

PART 1

BRITISH PARACHUTE ASSOCIATION (BPA) **12th NATIONAL OPEN ARTISTIC SKYDIVING CHAMPIONSHIPS 2008** **GENERAL INFORMATION**

1 Title of the Competition

The 12th BPA British Open National Artistic Skydiving Championships.

2 Aims of the British Championships

To determine the British Champions of Freestyle Skydiving, Skysurfing and Freeflying.

To determine the British standings of the competing Teams.

To promote and develop the Artistic Events.

To exchange ideas and strengthen friendly relations between sport parachutists, Judges and support personnel.

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

To improve judging methods and practices.

3 Competition Information

3.1 Venue

Target Skysports, Hibaldstow Airfield, Hibaldstow, Brigg, DN20 9NN

Office Tel: 0113 250 5600. Fax 0113 250 466 DZ Tel: 01652 648837 (Office) 01652 648522 (fax)

E-Mail: info@skydiving.co.uk Skype "Target Skysports DZ"

Web: www.skydiving.co.uk

3.2 Competition Dates

Saturday 30 August 2008 to Monday 1 September 2008

RESERVE WEEKEND:

Saturday 6 September 2008 to Monday 8 September 2008

3.2.1 Other Dates

- a) Entry fees, forms and booking in by 1900Hrs Friday 29 August 2008
- b) Competition draw by 2000 Hrs Friday 29 August 2008 (or after the training jumps, if required) followed by a competitors brief
- c) If required, training jumps will be from 1st lift on Saturday 30 August followed by the first competition lift.

3.3 Entry Forms and Fees

All Competitors must be registered and booked in by **1900 Hrs Friday 29 August 2008**

Completed forms must be accompanied by the artistic entry fees.

Team captains are responsible for payment of the entire team's entry fees

General entry fees are NOT refundable under any circumstances.

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Full refunds will only be available for jumps not taken due to incomplete events after the second (reserve) weekend.

In the event of any competitor being unable, through personal commitments, or any other reason, to compete in any part of the competition, **NO OUTSTANDING JUMP FEES WILL BE REFUNDED.**

| | | |
|--------------------------------|---|---|
| Artistic entry fee per person | - | £30.00 |
| Jumps | - | Jumps are priced at £19.00 per person, therefore: |
| Freestyle Skydiving A Category | - | £266.00 per Team |
| Freestyle Skydiving B Category | - | £190.00 per Team |
| Sky surfing A Category | - | £266.00 per Team |
| Sky surfing B Category | - | £190.00 per Team |
| Free flying A Category | - | £399.00 per Team |
| Free flying B Category | - | £285.00 per Team |
| Protest fee | - | £10.00 per protest (refundable if successful) |
| Rejumps/Official Training Jump | - | £19.00 per person |

Note: The above tariff includes a BPA levy towards the British Team fund of £5.00 per entry fee and £1.00 per jump.

3.4 Documentation

All competitors will be required to produce the following documentation when booking in:

- Full valid BPA membership. Except in the case of other European Union (EU) Parachutists, who are current members of their own country's parachuting governing organisations, are FAI certified, have a minimum of 100 (one hundred) descents and hold current third party liability insurance cover of a minimum of € 1,300,000 and who must provide satisfactory documentary evidence of such.
- A valid FAI Sporting License complete with current stamp for A Category competitors. 2008 FAI stamps can be purchase from the BPA Office.
- A current valid medical certificate declaration (Form 114)
- The competitor's current and up-to-date Parachutists Log Book.
- An FAI Licence
All* Freefly and Freestyle competitors will require FF1. All Freefly and Freestyle and Skysurf A competitors will require FF2.
All* Skysurf competitors will require SS1.

* or equivalent – (Open class competitors only)

3.5 Equipment

Each individual is responsible for supplying their own equipment, which should consist of:

A serviceable main and reserve in a suitable harness/container system. This must be "freefly friendly" (at discretion of CCI).

The use of an electronic Automatic Activation Device (AAD) and Audible Altimeter(s) is recommended

An Automatic Activation Device (AAD) is **Compulsory** for All Sky surf Videographers (camera persons).

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An Audible Altimeter is **compulsory** for each member of a Sky surf team.

An "in date" equipment inspection record and reserve packing card.

Suitable clothing and footwear.

Camera helmets should have no snag points and preferably have a single point of release cutaway system- which will be at the discretion of the CCI.

Skysurf Equipment will be subject to CCI approval and must be of type size etc for competence and experience of the performer.

Note: All equipment and documentation must comply with the requirements of the BPA Operations Manual. Competitors are reminded that they are required to jump with a visual altimeter and a knife.

3.6 Video Format

Teams should be prepared to dub on to DVDs or VCRs using the PAL format via an A/V connection or similar.

3.7 Competition Aircraft

At the time of writing the competition aircraft are expected to be:

3 Dornier G92 Twin Turbine (15 Jumpers per aircraft; left hand door).

Back up aircraft: SMG-92 Turbo Finist (10 Jumpers, left hand door)

3.8 Catering and Accommodation

Full catering facilities will be available, offering a range of hot and cold food and drink. A bar is available in evenings. Target Skysports has a bunkhouse. Anybody requiring accommodation is requested to contact the drop zone to make a prior booking as soon as possible. 01652 648837. A camping area with shower block and toilet facilities is also available.

4 Eligibility

To become British Champion and take part in the British National Parachute Championships, competitors must be of British Nationality. **British Nationality** is classified as a person who holds a British Passport.

Only A Category eligible competitors can become British Champions for consideration for funding. There are no restrictions on the nationality of competitors in the Open Championships.

5 Gender

Due to the limited number of competitors in previous years there will be no separate male or female categories for Freestyle Skydiving. However in accordance with current FAI criteria, the highest placed eligible male teams and the highest placed eligible female teams in any A Category event will be eligible for invitation to a World Meet in selection years as per World Meet criteria as above.

6 Drug Testing

The BPA fully supports Drug-Free Sport and is committed to preventing drug misuse in sport parachuting. Drug misuse is cheating and it may prejudice your safety and the safety of others. There is no place for the misuse of drugs in our sport. The BPA's Anti-Doping Policy and Rules are set out in BPA Form 220 which is downloadable from the BPA website and available on request from the BPA Office. A photocopy of UK Sport's Athlete Advice Card on Anti-Doping is given at Annex F.

An independent agency may require ANY COMPETITOR to take a random drugs test. Refusal to provide a urine sample for analysis will result in disqualification. Many medications that you may need to take for common medical conditions, such as asthma or hayfever, may contain Prohibited Substances. It is vital that you do not accidentally take a prohibited substance, the consequences are the same as if you were doping. Getting it from a doctor on prescription is no defence!

The World Anti-Doping Agency (WADA) has published the new List of Prohibited Substances and Method with effect from 1 January 2008, and this now applies.

For further information, please see the anti-doping page of the BPA website www.bpa.org.uk/antidoping.htm . This includes a link to the Drug Information Database where you can

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check the status of any medication, food supplement, or other substance. There are also links to other key websites such as UK Sport's "100% Me" www.100percentme.co.uk/home.php which explains drug free sport in more detail. Each competitor is STRICTLY LIABLE- this means that it is your own personal responsibility as a competitor to ensure you comply fully with this policy. A positive test result means disqualification for the whole team, a loss of any funding, and a ban for the individual. BPA Form 220 sets out the procedure to be followed in the event of a positive test. The test is concerned with whether a prohibited substance is present in the body, not how or why it got there.

The Therapeutic Use Exemption (TUE) application process (see the "100% Me "website) gives competitors a means of attaining approval to use a prescribed Prohibited Substance or Method for the treatment of a legitimate medical condition. It applies, for example, to certain inhaled asthma medications. This process is in place to protect the rights of competitors to compete on a level playing field. Any competitor applying for a TUE must attach a copy to the competition entry form, and must also file a copy with the BPA Office before he or she competes.

7 Practice Jumps

Practice jumps will be available up until the competition draw.

8 Reserve Weekend

Should the competition not complete then the reserve weekend will be used. Any teams who are not present for any round will be called as scheduled for that round and failure to attend will result in a nil score for that round only.

Any Compulsory Rounds incomplete at the end of weekend one, in **Freefly** will be **disregarded**. All freefly teams will then complete the round/rounds with the Reserve Weekend re-draw only for incomplete compulsory rounds.

Any Compulsory Rounds incomplete at the end of weekend one in Freestyle and Skysurf will be completed at the Reserve Weekend.

If the competition has not been completed by the end of the reserve weekend, then the meet competition will be called with result based upon completed rounds ONLY.

9 Incomplete Compulsory Round Redraw (freefly only)

In the event of the competition not being completed on the first weekend, a redraw will take place on the reserve weekend.

10 Meet Director Terms of Reference

The meet director is responsible as follows:

- Ensure liaison with the Drop Zone for the administrative co-ordination of the event schedule
- Ensure a visible point of contact amongst the competitors is maintained at least for 25% of the event time to allow the opportunity for feedback and clear access to officials.
- To have the casting vote on any matters identified by the chief judge

11 Wind Tunnels

Competitors are not allowed to use a wind tunnel (freefall simulator) after the draw (or redraw) as been made until sunset 8th September 2008 or completion of the Event (which ever is soonest)

END

PART 2

BPA COMPETITION RULES FOR ARTISTIC NATIONALS **FREESTYLE SKYDIVING, SKYSURFING AND FREEFLYING** **2008**

1 AUTHORITY

1.1

The competition will be conducted under the authority granted by the BPA. All participants accept these rules, together with those as laid down in the BPA Operations Manual and/or any local SOP, as binding by registering in the competition.

2 DEFINITIONS OF WORDS AND PHRASES USED IN THESE RULES

2.1

Team: Freestyle Skydiving or a Sky surfing Team is composed of a Performer and a Videographer. A Free flying Team is composed of two (2) Performers and a Videographer. For these purposes, a Videographer drawn from a “pool” is considered to be part of the Team.

2.2

Heading: the direction in which the front of the torso of the Performer faces.

2.3

Move: a change in body position, and/or a rotation around one or more of the three body axes, or a static pose. See Addendum-B.

2.4 Grips and Docks

2.4.1

Grip: a recognisable stationary contact of the hand(s) of one Performer on a specified part of the body of the other Performer, performed in a controlled manner.

2.4.2

Dock: a recognisable stationary contact of the foot (feet) of one Performer on a specified part of the body of the other Performer, performed in a controlled manner.

2.5

Routine: a sequence of moves performed during the working time.

2.5.1

Compulsory Routine: a routine in which the Team is required to demonstrate pre-determined skill.

2.5.2

Free Routine: a routine in which the moves are chosen entirely at the discretion of the Team.

2.6

Working Time: the period of time during which Teams may perform a routine during a jump. Working time starts the instant any Team Member separates from the aircraft, as determined by the judges, and terminates a fixed length of time later, as specified in 3.1.

2.7

Surfboard: a board-like item attached to the Skysurfer’s feet during the jump.

3 THE EVENTS

3.1

Discipline: the discipline will comprise the following events:

Freestyle Skydiving, exit altitude 13,000 feet (3960m.) AGL, working time is 45 seconds.

A Category 7 Rounds, 2 Compulsory Rounds, 5 Free Rounds

B Category 5 Rounds, 2 Compulsory Rounds, 3 Free Rounds

Sky surfing, exit altitude 13,000 feet (3960m) AGL, working time is 50 seconds.

A Category 7 Rounds, 2 Compulsory Rounds, 5 Free Rounds

B Category 5 Free Rounds

Free flying, exit altitude 13,000 feet (3960m.) AGL, working time is 45 seconds.

A Category 7 Rounds, 2 Compulsory, 5 Free Rounds

B Category 5 Rounds, 2 Compulsory, 3 Free Rounds

NB for Rounds 2 and 5 (speed Compulsory Routines), working time is 35 seconds.

NOTE: In order to compete in the A Category Freestyle, Sky surfing and Free flying events, ALL PERFORMERS must hold the FF2 qualification. The reason for this is that some of the sequences require the performers to fly in a head-down orientation and, without this qualification, they may not be able to complete the round. FF1 must be held for Free fly and Freestyle B class. SS1 must be held for all sky surf competitors.

3.2 Objectives of the Events

3.2.1

The objective for the Team is to record a sequence of moves in freefall with the highest possible merit.

Although no maximum qualification level, jump numbers or experience have been imposed for B group discipline competitors and teams, please respect the aims of these classes are to encourage lower experienced and newer competitors to compete at an introductory level and on a more even playing field.

4 ROUTINES

4.1

A discipline is comprised of Free Routines only, or Free Routines and Compulsory Routines.

4.2 Number of Rounds

4.2.1

Full Competition:

A Category 7 Rounds

B Category 5 Rounds

4.2.2

Minimum Competition 1 Round

4.3 Jump order of Routines

A Category Jump order of the routines must be F-C-F-F-C-F-F

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B Category

| | | |
|---------------------|-----------|--|
| Freestyle Skydiving | F-C-F-F-C | |
| Sky surf | F-F-F-F-F | |
| Free flying | F-C-F-F-C | (C=Compulsory Routine, F=Free Routine) |

4.4 Teams

4.4.1

Teams may consist of members of either or both sexes.

4.4.2

The gender classification of a Freestyle Skydiving Team is determined by the gender of the Performer of that Team. Team members are not allowed to change their positions within the team if this leads to a change in the gender classification.

4.4.3

Each Team Member may compete in more than one (1) Category or Event, subject to manifesting constraints.

4.4.4.

For eligibility see Part 1 (paras 4 and 5 part 1)

4.5 British Champions

4.5.1

After all completed rounds British Champions in Category A and Category B Freestyle Skydiving, Sky surfing and Free flying will be declared. (subject to part 2 para 7 and part 1 para 4 and 5)

4.5.2

Trophies and Medals.

All persons who won Trophies last year are asked to return them to the BPA Office by Friday 30th May 2008

Trophies will be awarded to the British National Champions in the A category events. There are currently no trophies for B category events.

Medals in the British National Championships in both categories A and B will be awarded to teams/competitors placed First (Gold), Second (Silver) and Third (Bronze). In the Open event, only a gold medal may be awarded, and then only if the winner is ineligible for the British Nationals *AND* has won the event in its entirety.

Prize giving will begin as soon as the host Drop Zone can arrange after the event has been completed and once any dignitaries who will be involved in the presentation are available.

5 GENERAL RULES

5.1

Exit Procedure: There are no limitations on the exit other than those imposed by the Chief Pilot for safety reasons.

5.1.1

Once any Team Member has left the aircraft, the jump shall be evaluated and scored.

.5.2

Jump Order. The initial jump order will be by draw and will be maintained until the final rounds have been completed. The jump order will be maintained throughout the competition, except for any logistical changes, including manifesting constraints, deemed necessary by the Chief Judge and the Meet Director.

If due to such constraints, jump order is not maintained, then a complete round of any one discipline should be completed before moving on to further round, subject to any logistical changes, including manifest constraints, deemed necessary by the Chief Judge and the Meet Director.

5.3 Jump Abortion

5.3.1

The Team may choose to abort a jump for any pertinent reason and may descend with the aircraft. If a jump-run is aborted and the Meet Director decides the reason is pertinent, the jump must then be made at the earliest opportunity

5.4 Weather Conditions

Adverse weather conditions during a jump are no grounds for protest. However, a rejump may be granted due to adverse weather conditions, at the discretion of the Chief Judge.(see paras 5.9)

5.5 Compulsory Routine

5.5.1

The compulsory routines consist of a number of compulsory sequences or randoms drawn from the pools as described in the relevant Addenda-A, as follows:

5.5.1.1

For A Category Freestyle Skydiving and Sky surfing all compulsory routines will consist of four (4) compulsory sequences. For B Category Freestyle Skydiving the compulsory routines will consist of three (3) compulsory sequences. These Compulsory sequences will be performed in the order as described in the relevant Addenda A.

5.5.1.2

For A Category Free flying, each speed compulsory round consists of five (5) randoms.
For B Category Free flying, each speed compulsory round consists of three (3) randoms.

5.5.2

The order in which the Free fly teams must perform their randoms is as drawn.

5.5.3 The Draw

5.5.3.1

The draw for the free fly randoms can be done by the Chief Judge, before the team captain's meeting. There will be a separate draw for each event or category from the relevant Addendum-A. Teams will be given not less than one hour of the results of the draw before commencement of the competition.

5.5.3.2

The randoms will be drawn as follows: all randoms, as shown in Addendum-A, will be placed in one container. Each compulsory round consists of three (3), or five (5) randoms, as appropriate, following Para. 5.5.1.2, which will be drawn one at a time from this container, without replacement.

5.5.3.3

Competitors are not allowed to use a wind tunnel (freefall simulator) after the draw (or re-draw) has been made until sunset 8th September 2008 or until completion of the Event whichever is the soonest.

5.6

Free Routine. The content of the Free Routine(s) is chosen entirely by the Team.

Teams competing in the B Category will not be scored for ANY head-down flying because the intention is to allow FF1 competitors to compete on a more level playing field

5.6.1

Teams are requested to deliver a description of their Free Round(s) to the Chief Judge before the start of the competition. This description should include their estimate of the difficulty value of their Free Routine(s). For this purpose, the standard "drama sheet" (addendum D) is provided. Failure to provide such a "drama sheet" has no influence on the scoring. Deviation from the "Drama Sheet" will not influence the scoring.

5.7 Air-to-Air Video Recording

5.7.1

The Videographer will record the video evidence required to judge each jump and to show the Team's performance to third parties.

5.7.2

For the purpose of these rules, "freefall video equipment" shall consist of the complete video system used to record the video evidence of the Team's freefall performance, including only one camera, videotape and battery. The camera must be fixed static to the helmet. No roll, pitch or yaw movements of the camera, mechanical and/or digital zoom adjustments, or any digital effects (excluding "steady shot" or other stabilization feature) may be used during competition jumps. Tape transport of the Freefall Video Equipment must operate accurately in real time throughout the Competition. Failure to meet any of these requirements will lead to a score of zero (0) points.

5.7.3

Inspection of video equipment: Freefall Video Equipment and helmet mount may be inspected to ensure compliance with the rules by the Meet Director, or someone appointed by them, prior to the commencement of the Competition, or at any time during the Competition, at a time, which does not interfere with a Team's performance.

5.7.4

As soon as possible after each jump is completed, the Videographer must download the jump on the tapes/DVDs provided and then submit these for judging.

5.7.5

If at least half of the evaluating judges consider the quality of the video image to be insufficient for judging purposes, the Meet Director will be asked to assess the conditions and circumstances surrounding that occurrence. A rejump may be given (para.5.9).

5.7.6

If the Meet Director determines that the freefall video equipment has been deliberately tampered with, the Team will receive no points for all Competition rounds involved with this tampering.

5.8

Equipment malfunctions. Problems with a competitor's equipment shall not be grounds for a rejump, with the exception of circumstances as stated in Para. 5.9.

5.9

Rejumps. In each case of a jump where part of the Team's performance is not judgeable due to lack of video evidence, the freefall video equipment will be handed directly to the Meet Director for assessing the conditions and circumstances of that occurrence.

5.9.1

In the case that the Meet Director determines that there has been an intentional abuse of the rules by the Team, a rejump will not be granted and the Team will receive the minimum score. (zero)

5.9.2

In the case the Meet Director determines that the videos evidence insufficiency is due to weather conditions, or any other cause not controllable by the Team, a rejump will be given.

5.9.3

In the case that the Meet Director determines that the videos evidence insufficiency is due to a factor that could be controlled by the Team, no rejump will be granted and the Team will receive a score based on the video evidence available.

5.9.4

Contact or other means of interference between the Performer and the Videographer shall not be grounds for a rejump.

5.9.5

Problems with a competitor's equipment (excluding freefall video equipment) shall not be grounds for a rejump.

5.9.6

Adverse weather conditions are no grounds for protest. However a rejump may be granted due to adverse weather conditions, at the discretion of the Meet Director.

5.10 Compulsory Routine Freestyle Skydiving and Sky surfing

5.10.1

Judges give a score for the Performer and Videographer between 0 and 10, up to one decimal point, for each of the four (4) Compulsory Sequences, using the following guidelines.

| | |
|-----------|---|
| 10 points | Move performed and filmed flawlessly |
| 8 points | Some minor breaks in form (toes not pointed (freestyle skydiving only) knees bent, finish slightly off heading, slight wobble, etc) and/or camerawork (momentary loss of image, framing or focus, occasional distance errors) |
| 7 points | Not performing a static start OR a static stop |
| 6 points | Not performing a static start and a static stop |
| 5 points | Mistakes in form (about 45° off heading, wobble, not enough rotations, etc) and/or camerawork (loss of image, framing or focus, or incorrect distance for no more than about 20% of the Compulsory Sequence) |
| 3 points | Major mistakes in form (about 90° off heading, major wobble, not enough rotations, etc) and/or camerawork (inferior picture for about 50% or more of the Compulsory Sequence) |
| 0 points | Move not identifiable or unsuitable camera image |

5.10.2

Any move performed, not included in the drawn order for that particular Compulsory Round, will not receive a score. The Judges will only score the Compulsory Sequences they recognise in the drawn

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order. If an attempt is made for a Compulsory Sequence and the Judges recognise this as such, scoring for that move will commence. A second attempt will not receive a score.

5.11 Free Routine Freestyle Skydiving and Sky surfing

5.11.1

Judges give each of the judging criteria a score, between 0 and 10, up to one decimal point using the following guidelines.

Difficulty

Difficulty is the total amount of difficulty of all skills, style, moves and transitions of the Performer and the Videographer combined. The following guidelines can be used:

| | |
|-----------|--|
| 10 points | Routine is composed of very difficult moves only |
| 8 points | Routine is mostly composed of difficult moves |
| 5 points | Routine is mostly composed of moderately difficult moves |
| 3 points | Routine is mostly composed of easy moves |
| 0 points | Routine lacks any move with a difficulty value |

Execution

| | |
|-----------|--|
| 10 points | Routine is performed flawlessly with no noticeable mistakes |
| 8 points | Routine is flawless except for one major mistake or several minor mistakes or breaks in form |
| 5 points | Routine has a couple of major mistakes and/or is performed mostly in poor form with several minor mistakes |
| 3 points | Routine is plagued with mistakes and poor form |
| 0 points | Virtually nothing is performed correctly |

Artistic

The following criteria should be taken into consideration for scoring:

- * The routine shows a definite beginning, a definite ending and full use of working time
- * The routine shows a wide variety of skills
- * There is a high level of creativity in the way of new moves, original choreography and twists on old moves
- * The routine shows interactive camerawork that adds to the visual appeal
- * The routine is enjoyable and aesthetically pleasing to watch

Camera

The following criteria should be taken into consideration for scoring:

- * There is constantly a smooth and stable image on screen
- * The Performer is always in frame
- * A variety of camera angles are used with attention paid to the sun
- * Interactive moves are executed with the Performer
- Originality (to be given credit only if effective)

5.12 Speed Compulsory Routines Free flying

5.12.1

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Speed Compulsory Rounds (round 2 & 5): Judges give a score for the Team as follows:

5.12.1.1

Scoring random: is a random which is correctly performed in the drawn order and which, apart from the first random after exit, must be preceded by a correctly performed total separation. All Randoms and total separations must be clearly shown on video.

5.12.1.2

Each correctly performed Random will receive one (1) point within the allotted working time. Teams may continue scoring by continually repeating the drawn Randoms.

5.12.1.3

Any incorrectly performed or non-judgeable Random will lead to a score of zero (0) points.

5.12.1.4

Failure to meet the requirement of total separation will lead to a deduction of one (1) point

5.12.1.5

An omitted Random will lead to a deduction of two (2) points. An omission is one of the following:

- * A Random is missing from the drawn sequence.
- * No clear intent to build the correct Random is seen but another formation is presented and there is an advantage to the Team resulting from the substitution.

5.12.1.6

The minimum number of points for this Compulsory Round is zero (0) points.

5.12.1.7

A majority of the Judges must agree on the evaluation of correct, incorrect or non-judgeable Randoms, of the total separation requirement and of an omission. If, due to the number of judges being present, there is no clear majority, a casting vote will be given to the Meet Director. The decision reached will be final.

5.12.1.8

Calculation of the scores: all the scores for the speed Compulsory Rounds will be recalculated by means of the following formula: The total of scoring Randoms plus one (1) will be taken. This result will be raised to the power of four (4); of this result the natural logarithm will be taken and deducted by two (2). The mathematical formula, as given by the 2007 FAI/IPC Competition Rules, is: $MAX(LN((Number\ of\ points\ turned + 1) ^ 3.68) - 2, 0)$. The formula means to take the maximum value, the result of the equation or the value 0. The result of this will be rounded to the first decimal place, as stated in Para 5.14.6.

Free fly Compulsory (Speed) Round Score Chart

I.e. Actual Points Turned

| | | | | | | | | | | | | | | | | | | | | |
|---|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 0 | 0.55 | 2.04 | 3.10 | 3.92 | 4.59 | 5.16 | 5.65 | 6.09 | 6.47 | 6.82 | 7.14 | 7.44 | 7.71 | 7.97 | 8.20 | 8.43 | 8.64 | 8.84 | 9.02 | 9.20 |

| | | | | | |
|-------------------|------|------|------|------|-------|
| Continued. | | | | | |
| 21 | 22 | 23 | 24 | 25 | 26 |
| 9.38 | 9.54 | 9.70 | 9.85 | 9.99 | 10.13 |
| | | | | | |

For example, a team that turns 5 points in time would be awarded a score of 4.59

5.13 Free Routine Free flying

5.13.1

Judges give the following judging criteria a score, between 0 and 10 expressed as a number up to one decimal point, taking into account the following guidelines:

Technical

- * **Difficulty:** The degree of difficulty of all moves and transitions of the jump.
- * **Movement Skills:** Ability to move vertical, horizontal and multiple rotations in a flat, back-down, sideways, and/or head-up attitude or any other possible orientation.
- * **Precision, control:** Ability of the Performers to demonstrate body control skill or series of skills.
- * **Team Work:** The ability to combine technical skills of the Performers to stay within close proximity of each other throughout the routine and/or create complex effects of movement.

Examples of Technical:

- * The Performers maintain proper proximity throughout moves.
- * All flying surfaces are used (i.e. flat, back-down, head-up, head-down, sideways, diagonal).
- * A constant interaction and teamwork is displayed.
- * The routine shows a wide variety of skills.

Presentation:

- * **Visual Excitement:** Routine should hold the viewers attention throughout, dynamic variety, entertaining without being unnecessary.
- * **Originality:** Creative choreography in variety.
- * **Composition:** A balanced, well-composed, dynamic, interactive video image that uses a variety of photographic techniques that makes the routine interesting to view.
- * **Team Work:** Routines that demonstrate combined skills of all three Team Members.

Examples for Presentation:

- * A good use of available landmarks, clouds and/or lighting to enhance video.
- * The routine has a definite beginning, a definite ending and full use of working time.
- * The routine has a nice flow. There is a high level of creativity in the way of new moves, original choreography and twists on old moves.
- The routine is enjoyable and aesthetically pleasing to watch.

5.14

Judging Rules: If 5 Artistic Discipline Judges are present, current FAI Judging judging rules will take precedence over this section (5.14) of the rules. The definition of "Judge" can include those under training.

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A panel of Judges cannot consist entirely of Judges who are under training.

5.14.1

The jumps shall be judged using the air-to-air video recording.

5.14.2

A panel consisting of all Artistic Discipline Judges must evaluate each teams Performance. Where possible a complete round shall be judged by the same panel.

5.14.2.1

Compulsory Routines and Free routines All judges will evaluate the all routines. .

5.14.2.2

The Judges will watch each jump up to a maximum of two times at normal speed. The second viewing may be waived if all Judges agree it is not necessary.

5.14.3

The chronometer will be operated by the Judges or by (a) person(s) appointed by the Chief Judge, and will be started when a Team Member leaves the aircraft. At the end of working time, freeze frame of the image will be applied pm each viewing, based on the timing taken from the first viewings only.

5.14.4

After viewing, each judge will give preliminary scores for the jump for each compulsory sequence or judging criteria.

5.14.5

For all events the score for each round (except the speed Compulsory Rounds Free flying) Is calculated as follows:

- * Compulsory Rounds Freestyle Skydiving and Sky surfing: All judges' scores of each Compulsory Sequence will be added and then averaged with no rounding applied. The average scores will be added, and the result will be divided by four (4) (B Category divided by (3)), then rounded to the first decimal place.
- * Free Rounds Freestyle Skydiving and Skysurfing: The scores for difficulty and execution criteria will be added and the respective results will be divided by twice the number of evaluating judges, with no rounding applied. The scores for artistic and camerawork criteria will be added and the respective results will be divided by twice the number of evaluating judges with no rounding applied. These two results will be added, divided by two (2), then rounded to the first decimal place.
- * Free Rounds Free flying: the scores for the technical criterion will be added, and the result will be divided by the number of evaluating judges, with no rounding applied. The scores for the presentation criterion will be added, and the result will be divided by the number of evaluating judges, with no rounding applied. These two results will be added, divided by two (2), then rounded to the first Decimal place

5.14.6

Rounding must be done as follows: intermediate values must be converted from two decimal places to one, by rounding to the nearest tenth, except where the second decimal digit is exactly halfway between the two values, where it must be rounded to the higher of the two.

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5.14.7

Total scores for the events are calculated by adding the Team's official scores of all completed rounds.

5.14.8

The scores of all Judges must be collated immediately after the Judges have scored the jump. The results of the collation will be checked by at least one Judge or person appointed by the Chief Judge.

5.14.9

All scores for each Judge will be made available. Official scores will be made public at the end of each round.

5.15 Training Jump

5.15.1

At the Meet Director's discretion taking into account any weather considerations, each Team in each event will be given the option of one (1) Official Training Jump prior to the draw. The aircraft type and configuration plus the judging and scoring systems to be used in the competition will be used for the Official Training Jump.

5.15.2

For the Official Training Jump, if the Team performs four (4)* Compulsory Sequences (for Free flying, five (5)* Randoms only may be used) as chosen by the Team, the jump will be evaluated by the Judges and the score will be displayed before the Team makes its first competition jump. (This is to allow the Team to assess the Judges' evaluation.)(* 3 compulsory sequences or 3 randoms- B categories only)

5.15.3

For the Official Training Jump, if the Team performs a Free Routine, the jump will be evaluated and scored: for Freestyle Skydiving and Sky surfing for the difficulty criterion only, for Free flying for the technical criterion only. This score will be made available to the Team only

6 RULES SPECIFIC TO THE SKYSURFING EVENT

6.1 General Safety

6.1.1

Each Team Member is responsible for outfitting him/herself and being fully trained in the safe operation of all appropriate equipment and clothing.

6.1.2

A functioning and armed. Automatic Activation Device is **compulsory** for Sky surf Videographer (camera person)

6.1.3

Each Team Member is required to carry a hook-knife during the jump.

6.1.4

Each Team Member is required to carry at least one audible altimeter.

Recommendations:

It is recommended that Reserve Static Lines (RSLs) are **not** used..`

It is recommended that an armed and functioning automatic activation device (AAD) is used by the performer. (compulsory for videographer)

It is recommended that, in the event of a main canopy malfunction, the surfboard is cut away first, then the main canopy.

6.2
Surfboards

6.2.1

All Sky surfers are required to use a surfboard cutaway system that can be activated by the Sky surfer without bending at the waist. The cutaway system must be designed to ensure reliable, easy and fast cutaways, in addition to serving as an efficient fastener.

6.2.2 The binding system will be inspected prior to the competition and may be required to be demonstrated on the ground before the first training jump. Shoes must suit the practice and should not cause distortion of the bindings. Any binding system deemed to be unsafe by the Club Chief Instructor and/or the Meet Director will not be deemed suitable for the competition.

6.2.3

All surfboards used to compete in A Category should meet the following requirements.

6.2.3.1

The ratio of the surfboard's length to the Skysurfer's height shall be a minimum of 0.75.

6.2.3.2

Minimum surfboard length: 110cm

6.2.3.3

Minimum surfboard width: 22cm

6.2.3.4.

All surfboards used to compete in the B Category must be one suitable for the level of experience and training of that competitor and acceptable to the CCI. *It is recommended that evidence of experience and competence including up to date signed logbook entries and recent dvd evidence on that board is available for inspection.*

6.2.4

All surfboards with a surface-to-weight ratio (S/W ratio) greater than 0.7 gr/cm² must be equipped with their own parachute recovery system that is automatically activated upon cutaway of the surfboard.

6.2.5

To determine the S/W ratio, weigh the surfboard to the nearest gram (as it is jumped including bindings, but not a recovery system) and divide this total weight by the lower surface area. All measurements have to be done in the metric system.

6.3

Videographers:

An armed and functioning AAD (Automatic Activation Device) is compulsory.

It is recommended that Videographers use a hard-shell helmet with a chin piece made of material of the same strength as the helmet, tightly covering the chin.

7 Determinations of British Champions – All Events.

The Freestyle Skydiving and Sky surfing British Champions, and Free flying British Champions, are the teams with the highest total score for all completed rounds in the 'A' Category. If two or more Teams have equal scores, the first three places will be determined by a tiebreak Free Round. If a tie

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still exists, comparison of the highest scoring Free Round will determine placing. If a tie still exists, the next highest scoring Free Round will determine placing, which will continue until a clear placing is determined. Teams containing foreign competitors will only be eligible for the Open Event, their scores and positions will not be counted in the determination of British results.

8. Final Decision

These rules will take precedence at all times, however, if due to ambiguity or omission these rules are not deemed by the chief judge to be clear, the Chief Judge will refer to the FAI rules, if, then no final conclusion can be reached from the FAI rules, the Chief Judge will refer the matter to the Meet Director whose decision will be final and binding.

END