

Subject:	Proposed Changes to the Formation Skydiving FS & VFS, & Indoor	Annex G	
Author:	Mark Szulmayer, Chair Formation Skydiving Committee		
Date:	29 January 2017	Total Pages 4	

Proposals to amend the Formation Skydiving Competition Rules

Existing rule wording - in italic Changes: words remaining - in black - ~~deletion or change in strikethrough red~~ - *new wording - in blue* {*Explanation*} - *black italic - in {}*

Outdoor:

Existing

6.4. *Program of Events:*

6.4.1. *The World/Continental Championships or World Cup is comprised of:*

Formation Skydiving Events:

- *Up to 10 rounds.*

Vertical Formation Skydiving:

- *Up to 8 rounds.*

Change

6.4.1. The World/Continental Championships or World Cup is comprised of **up to 10 rounds for Formation Skydiving and Vertical Formation Skydiving events.**

~~Formation Skydiving Events:~~

- ~~Up to 10 rounds.~~

~~Vertical Formation Skydiving:~~

- ~~Up to 8 rounds.~~

Existing

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

Change

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

Existing

2.17. *Orientation:*

2.17.1. *“Head Down” orientation requires that the competitor’s torso is vertical with the head down, towards the ground.*

2.17.2. *“Head Up” orientation requires that the competitor’s torso is vertical with the head up, towards the sky.*

Change

2.17. *Orientation:*

2.17.1. “Head Down” orientation requires that the competitor’s torso is **approximately** vertical with the head down, towards the ground.

2.17.2. “Head Up” orientation requires that the competitor’s torso is **approximately** vertical with the head up, towards the sky.

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Existing

5.4. *The Judges will watch the video evidence of each jump (1) one time at normal speed to determine points in time. The moment of freeze frame at the end of working time will be determined at the first viewing. If a judgement call occurs, a second viewing of the jump will be conducted at normal or reduced speed between 70-90 percent of normal speed.*

Change

5.4. The Judges will watch the video evidence of each jump (1) one time at normal speed to determine points in time. The moment of freeze frame at the end of working time will be determined at the first viewing. If a judgement call occurs, a second viewing of the jump will be conducted at normal or reduced speed between ~~50-70~~ 90 percent of normal speed.

Indoor

Existing

6.4. *Program of Events:*

6.4.1. *The World/Continental Championships or World Cup is comprised of:*

Indoor Formation Skydiving:

- *Up to 10 rounds open.*
- *Up to 8 rounds junior.*

Indoor Vertical Formation Skydiving:

- *Up to 8 rounds.*

Change

6.4. Program of Events:

6.4.1. The World/Continental Championships or World Cup is comprised of:

Indoor Formation Skydiving:

- Up to 10 rounds open.
- Up to 8 rounds junior.

Indoor Vertical Formation Skydiving:

- Up to ~~8~~ 10 rounds.

Existing

4.4. *Performance Order*

The performance order for the competition will be determined by a draw made before the competition starts.

Change

4.4. Performance Order

~~The performance order for the competition will be determined by a draw made before the competition starts.~~

4.4.1 The jump order for the first competition round of each event will be in the reverse order of the first ten placings in that event at the most recent IPC sanctioned World Parachuting Championships of the relevant Event. All teams not covered by this procedure will jump at the beginning of the round, with their jump order determined by a draw.

4.4.2 An updated reverse order of jumping shall be implemented after every break in the competition jumps which occurs after a completed round where practical.

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Existing

2.14. *Entrance: Teams must enter the tunnel using the designated doorway. The working time will start when both feet of any team member leave the antechamber floor and the team member enters the tunnel. Team members may lean into the air flow with one foot inside the tunnel without the working time starting as long as one foot remains on the floor of the antechamber.*

For VFS Entrance: Teams must enter the tunnel and staying stand up on the floor in center of the airflow. The working time will start when both feet of any team member leave the floor.

Change

2.14. *Entrance: Teams must enter the tunnel using the designated doorway. The working time will start when both feet of any team member leave the antechamber floor and the team member enters the tunnel. Team members may lean into the air flow with one foot inside the tunnel without the working time starting as long as one foot remains on the floor of the antechamber and any foot inside the tunnel does not use the net for launch.*

For VFS Entrance: Teams must enter the tunnel and staying stand up on the ~~floor~~ net in center of the airflow. The working time will start when both feet of any team member leave the ~~floor~~ net.

Existing

2.15. *Working Time: is the period of time during which teams are scored on a performance which starts both feet of any team member leave the antechamber floor (tunnel floor for VFS) in order to enter the tunnel and terminates a number of seconds later as specified in 3.1.*

Change

2.15. *Working Time: is the period of time during which teams are scored on a performance which starts both feet of any team member leave the antechamber floor (tunnel ~~floor~~ net for VFS) in order to enter the tunnel and terminates a number of seconds later as specified in 3.1.*

Existing

2.19. *Orientation:*

2.19.1. *“Head Down” orientation requires that the competitor’s torso is vertical with the head down, towards the ground.*

2.19.2. *“Head Up” orientation requires that the competitor’s torso is vertical with the head up, towards the sky.*

Change

2.19. *Orientation:*

2.19.1. *“Head Down” orientation requires that the competitor’s torso is approximately vertical with the head down, towards the ground.*

2.19.2. *“Head Up” orientation requires that the competitor’s torso is approximately vertical with the head up, towards the sky.*

{Housekeeping: VFS random ‘I’ Trident to become ‘O’ for consistency across pools.}

Outdoor and Indoor

Existing

2.3.1 *For VFS Clarification regarding random I) and M) – There is an imaginary vertical plane passing through the handgrips, with outside competitors having hand grips on one side of the vertical plane and the competitor taking the leg grip on the other side of the vertical plane. No grip line may cross the vertical plane within the formation*

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Change

2.3.1 For VFS Clarification regarding random ~~I) and M)~~ M) and O) – There is an imaginary vertical plane passing through the handgrips, with outside competitors having hand grips on one side of the vertical plane and the competitor taking the leg grip on the other side of the vertical plane. No grip line may cross the vertical plane within the formation.
