

FORMATION SKYDIVING

Rule Changes Summary 2008.

3.1.3 Clarify the working time may be changed while the exit altitude remains the same.

Requires both the FAI Controller and the Chief Judge to agree with the Meet Director to change Working time and/or Exit altitude.

3.1.3 For meteorological reasons only, and with the consent of the FAI Controller and 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:

- 3.1.3.1 The working time will be
- i. 20 or 35 seconds for the 4-Way events, and
 - ii. 30 or 50 seconds for the 8-Way event

The reduced working time must be used if the exit altitude is lowered (ref [3.1.1](#) and [3.1.2](#)). The next round must commence if the working time is changed.

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

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

Clarification the tie break round will be the next drawn round

3.2.2.1.2 For determination of the final placings:

- i) one tie break round, if possible (for the first three placings only), The tie break round will be the next drawn round of the competition.

Clarify how freeze frame and centrepoinTs are assessed

3.3.5 For Judging purposes, the approximate degrees and direction of turn of subgroups centerpoints will be assessed using only the two dimensional video evidence as presented

5.5 For Judging purposes, the stationary contact of grips on the freeze frame will be assessed using only the two dimensional video evidence as framed

Remove the reference to tied teams

4.5.2 An updated reverse-order-of-jumping shall be implemented after every break in the competition jumps which occurs after a completed round. The semi-final and final rounds will be in reverse order of placing.

Remove details that are provided in the bulletins

Vertical Formation Skydiving

Rules that differ from other FS event rules

New Definitions

2.2 Grip: consists of a handhold on an arm, leg or foot. As a minimum, a grip requires stationary contact of the hand on an arm or leg as shown in diagram **Erreur ! Source du renvoi introuvable.** or foot. A foot grip consists of a handhold on a foot or ankle.

2.15 Orientation:

- 1) "Relative wind" is defined as the direction from which the air appears to be coming due to the relative speed of the competitors in freefall.
- 2) "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.
- 3) "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.
- 4) "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)
- 5) "Backflying" orientation consists of the competitor's back 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. ("Backflying" is not currently used in VFS formations)

Exit Altitude

- 3.1.1 4-Way Event: Exit altitude is 3960 meters / 13 000 feet AGL. Working Time is 35 seconds.
- 3.1.2 Reduced Working Time of 20 seconds and minimum exit altitude of 2750 m/9000 feet

Draw

4 or 5 formations per jump

- 4.3.2 Event Draws: All the «Block sequences» (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 four or five scoring formations, whichever number is reached first.

Judging

- 5.3 At least three Judges must evaluate each team's performance.

Only Open teams.

- 4.1 Teams may consist of competitors of either or both sexes.

6 rounds.

6.4 Program of Events:

The World Cup is comprised of: up to 6 rounds.