14 | 15 | 16 |
|  |  |  |  |
| Double Satellite | Accordion | Opal & Zipper | Canadian Tees |
|  <p>(INTER)</p> |  <p>(INTER)</p> |  <p>(INTER)</p> |  <p>(INTER)</p> |
|  |  |  |  |
| Double Satellite | Opposed Stairsteps | Zipper & Opal | Monopods |


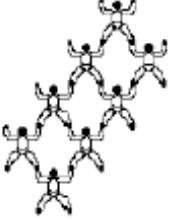
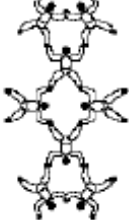
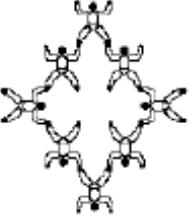
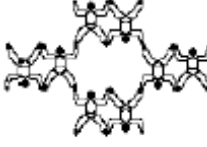
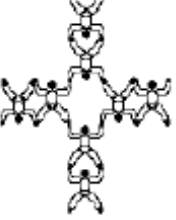


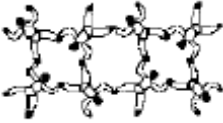
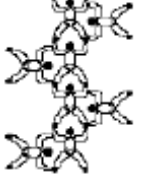
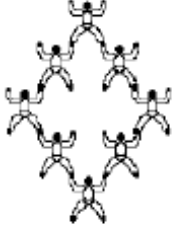
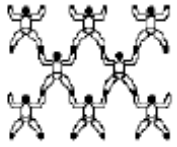


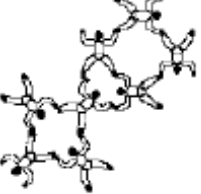
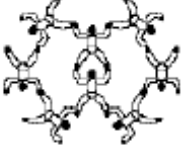
8-Way Open Blocks 17 - 22

| | | | |
|--|---|---|--|
| 17 | 18 | 19 | 20 |
|  <p style="text-align: center;">Buzzard</p> |  <p style="text-align: center;">Sidebody Donut</p> |  <p style="text-align: center;">Compressed Diamonds</p> |  <p style="text-align: center;">Cat Diamond</p> |
|  <p style="text-align: center;">(INTER)</p> |  <p style="text-align: center;">(INTER)</p> |  <p style="text-align: center;">(INTER)</p> |  <p style="text-align: center;">(INTER)</p> |
|  <p style="text-align: center;">Buzzard</p> |  <p style="text-align: center;">Sidebody Donut</p> |  <p style="text-align: center;">Compressed Diamonds</p> |  <p style="text-align: center;">Cat Accordion</p> |
| 21 | 22 | | |
|  <p style="text-align: center;">Lego</p> |  <p style="text-align: center;">Old Bone</p> | | |
|  <p style="text-align: center;">(INTER)</p> |  <p style="text-align: center;">(INTER)</p> | | |
|  <p style="text-align: center;">Eye</p> |  <p style="text-align: center;">Comp. Stairstep Diamonds</p> | | |

Formation Skydiving 8-Way Random Pool 2012

| | | | |
|---|---|--|--|
| <p>A</p>  <p>Caterpillar</p> | <p>B</p>  <p>Stairstep</p> | <p>C</p>  <p>Hour Glass</p> | <p>D</p>  <p>Hope Diamond</p> |
| <p>E</p>  <p>Rubick</p> | <p>F</p>  <p>Diamond Flake</p> | <p>G</p>  <p>Arrowhead</p> | <p>H</p>  <p>Iriquois</p> |
| <p>J</p>  <p>Springbok</p> | <p>K</p>  <p>Crank</p> | <p>L</p>  <p>Open Facing Diamond</p> | <p>M</p>  <p>Double Spiders</p> |
| <p>N</p>  <p>Zipper Flake</p> | <p>O</p>  <p>Compressed Accordion</p> | <p>P</p>  <p>Venus</p> | <p>Q</p>  <p>Compass</p> |

Formation Skydiving 8-Way Random Pool 2012

| | | | |
|--|--|---|---|
| <p>A</p>  <p>Caterpillar</p> | <p>B</p>  <p>Stairstep</p> | <p>C</p>  <p>Hour Glass</p> | <p>D</p>  <p>Hope Diamond</p> |
| <p>E</p>  <p>Rubick</p> | <p>F</p>  <p>Diamond Flake</p> | <p>G</p>  <p>Arrowhead</p> | <p>H</p>  <p>Iriquois</p> |
| <p>J</p>  <p>Springbok</p> | <p>K</p>  <p>Crank</p> | <p>L</p>  <p>Open Facing Diamond</p> | <p>M</p>  <p>Double Spiders</p> |
| <p>N</p>  <p>Zipper Flake</p> | <p>O</p>  <p>Compressed Accordion</p> | <p>P</p>  <p>Venus</p> | <p>Q</p>  <p>Compass</p> |

BRITISH NATIONAL OPEN PARACHUTE CHAMPIONSHIPS 2012
IN FORMATION SKYDIVING

ACCOMMODATION

Skydive Hibaldstow has an accommodation block on site which provides 14 rooms, each with its own heater and 4 bunk beds. Rooms in the bunkhouse are £22 per night per room (plus a refundable £10 key deposit). We provide sheets on the beds but ask that you bring your own sleeping bag and pillow. To book a room, please call 01652 648837. Rooms may only be booked for Nationals once registration for the competition is open.

Camping & Caravans

Camping is free on the grassed camping area, but please check with a member of staff when pitching tents or parking caravans. Limited electrical hook-ups are available for your use – again, please ask a member of staff. No cars are allowed on the grassed area and must be kept in the main car parking area.

Local B&B, Guest House and Hotel Accommodation

See website: www.skydiving.co.uk

**BRITISH NATIONAL OPEN PARACHUTE CHAMPIONSHIPS 2012 IN
FORMATION SKYDIVING**

LOCAL REGULATIONS

1. Drive slowly down the Parachute Centre entrance.
2. No Parking on the Airfield - use the Parking Area on the concrete behind the green aircraft hangar or at the back of the camping area. No parking around the Centre buildings.
3. If you land in the crop please leave via the shortest route following the crop line.
4. The farm buildings and adjacent land are out of bounds.
5. The fuel compound is out of bounds.
6. Strictly No Smoking allowed around the aircraft, re-fuelling points, the fuel compound or any Target Skysports building. Smoking is now banned in and around all Centre buildings.
7. The Centre's facilities are there for your use - please respect them and keep the airfield area tidy, bins are provided for rubbish.
8. ALL parachutists must be checked before boarding the aircraft.
9. The Team Leader of each Team will be considered to be the Jumpmaster for that Team and should therefore ensure that he and all the Team members adhere to the BPA and Target Skysports rules and regulations at all times. The Team Leader will sign on the manifest to accept responsibility for their Team.
10. It is the Jumpmaster's responsibility to ensure that he or she is familiar with all aircraft procedures, and to ensure a Clear Drop has been received prior to exit.
11. To assist in the smooth running of the manifest, can all Team Members ensure that they are familiar with and cleared to carry out pre-jump kit checks on their fellow Team Members. Please ensure that your log book is signed up by your local club CCI or nominated instructor's endorsement.
12. Good canopy separation will be expected on opening and low pulling will not be tolerated.
13. It is each competitor's responsibility to land in the designated area on the DZ whenever possible. Unnecessary off-landings are not acceptable.
14. ALL parachutists will report back to the DZ Controller after their descent. The Team Leader will usually be responsible for reporting that their Team, including videographer, is checked in as safe.