

# POPS Precision Accuracy Rules 2015

World POPS Meet and Championships 2016

## Precision Accuracy Rules

### 1. Objective of the Event

Competitors aim to land on, or as close as possible to, the centre of a target.

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.

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.

Only competitors jumping canopies designed to be used for precision accuracy will be allowed to take part in this event. Any uncertainty will be subject to a decision from the judges, which is not subject to a protest.

### 2.1 Wind Drift Indicator

(1) Prior to starting the event, or if jumping has been interrupted for more than sixty (60) minutes, at least one wind drift indicator must be dropped from an altitude 100m below the exit altitude and above the target by a judge or an experienced parachutist appointed by the Chief Judge.

(2) The wind drift indicator must have approximately the same rate of descent as the parachutes used by most of the competitors. Its landing point must be marked on an aerial photo or plan of the drop zone.

(3) Continuity of the event and the opportunity for competitors to observe canopies in the air is considered sufficient for all competitors to evaluate the opening point.

(4) When the boarding area is not close to the target area, as determined by the Chief judge and Meet Director and competitors have been at the boarding area for more than 60 minutes they must be informed of the wind speed and direction at the target area before boarding.

### 2.2 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.

### 2.3 Wind Speed

The maximum allowable wind speed at ground level in the accuracy event will be set by the Chief Judge and Meet Director at either 6 m/s or 7 m/s. Their decision will take into account the area surrounding the target and the likelihood of turbulence during the final approach to the target. This limit will be given to the competitors at the initial briefing and will be in effect for the duration of the competition.

A competitor who lands during the period 10 seconds before the wind speed exceeds the limit, while the wind speed is over the limit and 30 seconds after the wind speed has returned below the limit, and does not score a dead centre, may accept a re-jump.

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The competitor must make an immediate decision within 15 seconds of landing and before the next competitor lands and must inform the Event or Chief Judge of their decision, otherwise that competitor must do a re-jump.

The event will be automatically interrupted for a minimum of 5 minutes, if the ground wind speed exceeds 1 m/s more than the agreed wind limit.

### **2.4 Wind Direction on the Ground**

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

(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.

The location of the system will be determined by the judges and is not subject to any protest by a competitor.

### **2.5 Target**

(1) The centre of the target must be an Automatic Measuring Device (AMD) with a Dead Centre Disc of 2 or 3 cm diameter (once determined, this cannot be changed) in a contrasting colour, preferably yellow on a black background. The device must be kept as flat as possible, and capable of measuring to a minimum distance of 16 cm in increments of not more than 1 cm.

(2) The AMD is placed centrally on a tuffet, which has to be acceptable to the Chief Judge and should have the following approximate specifications:

Diameter: app. 5 m

Thickness: a minimum of 30 cm

Colour: any colour

(3) The target must have a clearly marked circle of 20 m radius centred around the dead centre disc.

(4) The AMD must be repositioned immediately after the landing of any competitor who moves or covers its location, except during team jumps when there is insufficient time between the landings of team members.

(5) In order not to damage the AMD, suitable footwear must be worn.

### **2.6 Presence on the Target**

(1) The only persons allowed within the 20 m circle during jumping are the judges and necessary members of the organising staff.

(2) During the final approach of a competitor, only judges are allowed within 5 metres. Exceptions to this rule are the responsibility of the Chief Judge and require no previous agreement by the competitors.

(3) After landing, competitors must leave the target area immediately.

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### **2.7 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 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 competitors 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.

(5) If an AMD is found to be defective or not reset and the first point of contact has been on it, and (4) above does not apply, the affected competitor(s) must be offered a re-jump.

(6) Only the affected competitor(s) will make a re-jump and get a new score. The exit altitude for re-jumps will be decided by the Meet Director and be between 750 and 1100m.

(7) If the AMD registers a score and in the opinion of the judges at the target the first point of contact was not on the AMD, the competitor will not be granted a re-jump, and must receive a score of 16 cm.

### **2.8 Scoring Accuracy Landing**

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

(2) The AMD must register the distance between the landing point and the edge of the dead centre disc when the landing point is on the AMD.

(3) Any landing point off the AMD must be given a score of 16 cm.

## **3. Performance**

(1) The event consists of six rounds (minimum two for a valid event).

(2) The winner is the competitor with the lowest cumulative score at the end of all completed rounds.

(3) In the event of a tie for the first three places, tie breaking jumps shall be made, until the tie is broken.

(4) If this does not break the tie (lack of time, bad weather etc), the competitor with the greater number of low scores

( i.e. dead centres, 1 cms etc) from all completed rounds and the tie break jump(s) will receive the higher placing

(5) If a tie still remains, the jumper with the best final round score will receive the higher placing.