

Sport Accuracy rules - Argentina

1. Objective

Competitors aim to land standing up within a defined area with their first point of contact as close as possible to the centre of a rectangular target.

2. Event description

Each round consists of individual competitors flying their canopies to a stand-up landing on a rectangular target. The target is divided into a number of square zones, each with an assigned point value – see Annex A

3. Exit altitude

Jumps will be from 1100 m AGL (3.600 ft.), with a maximum of four competitors per pass over the target area. The Meet Director may lower the altitude to 750 m AGL (2.500 ft.) with individual passes if meteorological conditions require it.

To permit better understanding among the competitors (for safety reasons) the group jumping in the same pass will be composed, as far as possible, by people speaking the same language.

The competitors should arrange the exit order of each load or pass based on canopy size and descent rate and are responsible for organising a proper “stack” and must allow the “low man” the right of way.

4. Exit Point

A competitor on an individual pass will determine his/her own exit point. On a pass with more than one competitor jumping, the exit point will be determined by mutual agreement of the competitors concerned.

5. Number of rounds

The scheduled number of rounds is three, with one round being the minimum for a valid event.

6. Technical conditions

6.1 Winds

6.1.1 A windsock, capable of responding to winds of more than 2 m/s, and acceptable to the Chief Judge, will be located in a fixed place approximately 60m from the target centre. The Judges will determine the location, which is not subject to any protest by a competitor.

6.1.2 A wind direction indicator (streamer), mounted on a pole and being capable of responding to winds of less than 2 m/s, will be placed by the

Chief Judge, near the target. Its location is not subject to any protest by a competitor.

6.2 Target

The target is a rectangular zone (45m x 15m) divided into 27 squares (5m x 5m) – Annex A

The landing area surrounding the target will be a flat, open, unobstructed, grass covered if possible, area with a minimum distance to bigger obstacles (e.g. trees and buildings) of at least 200 meters (700 feet).

The spectator areas must be abeam the target zone at a distance not less than 30 meters (100 feet) from the target zone.

6.3 Canopy limitations

Competitors must compete with a canopy loaded at greater than 1.0 pounds (exit weight) per square foot of canopy area (per manufacturer's published wing area).

This calculation must be provided by each competitor to the judges before the competition starts.

The judges will do a calculation test check for at least 10 competitors before the competition starts and may also do test checks at anytime during the competition.

Competitors must use the same size canopy for all three jumps. Any violation of this requirement will result in the minimum score (7.4) for the jump on which the different size canopy was used.

Competitors may not use any canopy considered a "precision or classic accuracy" canopy nor may the canopy used be greater than 200 sq ft, regardless of competitor weight. Any doubt about a particular canopy will be resolved by a decision of the judges, which is not subject to protest.

7. Score

7.1 The score for the jump is equal to the landing point value less any landing penalty per 7.2 below

The landing point is the first point of body contact on the ground or the target.

The landing point value is the assigned point value of the square containing the landing point. If the landing point is on the line dividing two squares, the assigned point value will be the lower of the two square values.

7.2 Landing penalty.

Failure to execute a stand-up landing will result in a landing penalty of 40 points. A stand-up landing is defined as landing with only the soles of the feet or shoes on the ground and no other body part coming into contact with the ground or target pad during the landing and before coming to a complete stop. A successful stand-up landing does not require that the competitor remain standing still at the landing point.

7.3 Any competitor landing outside the target rectangle or failing to contain the complete landing from first point of contact to a complete stop within the target rectangle will receive a score for the jump of zero points

7.4 The maximum score for a jump is 50 points. The minimum score for a jump is 0 points (i.e the score may not be a negative point value)

8. Rejumps

(1) Any malfunction of the main parachute canopy, which creates a control problem for a competitor, may merit a rejump. In this case the competitor must indicate immediately that he has such a problem by signalling with his arms or legs outstretched, or other suitable signal, throughout most of the descent and must make no attempt to land in the target area.

Following a malfunction, the inspection, by the Judges, of the equipment immediately after the competitor has landed must indicate that the competitor did suffer a malfunction that was not created by the competitor himself.

(2) A control problem is a condition in the deployment of the parachute such that it is virtually impossible to attempt a precision target approach, or that the main canopy configuration is such as to prevent the competitor from demonstrating his skill.

(3) If there is a sudden change in ground wind direction of more than 90 degrees when the wind speed is more than 3 m/s and automatically recorded by an electronic device, a competitor landing within 30 seconds after the change must be offered a re-jump. The competitor's decision must be made immediately.

(4) If two or more competitors approach and/or land on the target simultaneously or close together, and in the process interfere with each other, a rejump for one, or both, or neither may be awarded by the Chief Judge.

9. Judging and recording

9.1 At least three judges will determine the landing point and are then responsible for determining the landing point value, assessing any landing penalty (7.2) and determining the score for the jump .

9.2 Two separate sets of score sheets will be completed, one of which will retained by the Chief Judge

9.3 The judges should use a loud whistle to alert all people at the target area of the final approach of a competitor.

10. Radical Maneuver and Disqualification

Any competitor executing a radical canopy maneuver during the final approach of the jump, as determined by the judges, will receive the minimum score of 0 points for that round and may, by joint decision of the Chief Judge and Meet Director, be disqualified from the competition.

A radical canopy maneuver during the final approach of the jump is defined as an abrupt canopy turn of more than 90 degrees below 75 meters AGL(250 ft.).

11. Wind

11.1 The wind speed and direction will be monitored and recorded by an

automatic anemometric system, which must function without interruption. The location of the system will be determined by the judges and is not subject to any protest.

11.2 Wind speed and direction recordings will be made by the judges at no less than ten (10) minute intervals when the wind speed on the ground is greater than seven (7) m/s.

11.3 When the wind speed on the ground is greater than nine (9) m/s, the wind speed will be monitored constantly and recorded at an interval of no less than every two (2) minutes.

11.4 The maximum allowable wind speed for conduct of the event is eleven (11) m/s.

If the wind exceeds this limit, the event will be halted for five (5) minutes.

If the average wind then continues to exceed this limit, the event will be halted for at least thirty(30) minutes.

If a competitor is on final approach, below 75 meter (or 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.

12. Classification of final results

12.1 The winner is the competitor with the highest cumulative score at the end of all completed rounds.

12.2 In the case of a tie in the top three places, the tie will be broken by a jump-off round.

12.3 If a jump off is not possible, the best score in any completed round will determine the higher placing.

Annex A

5 m	5 m	5 m	
5	10	5	5 m
10	20	10	5 m
20	30	20	5 m
30	40	30	5 m
40	50	40	5 m
30	40	30	5 m
20	30	20	5 m
10	20	10	5 m
5	10	5	5 m