

POPS Hit 'n' Rock Rules 2015

World POPS Meet and Championships 2016

Hit 'n' Rock Rules

1. The Event

This is a timed event. The score is the time, in seconds, starting at the moment the jumper makes first contact with the ground on landing and stopping when the jumper sits in the chair. The jumper having the lowest time is the winner.

Any competitor with a score in excess of 90 seconds will receive a score of 90 seconds.

Failure to follow the required steps (see below) will result in the maximum score of 90 seconds.

The event is one round.

2. Judging and Target Area Equipment and Procedures

The judges must have enough stop watches at the target area to time all competitors exiting on one pass. "Enough" means that the number of working stop watches at the target area is equal to the number of jumpers per pass plus two. Watches should read to the hundredths of a second.

The chair is placed 40 feet from the target and 90 degrees to the wind line. Judging staff must include helpers to brace the chair to prevent it from tipping over. The chair must be padded sufficiently to be safe as the jumpers run to it and impact it to sit. The chair must also be quite sturdy as jumpers may sit down quite hard. The target area should be flat and free of obstacles. A pea gravel pit is optional. A tuffet must not be used for this event.

The chair position and target position should be clearly marked on the ground. The chair position must be checked after each competitor to be certain that it remains 40 feet from the target. Spray paint may be useful to mark the positions, but must be used carefully to avoid damage to parachute equipment.

The target will be a round, flat pad made of durable material of any colour and must be 20 to 25 cms in diameter. It is not necessary for the pad to have a dead centre disc as the whole pad is the target. The target pad should be secured by means of a flat head spike driven through the centre of the pad into the ground.

3. Wind Direction on the Ground

(1) A windsock, which must be capable of responding to winds of more than 2 m/s and is acceptable to the Chief Judge, will be placed by the Judges in a fixed location, approximately 60 m from the target centre. This decision is not subject to any protest by a competitor.

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- (2) A wind direction indicator (streamer) mounted on a pole, which is capable of responding to winds of less than 2 m/s, will be placed by the Chief Judge, who will decide the position. Its position is not subject to any protest by a competitor.
- (3) The wind speed and direction will be monitored and recorded by an automatic anemometric system, which must function without interruption.

4. Jump Procedures

Aircraft passes will be made at 1100meters AGL (3600ft.) with no more than 4 competitors per pass.

Each jumper must execute the following steps, in this order:

1. Land at or near the target area
2. Stand where he/she lands and remove and drop parachute harness and equipment (other than optional equipment – see below)
3. Move to and touch the target
4. Go to the chair
5. Sit in the chair

Jumpers may loosen the leg straps and may undo the chest strap and/or belly band after opening and prior to landing. Jumpers are cautioned that loosening leg straps may compromise safety. Loosened leg straps will also make the toggle keepers farther from the jumper and may cause control problems such as inability to reach the toggles or unexpected stalled flight.

Landing will ideally be in the immediate area of the target, but there is no advantage to landing on the target itself. If the jumper lands on the target, he must step off the target before removing the harness and equipment. The jumper must completely remove and drop the harness and equipment BEFORE touching the target. All harnesses will be used as though they are 'step through'. If snaps or quick ejector snaps are present on the leg straps, they MUST remain connected. The jumper must not progress from the landing point toward the target until the harness is completely removed. Jumpers sometimes inadvertently move a bit toward the target as they struggle to remove the harness and this is not considered a violation unless it appears to the judges that the jumper is making a blatant move to better the time.

If the wind is strong, catchers may be used to capture the canopy after the jumper is out of the harness. Catchers must not touch the canopy before the jumper is out of the harness except in circumstances where lack of action would likely result in injury to the jumper.

If the canopy falls on the target, the jumper must uncover the target before touching it so that the judges can see that the jumper has touched the target after removing the harness. The jumper may use any body part (hand, foot, head, etc) to touch the target after removing the harness. A foot is recommended but not required.

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If, in the opinion of the Judges, a jumper fails to follow any of the required steps or procedures, as described above, the jumper will receive the maximum score of 90 seconds. The decision of the Judges may not be protested.

Flying leaps into the chair are not allowed and will result in the maximum score of 90 seconds. It is not necessary to have the feet off the ground to stop the clock.

The following equipment items are considered optional for this event: helmet, goggles, gloves, altimeter, and shoes. It is each jumper's responsibility to choose to use or not use these items to make the jump. Jettisoning optional equipment before landing will be grounds for disqualification if in the judges' opinion it endangers those people in the target area.

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