

Parachutists Over Phorty Society

Sport Accuracy Competition Rules

9-1.1: PURPOSE AND OBJECTIVE

Sport Accuracy is a competition where competitors aim to land standing up within a 30m diameter circle with their first point of contact as close as possible to the center of a target. The target is a 1m yellow disk.

In the spirit of a SPORT accuracy competition, jumpers must use a parachute with a 1.0 or larger (1.1, 1.2...) wing loading.

9-1.2: EVENT DESCRIPTION

- A. Each round consists of individual competitors guiding their canopies to a stand-up landing on the target positioned at the center of the landing area.
- B. Items needed: three judges, two recorders, two clipboards with paper and pens, 1m circle for target center, 3 MMDs with green side and red side to mark where jumpers land, paint and 15m string to mark 30m circle.

9-1.3: EXIT ALTITUDE

Jumps will be from 4,500 – 6,000 feet, which may be lowered to 2,500 feet by the Meet Director to negotiate weather.

9-1.4: EXIT PROCEDURES

Competitors are personally responsible for selecting a proper exit point that will permit a safe and successful target approach.

9-1.5: NUMBER OF ROUNDS

The minimum number of rounds is one, and the maximum (scheduled) number of rounds is three.

9-1.6: SCORING

- A. Individual Landings

1. The landing point is the first point of body contact with the surface (ground) or the target.

A stand-up landing is defined as landing with only the bottom of the feet or shoes and no other body part coming in contact with the ground or target during the landing

2. A landing off the target will be measured from the edge of the dead center to the first point of body contact with the ground.
 3. The distance will be measured, to the nearest 0.01 meters, to a maximum distance of 15 meters.
 4. A standing landing anywhere outside of the circle will be scored as 30 meters. (Falling down will add a 15m penalty)
- B. Landing penalties are assessed as follows:
 1. Failure to execute a stand-up landing, with any point of contact other than the soles of the feet: 15 meter penalty.
 2. Failure to contain the complete landing from first point of contact to a complete stop with both feet inside the 15-meter radius circle. In simpler terms, landing inside the 30m circle but running outside of it, still standing up: 15 meter penalty.

Ex: if a jumper lands 5m from the target, but then fails to stop all movement till outside of the circle, the jumper will get a score of 5 + 15 for running outside of the circle for a total of 20m. If the jumper then falls down, an additional 15 will be added for a total of 35.

3. Landing on the line will be a score of 15, the radius of the circle, but landing anywhere outside of the circle will be a base score of 30. If the jumper then falls down, a 15 will be added for a max score of 45.

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9-1.7: JUDGING AND RECORDING

- A. Landings are judged by at least three judges; in addition, there will be at least two recorders.
- B. Landing on the target:
Any first point of contact on the target will be scored as a dead center with a measurement of 0.00 meters.
- C. Any other first point of body contact not on the target will be marked with a Manual Measuring Device (MMD).
 - 1. The MMD is a 25-centimeter diameter disk that is painted red on one side and green on the opposite side.
 - 2. Located in the center of each side of the MMD is a three-centimeter diameter black dot.
 - 3. When the competitor lands, the judge positions the MMD over the jumper's first point of body contact with the ground.
 - 4. The measured distance to the nearest centimeter is from the center of the MMD to the edge of the dead center.
 - 5. If the jumper makes a stand-up landing, the green side of the MMD will be placed up.
 - 6. If the jumper fails to execute a stand-up landing (15-meter penalty), the red side of the MMD will be placed up.
- D. Competitors' landings will be measured out to a maximum distance of 15 meters, to an accuracy of one centimeter.
- E. Maximum score: The maximum score for any one individual competitor's jump is 45 meters (e.g., 15-meter maximum accuracy score plus a 15-meter penalty score for failure to do a standup landing plus a 15-meter penalty for failure to contain the landing within the 15-meter radius circle equals 45 meters).
- F. Disqualification
 - 1. Any competitor executing a radical canopy maneuver during the final approach of the jump will receive a maximum score of 45

meters for that round and may be completely disqualified from the competition, making him ineligible to receive a medal.

- 2. A radical canopy maneuvers on final approach is defined as an abrupt canopy turn of more than 90 degrees at less than 250 feet of altitude, which in the opinion of the judges could place the jumper or persons on the ground in danger.

G. 1.8: TECHNICAL CONDITIONS

- A. Wind drift indicators, wind sock, and wind speed measuring devices are to be used.
- B. Target
 - 1. The target must be centered within a marked circle of 15-meter radius.
The landing area surrounding the target will be a flat, open, unobstructed, preferably grass covered area for a minimum radius of 100 feet from the center of the target.

9-1.9: WEATHER

- A. Wind speed and direction recordings will be made by meet management at no less than 10-minute intervals.
- B. When the wind speed on the ground is greater than seven meters per second (m/s), the wind speed will be monitored constantly and documented at an interval of no less than every two minutes.
- C. The maximum allowable wind speed for conduct of the event is nine m/s.
 - 1. If the wind exceeds this limit, the event will be halted for five minutes.
 - 2. If the median wind exceeds this limit, the event will be halted for at least 30 minutes.
 - 3. If a competitor is on final (below 250 feet) and the wind exceeds this limit, the competitor will be given the option of keeping his or her score or taking a re-jump.

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9-1.10: CLASSIFICATION OF FINAL RESULTS

A. Sport Accuracy Landing

1. Each individual competitor's score for the three rounds will be added to determine the winners of the event.
2. Tie
In the case of a tie in the top three places, the tie will be broken by a jump off round.