

# COMPETITION RULES FOR XRW

February 28, 2024 Revision

## 1. INTRODUCTION

1.1. All participants accept these rules as binding by registering for the Competition. No departure from these rules is permitted.

1.2. The competition will be conducted in accordance with the regulations of the USPA and the hosting drop zone.

1.3. These rules are based on the British Skydiving Competition Rules for Canopy Formation 2021 Edition with modifications made to suit the Skydive DeLand XRW Cup competition.

## 2. DEFINITIONS OF WORDS AND PHRASES USED IN THESE RULES

2.1. **FORMATION** consists of Competitors linked by grips.

2.2. **GRIP** consists of a hand-to-hand hold, hand-to-foot hold or a surf dock on a chest strap so that a formation is built in accordance with the configurations as depicted in the dive pool.

2.2.1 **SURF DOCK** consists of a foot passing clearly under the chest strap with the toe showing above the strap.

### 2.3. CONFIGURATIONS:

2.3.1. Backfly Hand-to-Hand Dock: The wingsuiter must be in a back to earth body position and perform a hand-to-hand grip with the canopy pilot. (Docking on any part of the wingsuit does not count.)

2.3.2. Belly Hand-to-Hand Dock: The wingsuiter must be in a belly to earth body position and perform a hand-to-hand grip with the canopy pilot. (Docking on any part of the wingsuit does not count.)

2.3.3. Backfly Hand-to-Foot Dock: The wingsuiter must be in a back to earth body position and perform a hand-to-foot grip on the canopy pilot's foot. (The dock must occur below the ankle of the canopy pilot)

2.3.4. Belly Hand-to-Foot Dock: The wingsuiter must be in a belly to earth body position and perform a hand-to foot grip on the canopy pilot's foot. (The dock must occur below the ankle of the canopy pilot)

2.3.3. Backfly Surf Dock: The wingsuiter must be in a back to earth body position and perform a surf dock grip with the canopy pilot.

2.4. **TOTAL SEPARATION** is when all Competitors show at one point in time that they have released all their grips and no part of their arms or feet have contact with each other.

2.5. **WORKING TIME** begins at the moment of first contact after exit between the canopy pilot and wingsuiter and ends after 60 seconds.

2.6. **SCORING FORMATION** is a formation which is correctly completed and clearly presented in sequence as depicted in the dive pool within the working time.

### **3. THE EVENTS**

#### **3.1. DESCRIPTION OF EVENTS**

3.1.1. Compulsory: 4 competition rounds of which the best 3 rounds will be averaged for scoring.

#### **3.2. MINIMUM ROUNDS**

3.2.1. A minimum of one round must be completed to establish winners in any event.

#### **3.3. OBJECTIVE OF THE EVENTS**

3.3.1. To determine the dive pool all 9 formations will be written down on a piece of paper and placed into a container. The judge will randomly select 3 formations from the container to complete the dive pool. The formations will be selected one at a time and the order in which the formations are drawn is the order they must be completed.

### 3.3.1.1 FORMATIONS:

1. CP Right Side Belly Hand-to-Hand dock.
2. CP Left Side Belly Hand-to-Hand dock.
3. CP Right Side Backfly Hand-to-Hand dock.
4. CP Left Side Backfly Hand-to-Hand dock.
5. CP Right Side Belly Hand-to-Foot dock.
6. CP Left Side Belly Hand-to-Foot dock.
7. CP Right Side Backfly Hand-to-Foot dock.
8. CP Left Side Backfly Hand-to-Foot dock.
9. Surf Dock

3.3.1.2. The dive pool will be drawn on the morning of competition an hour before the scheduled start time.

3.3.2. Average score of up to 3 completed rounds are used to determine the final rank of the teams and declare the winner.

3.3.2.1. Formations must be completed in the order they are drawn repeatedly within the 60 second working time with total separation between each formation.

3.3.2.2. If a formation is missed in a rotation, there will be a 1-point deduction from the final round score for each missed formation. (This means the team will not get the point for the missed formation and be penalized a point for each missed formation from the round score.)

### 3.4. TIE BREAKER

Where two or more teams have equal scores the following order of procedures will be applied to determine the final placings:

3.4.1. One tie break round (if possible) for determining the first three places only.

3.4.2. The highest score in any completed round.

3.4.3. The highest score starting with the last completed round and continuing in reverse order, round by round until the tie is broken.

3.4.4. The fastest time (measured to hundredths of a second) to the last formation scored. Starting time must be that used in the original evaluation of the jump.

3.4.5. Tied teams placed lower than third remain tied.

## **4. GENERAL RULES**

### **4.1. EQUIPMENT**

4.1.1. Competitors must carry the following equipment:

4.1.1.1 Each team member must carry a hook knife for emergency use.

4.1.1.2. Each team member must carry a serviceable visual altimeter.

4.1.2. Wingsuiters must have a serviceable AAD.

### **4.2. METEOROLOGICAL CONDITIONS**

4.2.1. When air turbulence is apparent or clouds at lower altitudes affect visibility, the Meet Director, in consultation with the Competitors, may decide to interrupt the competition or continue at either the same exit altitude or an amended exit altitude. This decision is not open to protest.

4.2.2. Teams may refuse to jump in rain or turbulent conditions as well as if clouds inhibit safe navigation. The Meet Director and the Chief Judge by unanimous decision may decide to continue the event. If a team aborts a jump a second time for the same reason, that team will receive a zero score for the round.

4.2.3. Rain occurring any time after the first team member exits the aircraft is not grounds for protest.

### **4.3. SAFETY**

4.3.1.1. Required break-off altitude is 5,000 feet AGL.

4.3.1.2. Break-off altitude may be waived to 4,000 feet AGL by event organizers if exiting below 13,000 feet AGL.

4.3.2. Maximum opening altitude for wingsuiters is 4,500 AGL.

4.3.3. The competition may be interrupted when ground wind speeds exceed 21 mph (~9 meters per second).

4.3.4.1. Wingsuiters: recommended maximum of 90 degree turns on landing.

4.3.4.2. Canopy Pilots: recommended maximum of 270 degree turns on landing.

#### **4.4. END OF WORKING TIME**

4.4.1. After working time has elapsed canopy pilot and wingsuiter must stay within their lane until break-off.

4.4.2. To prove that this is followed, the canopy pilot should clearly show their altimeter at break-off with the wingsuiter.

4.4.3. The recording of all competition jumps by the team shall be stored by the team's Videographer until the completion of the Meet, and presented to the Chief Judge at request, if needed to validate the sequence performed after working time arises.

4.4.4. If the same team is observed to have broken rule 4.4.1 on two occasions in the same competition, the team concerned will be disqualified from that competition. This decision is not grounds for a protest.

#### **4.5. JUMP RUN**

4.5.1. Jump run will be flown in a configuration where the aircraft door is facing the dropzone and allows for up to 3 lanes of straight-line flight back to the landing area for competition.

4.5.2. Competition organizers will determine jump run direction and offset distance depending on wind conditions.

4.5.3. Any final decisions concerning jump run will be determined by competition organizers.

4.5.4. Competition jumps will be the last to exit the aircraft on a separate pass if non-competition jumpers are present on the load.

#### **4.6. TRAINING JUMPS**

4.6.1. Training jumps will occur the day before competition.

4.6.2. Competitors should coordinate with meet directors to achieve desired aircraft configurations for training jumps.

#### **4.7. JUMP ORDER**

Jump order is determined by the wingloading of the canopy pilot on the team.

4.7.1. Heaviest wingloading exiting first and lightest wingloading exiting last.

4.7.1.1 If competitors have matching wingloadings, the heaviest exit weight jumper will go first.

#### **4.8. EXIT PROCEDURE**

4.8.1. Teams will be responsible for their own exits once the aircraft has commenced the jump run and the team has been cleared to exit.

4.8.2. Canopy pilot must deploy within 10 seconds of exit.

4.8.3. Aircraft will be flying at 80 kts indicated airspeed for all jumpers exit.

4.8.4. Normal exit altitude is between 13,500 feet AGL.

4.8.5. Minimum exit altitude is 10,500 feet AGL.

4.8.6 Tailgate aircraft should not be used for this competition.

#### **4.9. VIDEO TRANSMISSION AND RECORDING**

4.9.1. Each team shall provide video evidence required to judge each round.

4.9.2. The Event Organizer must inform the teams how they are to identify each round, which will be recorded by the Videographer just before exit. The recording should continue with the jump without a stop in recording.

4.9.3. The video equipment must be able to deliver a High Definition 1080 type digital signal with a minimum frame rate of 60 frames per second. Teams will be made aware prior to the competition what upload mechanism (i.e. memory card, usb cable) can be used. The Videographer is responsible for ensuring the compatibility of their video equipment with the scoring system.

4.9.4. As soon as possible after each jump is completed, the Videographer must upload it to the scoring system. The video evidence must remain available for viewing or download until all scores are posted as final.

4.9.5. Only one video recording from the canopy pilot will be presented and judged for each team in each round.

4.9.6. It is the responsibility of the competitors to clearly capture all docks on camera.

4.9.7. If the Chief Judge determines that the video recording has been deliberately tampered with, the team will receive no points for all competition rounds involved with this tampering.

4.9.8. If the canopy pilot has a camera malfunction, the Chief Judge has the discretion to use the wingsuiters video for scoring.

4.9.9. 360 cameras are not allowed to be used for scoring. Cameras must be able to deliver video in the format as listed in 4.9.3. directly or the round will not be scored. No editing or reformatting of video will be allowed.

#### **4.10. RE-JUMPS**

4.10.1. In the case the canopy pilot has a cutaway from a malfunction on opening the team will be allowed a re-jump.

4.10.2. Problems with a team's equipment or cameras are not grounds for a re-jump.

4.10.3. In the event of an equipment malfunction cutaway for the canopy pilot, only one re-jump may be granted per team, per competition event. Evidence of the malfunction must be provided by the team and will be assessed by the Chief Judge.

4.10.4. If a group makes an incursion into another group's lane, and poses a hazard before the working time has ended, the team imposed upon will be allowed a re-jump.

#### **4.11. SCORING**

4.11.1. All formation and inter formation requirements must be completed and recorded in such a manner that the Judges may determine that the required performance has been achieved. Provision of the video evidence for judging purposes is the responsibility of the team.

4.11.2. If a competitor, or team, is disqualified for a jump, they will receive zero points for that jump.

4.11.2.1. Disqualification for a jump includes missing a load, posing a safety hazard by entering another groups lane, off airport landing or camera malfunctions.

4.11.3. One point will be deducted from the round score of a team if one of the competitors lands outside of their designated landing area.

4.11.4. Two points will be deducted for exiting lane prior to maximum breakoff altitude.

4.11.5. Landing or drop zone specific violations will result in: 1. Warning 2. Two Point Deduction 3. Removal from Competition.

## 5. JUDGING RULES

5.1. **SCORING SYSTEM** The Judge may use an electronic or paper scoring system to record their evaluation of the performance.

5.2. **START OF WORKING TIME** The Judge will start the timing when the first point of contact is made after exit between the canopy pilot and wingsuiter. At the end of the 60 second working time, freeze frame of the video image should be applied.

5.3. **VIEWING** The Judge will watch each performance once at normal speed. Judge may request a second or third viewing at normal speed or 50% speed.

5.3.1. Each team can only make one challenge to event scoring.

5.3.1.1. If the team wins their challenge, they will be awarded an additional challenge.

5.3.2. A challenge will be ruled by majority vote between the Judge and two random jumpers selected by the Judge.

5.4. **SIZE OF PANEL** Each performance must be evaluated by a panel of at least one Judge.

5.5. **POSTING:** All Judge scores shall be posted.

## 6. RULES SPECIFIC TO THE COMPETITION

### 6.1. TEAMS

6.1.1. Each Competitor shall only be allowed to compete for one team in each category.

6.1.2. Prize money will be awarded to the teams that place 1st, 2nd and 3rd.

### 6.2. AIMS OF THE COMPETITION

6.2.1. To establish a yearly XRW competition at Skydive DeLand.

6.2.2. To bring XRW to USPA Nationals.

6.2.3. To strengthen the XRW community.

6.2.4. To promote and develop XRW competition.

6.2.5. To establish XRW national records.

6.2.6. To allow participants to share and exchange experience, knowledge and information.

6.2.7. To improve judging methods and practices.