



BRITISH PARACHUTE ASSOCIATION LTD

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PART 1

BRITISH PARACHUTE ASSOCIATION (BPA) **21st NATIONAL OPEN ARTISTIC SKYDIVING CHAMPIONSHIPS 2018** **GENERAL INFORMATION**

1 Title of the Competition

The 22nd BPA British Open National Artistic Skydiving Championships.

2 Aims of the British Championships

- To determine the British Champions of Freestyle Skydiving and Freeflying.
- To determine the British standings of the competing teams.
- To establish selection guidelines for National Teams and Individuals to be invited to attend FAI Category 1 events in 2019
- 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
DZ Tel: 01652 648837 (Office) Reservations Office Tel: 0113 250 5600
E-Mail: dz@skydiving.co.uk Skype "Target Skysports DZ"
Web: www.skydiving.co.uk

3.2 Competition Dates

Saturday 1st September – Monday 3rd September 2018. THERE IS NO RESERVE WEEKEND.

3.2.1 Other Dates

- a) Entry fees, forms and booking in by 1700 Friday 31st August 2018 (Nationals Entry Form & Indemnity Form can be found on BPA Form 274 and at <http://www.skydivingchampionships.com/>).

N.B. There will be a discounted registration price for all teams who register and pay in full for the competition by Wednesday 29th August 2018.

- b) **At least 1** representative of each team is expected to be present for the Competition Briefing, where any rules can be clarified between the Competitors, Meet Director and Chief Judge.

3.3 Entry Forms and Fees

All Competitors **must** be registered and booked in by **1700 Friday 31st August 2018**
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.

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

Artistic entry fee per person -£50.00 per person plus £15 per person for each additional event (see note below)

NB: There will be an early registration discount for teams who fully complete all registration paperwork and payment and submit to the DZ by 1700 on Wednesday 29th August 2018. Discounted registration prices are as follows:

£35 per person plus £10 per person for each additional event.

Jumps - Jumps are priced at £23.00 per person*, therefore:

Freestyle Skydiving A Category - £322.00 per Team*
Freestyle Skydiving B Category - £230.00 per Team*

Freeflying A Category - £483.00 per Team*
Freeflying Intermediate Category - £345.00 per Team*
Freeflying B Category - £345.00 per Team*

Protest fee - £10.00 per protest (refundable if successful)

Re-jumps - £23.00 per person (must be paid in full before completing jump)

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 minimum documentation when booking in:

- **Membership**
British Championship 'A' Category Teams - **Full** valid BPA membership.
British Championship 'Intermediate' Category Teams - Valid BPA membership (Full or Temporary)
British Championship 'B' Category Teams - Valid BPA membership (Full or Temporary)
Open Class Competitors - Valid BPA Membership (Full or Temporary) except in the case of other European Union (EU) Parachutists, who are current members of their own country's parachuting governing organisation, have proof that they are not classified as student parachutists, have a minimum of 100 (one hundred) descents and hold current third party liability insurance cover of a minimum of €1,500,000 and who must provide satisfactory documentary evidence of such.
- **Sporting Licence**
Sporting Licences are not required for entry into the A categories of the British National Championships. Any competitor who feels he/she/their team may achieve a world record which they wish to have recognised, during the Nationals (or at any other time), must have (a) current Sporting Licence(s) prior to achieving that record. Also, any competitor wishing to be eligible to represent the UK at an FCE must be eligible for a current UK Sporting Licence (eligibility criteria can be found on BPA Form 110). Competitors may obtain a new Licence or renewal at any time. Applications for a Sporting Licence or renewal must be made using BPA Form 110 directly to the BPA office. A fee applies. Sporting Licences or renewals will no longer be issued at BPA Clubs. Sporting licences should be applied for at least one month before the deadline for which they are required, as the BPA will require supporting documentation for those competitors not holding a UK passport. The Sporting Licence holder

must be included on an FAI database by the BPA, at least one month prior to an FCE when representing the UK.

- **Medical** Certificate Declaration (Form 114) – current and valid
- The competitor's current and up-to-date Parachutists **Log Book**.

All* Freefly and Freestyle competitors will require **FF1**.

All* Freefly A and Freestyle A competitors will require **FF2**.

Freefly Intermediate requires that the videographer and at least one performer must have **FF2**.

* 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 CI).

The use of an electronic Automatic Activation Device (AAD) is mandatory and this must be used for every jump.

The use of an Audible Altimeter(s) is recommended.

An equipment record of inspection (if packed in the UK) and a reserve data 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 CI.

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

See Part 2 - 4.4.3

3.7 Competition Aircraft

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

Dornier G92 Twin Turbine (15 Jumpers per aircraft; left hand door) or Cessna Grand Caravan (up to 17 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 the evenings. Target Skysports has an on-site bunkhouse with both standard and ensuite accommodation available. Anyone wishing to book should contact the dropzone on 01652 648837 as soon as possible to make their booking. There is also space available for camping with shower and toilet facilities available.

4 Eligibility

To participate in the British Nationals, the BPA has decided to comply with the FAI rules regarding eligibility.

Please refer to the FAI Sporting Code – General Section, which can be found on the documents page of the FAI website: <http://www.fai.org/ipc-documents>

Only A Category eligible competitors can become British Champions and/or be considered for sponsorship by the BPA.

5 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.

ANY COMPETITOR may be required 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 hay fever, 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!

For further information, please see the anti-doping page of the BPA website

<http://www.bpa.org.uk/competition/drug-free-sport> which has links to the FAI and World Anti-Doping Agency (WADA) websites, where you can find up-to-date information about the prohibited list of substances and therapeutic use exemptions (see below).

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 sponsorship, 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 gives competitors a means of attaining approval to use a prescribed Prohibited Substance or Method for the treatment of a legitimate medical condition. This process is in place to protect the rights of competitors to compete on a level playing field.

Any competitor with 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. TUE forms may be downloaded from the anti-doping section of the FAI website:

http://www.fai.org/index.php?option=com_content&view=article&id=34701:cimp-therapeutic-use-exemptions-tues&catid=343:cimp&Itemid=1051

6 Practice Jumps

Subject to organiser restrictions, practice jumps will be available up until the start of the competition.

7 Competition Completion

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.

If the competition has not been completed by the declared end time, then the meet competition will be called with results based upon completed rounds **ONLY**.

8 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

9 Licence to use Images

In entering this competition, competitors agree to grant the BPA a royalty free, non -exclusive license to use, for training and judging purposes, any video or other images submitted to the competition.

10 Team Captains.

a) Each team shall appoint a Team Captain.

b) The Team Captains shall attend meetings called by the Meet Director for the purpose of obtaining competitor advice or opinion and for any random draw, if applicable.

END

PART 2

BPA COMPETITION RULES FOR ARTISTIC NATIONALS FREESTYLE SKYDIVING AND FREEFLYING 2017

1. Authority

- 1.1. The competition will be conducted under the authority granted by the BPA according to the regulations. All participants accept these rules together with those laid down in the BPA operations manual/ and or any local SOP regulations as binding by registering in the competition.

2. Definitions of Words and Phrases used in these Rules

- 2.1. *Team*: A Freestyle skydiving team is composed of a performer and a videographer.
A Freefly team is composed of two (2) performers and a videographer.
- 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 (3) 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 composed of compulsory sequences and moves chosen by the team.
- 2.5.2. *Free routine*: a routine composed of moves chosen entirely by 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 **45 seconds later**.

3. The events

- 3.1. **Discipline**: the discipline will comprise the following events:

Freestyle and Freefly: Exit altitude **13,000 feet** (3960m.) AGL, working time is **45 seconds**.

A Category up to 7 Rounds (2 Compulsory Rounds, 5 Free Rounds)
B Category up to 5 Rounds (2 Compulsory Rounds, 3 Free Rounds)
Intermediate Category up to 5 Rounds (2 Compulsory Rounds, 3 Free Rounds)

NOTE: In order to compete in the 'A' category Freestyle and Freefly events, ALL COMPETITORS must hold the FF2 qualification. The reason for this is that some of the sequences require the competitors 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 Freefly and Freestyle B class competitors, however if the videographer flies in head down orientation they must hold FF2. Intermediate Freefly allows one PERFORMER to hold FF1, however all team members can hold FF2. (Also see Part 1.3.4)

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 is set for intermediate and 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. B team performers will not be scored for any head down moves.

- 3.3. **Exit altitude:** 13.500 feet (4115 m.) AGL.

3.4. British Champions:

- 3.4.1 After all completed rounds British Champions in Category A and Category B Freestyle Skydiving and Freefly will be declared. (Subject to part 2 paras 7 and 8 and part 1 paras 4 and 5)

- 3.4.2. The Freestyle Champions and the Freefly Champions are the Teams with the highest total score for all completed rounds. If two (2) or more teams have equal scores, then if time permits, the first three (3) places will be determined by a tie-break free round. If a tie still exists, the procedure as in para. 5.5.1. will apply (including all completed free rounds) until a clear placing is determined.

3.4.3 Trophies and Medals.

All persons who won Trophies last year are asked to return them to the BPA Office by 1st July 2018.

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

Medals in the British National Championships in all categories A, Intermediate and B, for Freefly and Freestyle, will be awarded to teams/competitors placed First (Gold), Second (Silver) and Third (Bronze). In the Open events, 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.

Medal winning teams should make themselves available for such prize giving ceremony.

4. General rules

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

- 4.2 **Jump Order.** If possible the initial jump order will be by draw and will be maintained until the final rounds have been completed. This jump order should 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.

- 4.3. **Jump abortion:** 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. (Sporting Code, para 5.2.8.) If the reason is determined by the Meet Director not to be pertinent, the jump will score zero.

4.4. Air-to-air video recording:

- 4.4.1.** The videographer shall provide the video evidence required to judge each jump and to show the team's performance to third parties. It is the responsibility of the videographer to show start of working time.
- 4.4.2.** A Video Controller should be appointed by the Meet Director or Chief Judge prior to the start of the official training jumps. Prior to the competition beginning, the video controller may inspect a team's freefall video equipment to verify that it meets the performance requirements as determined by him/her. Inspections that do not interfere with a team's performance may be made at any time during the competition, as determined by the Chief Judge. If any freefall video equipment does not meet the performance requirements as determined by the Video Controller, this equipment will be deemed to be unusable for the competition.
- 4.4.3.** 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 the camera(s), recording media, cables and battery. The freefall video equipment must be able to deliver a High Definition 1080 type digital signal with a minimum frame rate of 25 frames per second through memory card (minimum class 10), (or such a system as required by the organizers), approved by the Video Controller.
- 4.4.4.** The videographer is responsible for assuring the compatibility of the freefall video equipment with the scoring system.
- 4.4.5.** The camera(s) must be fixed static to the helmet. No roll, pitch or yaw movements of the camera(s), mechanical and/or digital zoom adjustment, or any digital effects (excluding "steady shot" or other image stabilization feature) may be used during competition jumps. Failure to meet any of these requirements will lead to a score of zero (0) points.
- 4.4.6.** As soon as possible after each jump is completed, the videographer must deliver the freefall video equipment (including the recording media used to record that jump) for dubbing at the designated dubbing station. The video evidence must remain available for viewing or dubbing until all scores are posted as final.
- 4.4.7.** Video Review Panel (VRP). A VRP will be established prior to the start of any official Training Jumps, consisting of the Chief Judge and the Meet Director. The VRP may enlist the help of the Video Controller. Decisions rendered by the VRP shall be final and shall not be subject to protest or review by the Jury.
- 4.4.8** If instructed, the videographer must record, just before exit, the means inside the airplane with the relevant round number and date. The recording should continue with the jump without a stop in recording. Failure to meet this requirement will lead to a score of zero (0) points.
- 4.4.9** The organiser should provide the teams with a way of identification of the team, showing the team number to be recorded by the videographer just before exit. The recording should continue with the jump without a stop in recording.

4.5. Re-jumps:

- 4.5.1.** In a situation where the video evidence is considered insufficient for judging purposes by a majority of the judging panel, the freefall video equipment will be handed directly to the VRP for assessing the conditions and circumstances of that occurrence. In this case a re-jump situation will be handled as follows;
- 4.5.1.1.** In the case the VRP determines that there has been an intentional abuse of the rules by the Team, no re-jump will be granted and the team's score for that jump will be zero (0).
- 4.5.1.2.** In the case the VRP determines that the video's evidence insufficiency is due to weather conditions or any other cause not controllable by the team, a re-jump will be given.
- 4.5.1.3.** In the case the VRP determines that the video's evidence insufficiency is due to a factor that could be controlled by the Team, no re-jump will be granted and the team will receive a score based on the video evidence available.
- 4.5.2.** Contact or other means of interference between (a) performer(s) and/or the (b)

- videographer in a team shall not be grounds for a re-jump.
- 4.5.3.** Problems with a competitor's equipment (excluding freefall video equipment) shall not be grounds for a re-jump.
- 4.5.4.** Adverse weather conditions during a jump are no grounds for protest. However, a re-jump may be granted at the discretion of the Chief Judge.
- 4.6.** **Wind tunnels:** Competitors are not allowed to use a wind tunnel (freefall simulator) during the competition or until complete (but in the event of reserve weekend competitors may make use of wind tunnel between the original date and the reserve date.)

5. Rules specific to the event

5.1. Teams:

- 5.1.1.** Teams may consist of members of either or both sexes. There is no gender separation. Team members are allowed to change their position within the team **except** where a pool videographer(s) is/are used. They must fly videographer slot ONLY.

Teams requiring pool videographer should ensure request is made at the earliest opportunity prior to the start of the event. *(It is normally expected that A category teams will provide their own videographer)*

- 5.1.2.** Each team member may compete in more than one (1) category or event, subject to manifesting constraints and payment of any relevant fees.
- 5.1.3.** For eligibility see Part 1 (paras 4 and 5)
- 5.1.4.**
- a) Each team shall appoint a Team Captain.
 - b) The Team Captains shall attend meetings called by the Meet Director for the purpose of obtaining competitor advice or opinion and for any draw, if applicable.
- 5.2. Routines:** The discipline is comprised of compulsory routines and free routines.
- 5.2.1. Compulsory Routine:** The compulsory routines consist of four (4) compulsory sequences (three (3) for Intermediate and B Category) as described in the relevant Addenda A, and other moves at the teams' discretion. The order in which these compulsory sequences and other moves can be performed is determined by the team.
- 5.2.1.2** Teams must submit the order of the Compulsory Sequences and their chosen Max Values if applicable (for both Compulsory Rounds) to the Chief Judge before the beginning of the competition. See Addendum D.
- 5.2.2. Free Routine:** The content of the free routine(s) is chosen entirely by the team. *However, 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. Teams competing in Intermediate Category will not be scored for any head-down flying of both performers at the same time to allow competitors to compete on a more level playing field.*
- 5.2.2.1** Teams are requested to submit a written list of elements and/or present and explain their Free Routine to the panel before the start of the competition. See Addendum D. However, this is optional and failure to provide this information has no influence on the scoring.
- 5.2.2.2** Teams in A Categories must deliver a video of their Free Routine(s) to the Chief Judge before the start of the competition for difficulty to be scored. Please note; If all teams competing in a category submit these on the Friday evening it should help to speed up scoring once the competition has commenced.

5.3. Number of rounds.

5.3.1 Full Competition:

A Category 7 Rounds

Intermediate Category 5 Rounds

B Category 5 Rounds

5.3.2 **Minimum Competition** 1 Round 1 Team

5.4. Jump order of Routines

A Category F-C-F-F-C-F-F

Intermediate Category F-C-F-F-C

B Category F-C-F-F-C

(C=Compulsory routine, F=Free routine)

5.5. Tie Breaks:

5.5.1. If two (2) or more teams have equal scores the following procedure will be applied:

i) The best score, then the second-best score, and then third-best score, of any completed free rounds.

ii) The best score, then the second-best score, of any completed compulsory rounds.

6. Judging and scoring

6.1. General: Once any team member has left the aircraft, the jump shall be evaluated and scored.

6.2. Scoring Free Routines:

Before the start of the competition, the Judges will view the submitted videos for A Categories and determine the difficulty score, between 0,0 and 10,0 expressed as a number up to one (1) decimal point, taking into account the following guidelines;

Difficulty: The degree of difficulty of all moves and transitions and team work of the jump. Difficulty includes, but not limited to, the ability to move vertically and horizontally, and perform multiple rotations in a belly-down, back-down, sideways, head-down and/or head- up orientation and any other possible orientation as well as the ability to combine technical skills and create complex effects of movement including the Videographer. See Addendum C.

Execution: (Precision, Control): Ability of the Team to demonstrate body control skill (including pointed toes for Freestyle Skydiving), and appropriate control of proximity of all Team members, including the Videographer.

Presentation:

- *Creativity:* Routine composition is original with new moves, original choreography and/or new presentation of old moves. Routine has a nice flow with a definite beginning and a definite ending and full use of working time. Routine is aesthetically pleasing to watch throughout, with/without dynamic variety.
- *Camera Work:* Good use of video angle(s), creative interactivity and/or lighting to enhance vision. Clean image and clear focus shown. Steadiness and accuracy of video framing. No parts of the Videographer's camera helmet/equipment/body parts unintentionally showing in the frame.

For Intermediate and B Categories difficulty will be included in scoring and not scored before the start of the competition.

6.3. Scoring Compulsory Routines: Scoring Compulsory Routines: Judges give a score for the Team (between 0,0 and 10,0, up to one decimal point) for Presentation (as per Free Routine) and for each of the four (4) Compulsory Sequences relative to the Max Value of the Team's selected Compulsory Sequences (A Category only) using the following guidelines:

100% of Max Value	Move is performed and filmed flawlessly with no noticeable mistakes.
80% of Max Value	Move is performed or filmed with some small mistakes.
50% of Max Value	Move is performed and filmed with several medium mistakes.
30% of Max Value	Move is performed and filmed with one or several major mistakes.
0 points	Move not performed or identifiable or unjudgeable camera image.

See the addenda A for guidelines on scoring for common mistakes on some compulsory sequences.

Small mistake examples

- Move: finish slightly off heading, slight wobble, etc.
- Camera: momentary loss of framing or focus, occasional minor distance errors, etc.

Medium mistake examples

- Move: significantly off heading, wobble, not enough rotation, etc.
- Move: required elements performed incorrect, turning the wrong direction, etc.
- Move (Freestyle skydiving): toes not pointed, knees bent.
- Camera: momentary loss of image, framing, focus, or distance errors for about 20 % or more of the compulsory sequence, etc.

Major mistake examples:

- Move: completely missing required elements or performed so poorly that move is barely recognizable.
- Camera: unjudgeable picture for about 50 % or more of the compulsory sequence, etc.

Presentation in the compulsory routines is scored for the beginning and the end of the routine, and move(s) performed between the compulsory sequences. If the judges cannot identify any presentation element, the score for presentation will be 0.0) (zero)

6.3.1. The Judges will only score the compulsory sequences they recognize. If an attempt is made for a compulsory sequence and the Judges recognize this as such, scoring for that sequence will commence. The judging of each sequence begins when the Judges see the team beginning the sequence from the described beginning position (after a transition from the previous move with or without a momentary stop).
The judging of each sequence ends when the Judges see the team completes or abandons the performance requirements of that sequence.

6.4. Score calculation: The score for each round is calculated as follows:

- **Compulsory rounds:** all judges will score each compulsory sequence and presentation. These scores will be averaged with no rounding applied. The average scores will be added, and the result will be divided by the number of judges, then rounded to the first decimal place.
- **Free rounds: Intermediate and B Categories.** All judges will score the technical and presentation criteria. These scores of both technical and presentation will be averaged separately with no rounding applied. The average scores will be added, and the result will be divided by the number of judges, then rounded to the first decimal place.
- **Free Rounds: A Category.** All judges will score for Execution and Presentation. These scores will be averages separately with no rounding applied. To determine

the Technical score, the averaged Difficulty and Execution scores will be added, and the result will be divided by two (2), with no rounding applied. The minimum possible score for Presentation is zero (0) points. The Technical and Presentation scores will be added, and the result will be divided by two (2), then rounded to the first decimal place.

- 6.4.1. 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.
- 6.4.2. Total scores for the events are calculated by adding team's official scores of all completed rounds.
- 6.4.3. All scores for each Judge will be published.
- 6.5. **Judging rules:**
 - 6.5.1. The jumps shall be judged using the video evidence as provided by the videographer.
 - 6.5.2. A panel consisting of all Artistic Discipline Judges must evaluate each team's performance. Where possible a complete round shall be judged by the same panel. The definition of "Judge" can include those under training. A panel of Judges cannot consist entirely of Judges who are under training. If 5 **qualified** Artistic Discipline Judges are present, current FAI judging rules should take precedence over this section of the rules
 - 6.5.2.1. Compulsory Routines: all Judges will evaluate the routines.
 - 6.5.2.2. Free Routines: all Judges will evaluate the technical and the presentation criteria.
 - 6.5.3. The Judges will watch each jump once with an optional second viewing.
 - 6.5.4. All viewings must be at normal speed. At the discretion of the Event Judge, a third view of a compulsory round jump, or part of it, is allowed, in normal or reduced speed (70%).
 - 6.5.5. If provided, the Judges will use the electronic scoring system to record the evaluation of the performance. At the end of working time, freeze frame will be applied on each viewing, based on the timing taken from the first viewing only. The Judges may correct their evaluation record after the jump has been judged. Corrections to the evaluation record can only be made before the Chief Judge signs the score sheet.
 - 6.5.6. If required, 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. If Judges cannot determine the start of the working time, the following procedure will be followed. Working time will start as the videographer separates from the aircraft and a penalty equal to 20 % (rounded down) of the score for that jump will be deducted from the score for that jump.
- 6.6. **Training Jumps – A Category only:**
 - 6.6.1. No training jumps will be given. However, practice jumps may be available (see Part 1, Clause 6).
 - 6.6.2. The Team Captain has the option to explain the delivered free routine description sheet(s). If for weather reasons, or as in 6.6.1 above, no training jumps are offered, teams can deliver a maximum of one (1) previous training jumps for scoring and move explanation (which the judge team will endeavour to evaluate subject to constraints of the competition. For (previous and official) training jumps submitted, no scores for presentation will be given.

7. Determination of British Champions

The Freestyle Skydiving British Champions and Freeflying Skydiving British Champions are the teams with the highest total score for all completed rounds. If two or more teams have equal scores, if time permits, the first three places will be determined by a tiebreak free round. If a tie still exists (or no tie break round is possible) comparison of the highest scoring free round will determine placing. If a tie still exists (or no tiebreak free round is possible), the next highest scoring free round will determine placing, which will continue

until a clear placing is determined. Teams containing competitors who do not qualify for qualification as British Team members will only be eligible for the Open event, their scores, and therefore their team's 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