

## **POPS Speed Star Rules 2017**

### **1. Objective**

The objective of the teams is to complete a “6 Way Star” formation as fast as possible within the allowed working time.

If the need arises to bump up to an 8 way team or drop down to a 4 way team, any such change must receive the agreement of the TopPOP.

If such a change is made the Team Composition and Scoring paragraphs below will be adjusted accordingly.

### **2. Definitions of words and phrases used in these rules**

Formation	jumpers linked by grips on arms
Grip	a handhold on an arm
Scoring formation	a formation correctly completed
Star	A star is correctly completed when each jumper in the formation has grips on two other arms or has grips taken by another jumper on both of his/her arms or a combination thereof
Arm	That part of the body between the shoulder and the fingertips (A grip on a shoulder is not a valid grip)
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 paragraph 4.

### **3. Team composition**

Teams are selected by a draw, by the judges, from competitors' names, with no account taken for gender.

The draw may be organized by the judges to balance the teams for safety and fairness according to the experience of the participants.

Teams consist of 6 competitors

Each team will choose a team captain (for communication with the Chief Judge and Meet Director) and a team name. If no team name is chosen, one will be assigned.

#### **4. Exit altitude**

The standard exit altitude will be 3,600 meters AGL (12,000 ft) with a working time of 45 seconds. The alternative exit altitude will be 2,745 meters AGL (9,000 ft) with a working time of 25 seconds.

For meteorological or other good reasons, with the agreement of the Chief Judge, the Meet Director may conduct a round from the alternative exit altitude. In this case:

- the round in progress will be stopped;
- the next round will be started and will be run from the alternative exit altitude;
- the remaining interrupted round will be completed as soon as conditions permit.

If the interrupted round cannot be completed from the standard exit altitude, the teams that have not jumped will finish the round from the alternative exit altitude; the teams that jumped from standard exit altitude in the interrupted round will be rescored using the reduced working time.

#### **5. Exit procedure and penalty**

1) There are no limitations on the exit other than:

- a) no grips are allowed until clear of the airplane and
- b) those imposed by the pilot for safety reasons.

2) Any team that is adjudged to have had a team member take a grip before being clear of the airplane will, for each such grip, have 3 points deducted from the size of star completed in accordance with paragraph 7 below and will receive a time score of 45 seconds (or 25 seconds, as appropriate)

3) Any team that is adjudged to have deliberately exited with a formation (2 way or larger) linked by grips will receive a point score of zero and a time score of 45 seconds (or 25 seconds, as appropriate)

#### **6. Judging**

Five judges will evaluate each team's performance. If five Judges are not available, the Chief Judge may decide to use three judges.

The judges will watch the video of each jump no more than three times. Viewings will be at normal speed unless at least two judges ask for reduced speed (no higher than 50% of normal speed as decided by the Chief Judge) for the second and/or third viewing.

## 7. Scoring

Each team receives a score (in seconds) for a 6 way star that is completed within the working time and that is held for a minimum of 3 seconds. The 3 seconds holding time may extend beyond the allowed working time (ie if the formation is built at the 44 second point, they must hold it till the 47 second mark).

If a team does not complete a 6 way star within the working time or does not hold it for the required 3 seconds, it will receive one point for each competitor correctly linked in a star formation completed within working time regardless of holding time.

The winner will be the team with the highest number of 6 way stars properly completed within the working time and held for the required 3 seconds. **In case of a tie** in the number of 6 way stars completed, the **lowest total time** to complete the 6 way stars made will determine the winner. (ie if 2 teams made the 6 way formations within the working time in all 3 rounds, the times it took to complete the formations will be added together, and the team that has the lowest time will be the 1<sup>st</sup> place winner, and the other team will be 2<sup>nd</sup>).

If a tie still remains, the team with the lowest time to complete an 6 way star in **any** round will be given the higher placing.

In the event that no team completes an 6 way star, the winner will be the team with the highest number of 5 way stars properly completed within the working time. In case of a tie in the number of 5 way stars completed, the lowest total time to complete the 5 way stars made will determine the winner. If a tie still remains, the team with the lowest time to complete a 5 way star in any round will be given the higher placing.

In the event that no team completes a 6 or 5 way star, the winner will be determined as above replacing 6 and 5 by 4 etc.

The score determined in accordance with this paragraph is subject to the penalty provision in paragraphs 5(2) and (3) above.

## 8. Performance requirements

The event consists of three rounds (minimum one). The formation consists of a round, closed star, with grips on each arm. The scoring formation need not be perfectly round but must be performed in a controlled manner.

It is the responsibility of the team to clearly demonstrate to the judges the start of working time, no grips until clear of the airplane and the correct scoring formation.

The teams will have a freefall videographer provided by the Organizer and for this reason, the judges are directed to use flexibility and common sense in evaluating the performance, even when, due to distance or camera angle, grips or separation cannot be directly seen. As an example, it may be evident that a controlled formation has been built but one required grip cannot be seen due to camera angle. The judges are directed, in such a case, to score the formation as being correct.

The judges are directed to keep this principle in mind at all times but to apply it only when their experience and instinct would indicate a successful completion of the performance requirement.

## **9. Rejumps**

Rejumps will be awarded by the judges.

A rejump will be awarded, where the video evidence is insufficient for judging purposes.

Contact or other interference between team members and the videographer shall result in a rejump. However, minor, incidental contact with the videographer, as decided by the judges, will not result in a rejump.

## **10. Injury**

In the event of an injury to a team member, making it unable for this team member to continue jumping, a substitution may be made.

The judges will ensure that this injury substitute is of an equivalent or lower experience level as the injured team member. If this cannot be done, the team will withdraw from the competition.

For clarity, illness or other medical condition is not considered an injury.