
COMPETITION RULES FOR CANOPY FORMATION

2023 Edition

1. INTRODUCTION

- 1.1. All participants accept these rules as binding by registering for the Championships. No departure from these rules is permitted.
- 1.2. The competitions will be conducted in accordance with the regulations of the FAI Sporting Code and the current FAI Competition Rules for Canopy Formation, with changes approved by the Elite Performance Committee and ratified by the Council of British Skydiving. Where an unforeseen change is felt necessary to ensure the smooth running of the competition this may be agreed at a meeting held between Chief Judge, Meet Director and Competitors. Competitors should therefore make themselves aware of the current FAI Canopy Formation rules. These are available from <https://www.fai.org/isc-documents>, under the link ISC / Sporting Code and Competition Rules Section 5: Parachuting & the General Section / Canopy Formation.
- 1.3. These rules follow the layout of the FAI Competition Rules for Canopy Formation down to the same section and paragraph numbering. This is to make referencing between the two documents easier, and facilitate easier changes when new FAI rules are published. Some sections/paragraphs may have slightly different text, or there may be additional numbered paragraphs where clarification or additions are necessary for national rules; e.g. the inclusion of intermediate and rookie categories which do not exist at international level. Certain paragraphs may not be necessary at national level, in which case the numbering will still match the FAI document, but the text will simply state not applicable (N/A).
- 1.4. These rules are based on the FAI Competition Rules for Canopy Formation, 2023 Edition.

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) A hand hold on an "A" line or front riser
- B) Contact with the "A" line from behind with the front of the lower leg or ankle, defined as between the instep of the foot and below the knee. (The instep of the foot needs to be clearly identifiable on the video footage submitted, for example: by tape in a contrasting colour to that of the shoe).

So that a formation is built in accordance with the configurations as depicted in the dive pool.

2.3. **CONFIGURATIONS:**

2.3.1. **Stack:** The shoulder of the upper jumper must be above the upper surface of the lower canopy and/or the hip of the upper jumper must be below the lower surface of the lower canopy. A grip must be on an "A" line attached to the centre cell.

2.3.2. **Stairstep:** The shoulder of the upper jumper must be above the upper surface of the lower canopy and/or the hip of the upper jumper must be above the lower surface of the lower canopy. The grip must be taken with the inside foot; this may include an additional handhold, if desired.

2.3.3. **Plane:** The head of the upper jumper must be below the lower surface of the lower canopy. A grip must be on a front riser or an "A" line attached to the centre cell.

2.3.4. **Plane/stack:** Plane, stack or any position on a riser or an "A" line attached to the centre cell between these configurations. A correct grip must be maintained.

The above configurations only apply to complete formations.

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 another canopy.

2.5. **INTER** is an intermediate requirement within a block sequence, which must be performed as depicted in the dive pools.

2.6. **SCORING FORMATION** is a formation which is correctly completed and clearly presented either as a random formation or within a block sequence as depicted in the dive pool, and which, apart from the first formation after exit, must be preceded by a correctly completed and clearly presented total separation or inter, as appropriate.

2.7. **INFRINGEMENT** is one of the following:

2.7.1. An incorrect or incomplete formation which is followed within working time by either a total separation or, an inter, whether correct or not.

2.7.2. A correctly completed formation preceded by an incorrect inter or incorrect total separation

2.7.3. A formation, inter, or total separation not clearly presented.

If an infringement in the scoring formation of a block sequence is carried into the inter, this will be considered as one infringement only, provided that the intent of the inter requirements for the next formation is clearly presented and no other infringement occurs in the inter.

2.8. **SEQUENCE** is a series of blocks and random formations that are designated by the draw.

- 2.9. **NV** formations, inters, or total separations not visible on screen due to meteorological conditions (such as rain, clouds, sun, etc.) or factors relating to the Videographer's video equipment that cannot be controlled.
- 2.10. **OMISSION** is one of the following:
- 2.10.1. A formation or inter missing from the drawn sequence.
 - 2.10.2. No clear intent to build the correct formation or inter is seen, and another formation or inter is presented and there is an advantage to the team resulting from the substitution
- 2.11. **WORKING TIME** begins at the moment of the first complete separation of a grip from the first scoring formation whether correct or not, or 60 seconds after exit of the first team member, including the teams videographer, whichever is first. If the judges cannot determine the working time from the video footage submitted, the following procedure will be followed. The Event Judge will determine the closest approximation to the working time and begin the chronometer and a penalty equal to 20% (rounded down) of the score for that jump will be reduced from the score for that round.

3. THE EVENTS

- 3.1. **DESCRIPTION OF EVENTS** the competition will comprise the following events:
- | | |
|--|----------|
| 3.1.1. 2-Way Sequential Event (Senior) | 6 rounds |
| 3.1.2. 4-Way Sequential Event (Senior) | 6 rounds |
| 3.1.3. 4-Way Rotation Event(Senior) | 6 rounds |
| 3.1.4. 2-Way Sequential Event (Intermediate) | 6 rounds |
| 3.1.5. 2-Way Sequential Event (Rookie) | 6 rounds |
- 3.2. **MINIMUM ROUNDS** a minimum of one round must be completed to establish winners in any event.
- 3.3. **OBJECTIVE OF THE EVENTS** the accumulated total of all completed rounds is used to determine the final rank of the teams and declare the winner.
- 3.4. **PERFORMANCE REQUIREMENT**
- 3.4.1. **2-Way Sequential Event:** Each round consists of a repeatable sequence drawn from the dive pool.
 - 3.4.2. **4-Way Sequential Event:** Each round consists of a repeatable sequence drawn from the dive pool.
 - 3.4.3. **4-Way Rotation Event:** Each round consists of successive 4-way plane/stack formations made by rotations. Rotations must be made by the top Competitor in the complete formation dropping grips, flying to the bottom of the formation and again completing a 4-way plane/stack formation. The inter is the remaining correctly completed 3-way plane/stack formation.
- 3.5. **DETERMINATION OF BRITISH NATIONAL CHAMPIONS**
- Where two or more teams have equal scores the following order of procedures will be applied to determine the final placings:
- 3.5.1. One tie break round (if possible) for the first three places only. This will be the next drawn round of the competition.
 - 3.5.2. The highest score in any completed round

- 3.5.3. The highest score starting with the last completed round and continuing in reverse order, round by round until the tie is broken.
- 3.5.4. The fastest time (measured to hundredths of a second) to the last formation scored without infringement by both teams in the last completed round. Starting time must be that used in the original evaluation of the jump.
- 3.5.5. Tied teams placed lower than third remain tied.

4. GENERAL RULES

4.1. EQUIPMENT

- 4.1.1. Canopy Formation must not be performed using a reserve parachute.
- 4.1.2. Competitors must carry the following equipment:
 - 4.1.2.1. Each team member must carry two knives for emergency use.
 - 4.1.2.2. Each team member must carry a serviceable altimeter.

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 Team Captains, 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. 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 not jump that round and must be awarded the maximum or minimum score, whichever is worse.
- 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. All forms of Canopy Formation jumping must cease by 2500 ft (~750 metres) AGL.
- 4.3.2. The competition may be interrupted when ground wind speeds exceed 21 mph (~9 metres per second).

4.4. END OF WORKING TIME

After working time has elapsed, only the drawn sequence for that round may be performed. If any other canopy formation is performed the team will receive a score of zero for that round. This decision is not grounds for protest.

- 4.4.1. To prove that this is followed, the team's Videographer shall regularly sweep the horizon showing a complete separation of all performers.
- 4.4.2. The recordings 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.
- 4.4.3. If the same team is observed to have broken rule 4.4 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. THE DRAW

A public draw of the sequences will be supervised by the Chief Judge. The teams will be given not less than two hours knowledge of the results before the competition starts.

4.6. TRAINING JUMPS NA.

4.7. JUMP ORDER Jump order of teams is the responsibility of the Team Captains.

4.8. EXIT PROCEDURE

4.8.1. There is no limitation on the exit other than those imposed by the Chief Pilot for safety reasons. The pilot must maintain altitude and direction until the aircraft is well clear of the jumpers.

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

4.8.3. The exit of the first team member must be clearly shown on the team's video. The chronometer will be operated by the Judges or by a person(s) appointed by the Chief Judge, and will be started as determined in 2.11. If Judges cannot determine the exit time, the following procedure will be followed. Exit 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.

4.8.4. The pilot chute must not be withdrawn from the equipment until the team member is clear of the aircraft.

4.9. VIDEO TRANSMISSION AND RECORDING

4.9.1. Each team shall provide video evidence required to judge each round. Each Videographer must use the video transmission system provided by the Organiser.

4.9.2. The Organiser 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 50 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 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 will be presented and judged for each team in each round. Secondary video recordings may only be used in NV situations.

4.9.6. The upload station will be as close to the landing area as possible.

4.9.7. N/A

4.9.8. N/A

4.9.9. If the Chief Judge and Meet Director determine that the video recording has been deliberately tampered with, the team will receive no points for all competition rounds involved with this tampering.

4.10. REJUMPS

- 4.10.1. In the case of an NV, the Chief Judge and/or Meet Director will assess the conditions and circumstances surrounding that occurrence and may award a rejump. Should they determine that there has been an intentional abuse of the rules by the team, or by the Videographer on behalf of the team, no rejump will be granted and they will receive zero points for that round.
- 4.10.2. Problems with a team's equipment are not grounds for a rejump, except as determined in an NV situation or in 4.10.3.
- 4.10.3. In the event of an equipment malfunction, only one rejump may be granted per team, per competition event. This rejump will not be granted if the team builds a complete formation (correct or not) at any time during the jump. All evidence of the malfunction or intention to abort the jump before the first complete formation for safety reasons must be provided by the team. This evidence must include a written statement from the team. The Meet Director in conjunction with the Chief Judge will assess the conditions and circumstances surrounding the occurrence. A rejump will not be granted if it is determined that there was an intentional abuse of the rules by the team; and the team's score for that jump will be zero.
- 4.10.4. Contact or other means of interference between a team and their Videographer are not grounds for the team to request a rejump

4.11. SCORING

- 4.11.1. All formation and inter 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.

5. RULES SPECIFIC TO THE EVENTS

5.1. 2-WAY SEQUENTIAL EVENT (SENIOR)

- 5.1.1. Exit altitude shall be 8000 ft (~2450 metres) AGL with a working time of 60 seconds.
- 5.1.2. **The Draw:** Each round consists of five formations that have been drawn from the dive pool of 12 formations (two of each). After each sequence is drawn, the five formations shall be returned to the dive pool so that they may be drawn again.
- 5.1.3. **Scoring:** Teams will be awarded one point for the first correct formation and subsequent correct formations that are preceded by total separation within the working time. Teams will not be awarded points for incorrect formations. There will be no penalty.
- 5.1.4. **Omissions:** For each omission of a formation in a round, the team will not score the point for the omitted formation, and an additional two points will be deducted from that round as a penalty. However, the scoring will not be affected if the team goes back to correctly complete the omitted formation within working time. Formations built correctly after the omitted formation will be scored in the normal manner.

5.1.5. Each formation must be performed in accordance with the illustrations in the drawn sequence. Jumper position for each random is set by the draw, i.e. the dark canopy position on the first formation built within a round must remain in the dark canopy position on all subsequent formations of that round. There must be release of all grips between each formation. No mirror formations are allowed. All formations shall be performed as shown in the dive pool, as seen from behind.

5.2. 4-WAY SEQUENTIAL EVENT (SENIOR)

5.2.1. Exit altitude shall be 10,000 ft (~3050 metres) AGL with a working time of 120 seconds.

5.2.2. **The Draw:** Each block sequence or random from the Dive Pool will be drawn only once for each competition. All rounds shall consist of four or five scoring formations, whichever number is reached first.

5.2.3. **Scoring:** Teams will be awarded one point for the first correctly completed formation and each subsequent correct formation or formations preceded by an inter correctly completed within the working time. Teams will not be awarded points for incorrect formations. There will be no penalty.

5.2.4. **Omissions:** For each omission of a formation in a round, the team will not score the point for the omitted formation, and an additional one point will be deducted from that round as a penalty. However, the scoring will not be affected if the team goes back to correctly complete the omitted formation within working time. Formations built correctly after the omitted formation will be scored in the normal manner.

5.2.4.1. An attempt to complete a formation, although incorrect or incomplete, demonstrated by at least 3 canopies connected with grips, OR the two 2-way formations in an inter clearly attempting to build the formation required by the drawn sequence, will be judged as an incorrect formation, not as an omission.

5.2.5. Each formation and inter requirement must be performed in accordance with the drawn sequence. Where there is no inter requirement between formations, there must be release of all grips between all canopies at one point in time. Mirror images are acceptable for complete blocks and random formations. Formations need not be symmetrical. At the end of a sequence there must be release of all grips before restarting the sequence as drawn.

5.3. 4-WAY ROTATION EVENT (SENIOR)

5.3.1. Exit altitude shall be 9000 ft (~2800 metres) AGL with a working time of 90 seconds

5.3.2. **Scoring:** Teams will be awarded one point for the first correctly completed formation and every correctly completed 4-way plane/stack formation within the working time, according to the performance requirement. Team members rotating from the top of the plane/stack formation before the bottom team member has taken a grip will not receive credit for that formation. The following formation (the rebuild) shall be scored as zero (0) points, except for the formation following the first formation after the start of working time.

5.4. 2-WAY SEQUENTIAL (INTERMEDIATE)

5.4.1. 5.4.1. Exit altitude shall be 8,000 ft (~2450 metres) AGL with a working time of 90 seconds.

- 5.4.2. 5.4.2. **The Draw:** Each round consists of 4 formations from the 2-way intermediate dive pool of 6 formations divided into two pools (Pool 1: A, A, B, B, C, C and Pool 2: D, D, E, E, F, F). The draw for each round will alternate between the two pools to create a 4 point draw of "rotation only" moves e.g. AEBF or EBFA where the pilot of each formation changes with each new formation.
- 5.4.3. 5.4.3. **Scoring:** Teams will be awarded one point for each correctly completed formation which, apart from the first formation, is preceded by total separation within the working time. Teams will not be awarded points for incorrect formations. There will be no penalty.
- 5.4.4. 5.4.4. **Omissions:** Omissions will not result in a penalty providing an adequate attempt has been made to complete the formation. This will be at the Judges' discretion and their decision will be final.
- 5.4.5. 5.4.5. Each formation must be performed in accordance with the illustrations in the Intermediate sequence. Jumper position for each random is set by the draw, i.e. the dark canopy position on the first formation built within a round must remain in the dark canopy position on all subsequent formations of that round. There must be release of all grips between each formation. No mirror formations are allowed. All formations shall be performed as shown in the dive pool, as seen from behind

5.5. 2-WAY SEQUENTIAL (ROOKIE)

- 5.5.1. Exit altitude shall be 8000 ft (~2450 metres) AGL with a working time of 120 seconds.
- 5.5.2. Each round consists of two formations from the 2-Way Sequential dive pool. These are not drawn, but are fixed for every competition, such that:
 - 5.5.2.1. Rounds 1 to 6 B – E
- 5.5.3. **Scoring:** Teams will be awarded one point for the first correct formation and subsequent correct formations that are preceded by total separation within the working time. Teams will not be awarded points for incorrect formations. There will be no penalty.
- 5.5.4. **Omissions:** Omissions will not result in a penalty providing an adequate attempt has been made to complete the formation. This will be at the Judges' discretion and their decision will be final.
- 5.5.5. Each formation must be performed in accordance with the illustrations in the intermediate sequence. Jumper position for each random is set by the draw, i.e. the dark canopy position on the first formation built within a round must remain in the dark canopy position on all subsequent formations of that round. There must be release of all grips between each formation. No mirror formations are allowed. All formations shall be performed as shown in the dive pool, as seen from behind.

6. JUDGING RULES

- 6.1. **SCORING SYSTEM** The Judges may use an electronic scoring system to record their evaluation of the performance.
- 6.2. **START OF WORKING TIME** The Judges shall start the timing when the first team member (including the team's Videographer) leaves the aircraft. At the end of working time, freeze frame of the video image shall be applied.

6.3. **VIEWING** The Judges will watch the video evidence of each jump one time at normal speed. The moment of freeze frame at the end of working time will be determined at the first viewing. If a judgement call occurs, a second viewing of the jump will be conducted at normal or reduced speed between 50-90 percent of normal speed. At the request of the Event Judge, a third view of part(s) of the jump can be conducted at normal or reduced speed. The speed of the second and third viewings (normal or reduced) will be determined by the Event Judge. The freeze frame from the first viewing will be applied on each viewing.

6.3.1. If, after all viewings are complete, and within 15 seconds of knowledge of the result, the Chief Judge, Event Judge or any Judge on the panel considers that an absolutely incorrect assessment has occurred, the Chief Judge or Event Judge will direct that only that part(s) of the jump in question be reviewed. If the review results in a minimum four to one decision by the Judges that an absolutely incorrect assessment has occurred on the part(s) of the jump in question, the score for the jump will be adjusted accordingly. Only one review is permitted for each jump.

6.4. **SIZE OF PANEL** Each performance must be evaluated by a panel of at least two Judges.

6.5. **SCORING** A majority of Judges must agree in the evaluation in order to;

6.5.1. credit the scoring formation, or

6.5.2. assign an omission, or

6.5.3. determine an NV situation.

6.6. **POSTING:** All Judges' scores shall be posted.

7. RULES SPECIFIC TO THE COMPETITION

7.1. N/A

7.2. AIMS OF THE COMPETITION

7.2.1. To determine the British National Champions of Canopy Formation in the following events:

2-Way Sequential

4-Way Sequential

4-Way Rotation

7.2.2. N/A

7.2.3. To establish Canopy Formation national records.

7.2.4. To promote and develop Canopy Formation competition.

7.2.5. To strengthen the British Canopy Formation community

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

7.2.7. To improve judging methods and practices at National level.

7.3. COMPOSITION OF TEAMS

7.3.1. N/A

7.3.2. At National or GP Competition

7.3.2.1. 2-Way teams consisting of up to four members, any of whom may be the team Videographer; Senior, Intermediate, and Rookie categories.

- 7.3.2.2. 4-Way Sequential teams consisting of up to six members, any of whom may be the team Videographer; Senior category only.
- 7.3.2.3. 4-Way Rotation teams consisting of up to six members, any of whom may be the team Videographer; Senior category only.

7.3.3. N/A

7.3.4. Videographers must be entered for each team. The evaluation process for the video evidence will be the same for any Videographer. Videographers may be one of the following:

- 7.3.4.1. One of the members of the team, and meet all the requirements necessary to be on the team and is eligible to receive medals and awards or;
- 7.3.4.2. Any other person. This Videographer is not eligible to receive awards and medals. In this case there may be no more than three Competitors in a 2-Way team, and no more than five Competitors in a 4-way team. This Videographer may jump only as a Videographer and is subject to the same regulations as other Competitors on the team. A Videographer may be replaced at any time during the competition, (with the agreement of the Meet Director) in which case the replacement Videographer will not be eligible for awards and medals.

7.3.5. Each Competitor and Videographer shall only be allowed to compete for one team in each category.

7.4. PROGRAM OF EVENTS

7.4.1. The competition will be organised during a maximum time frame of three competition days, typically, but not necessarily, comprising a long weekend (Fri – Sun).

8. DIVE POOL

8.1. DEFINITIONS USED IN THE FORMATION DIAGRAMS ARE AS FOLLOWS:

8.1.1. Canopy identification:




8.1.2. Block sequence numbers: 1 2 3 4 ... 14

8.1.3. Random formation letters: A B C D ... N


8.1.4. Intermediate requirement: INTER

8.2. 4-WAY SEQUENTIAL BLOCK FORMATIONS


1



SNAKE




INTER




GATTON


2



DIAMOND




INTER




TWO STEP


3



STAIRSTEP




INTER

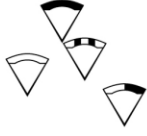


SNAKE


4



STEP STACK




INTER




TWO STEP


5



STACK




INTER

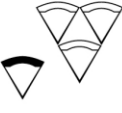


STACK


6



DIAMOND




INTER




VICHY


7



DIAMOND




INTER




DIAMOND


8



SAWASDEE



INTER



HOOK

9

STEP STACK

INTER

SNACK

10

STEP STACK

INTER

STAIRSTEP

11

SNAKE

INTER

STAIR STACK

12

STAIRSTEP

INTER

DIAMOND

13

DIAMOND

INTER

GATTON

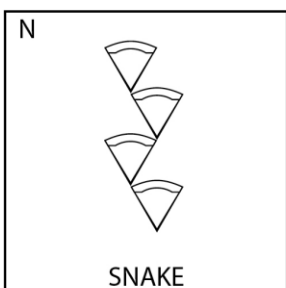
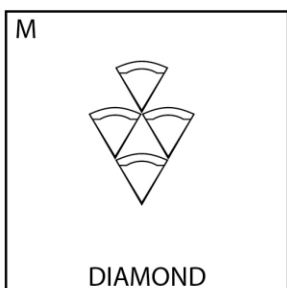
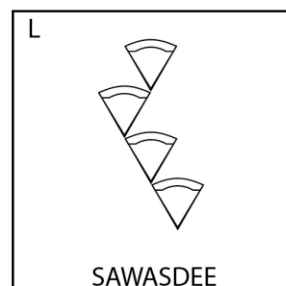
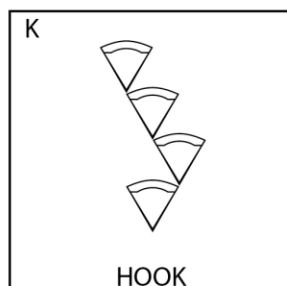
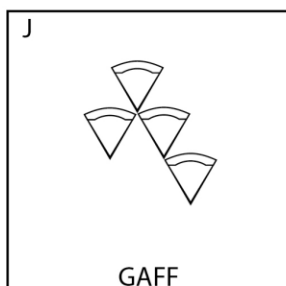
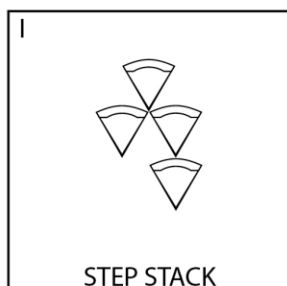
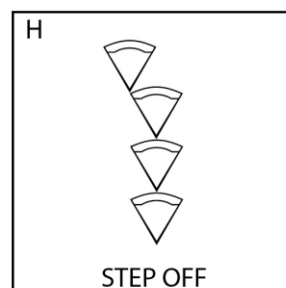
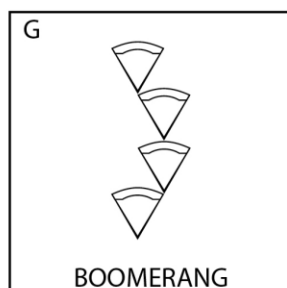
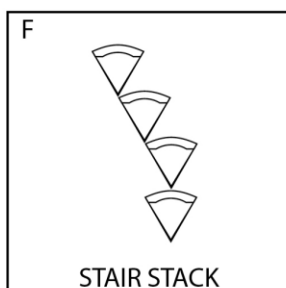
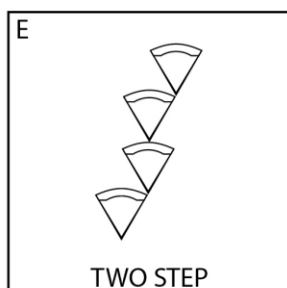
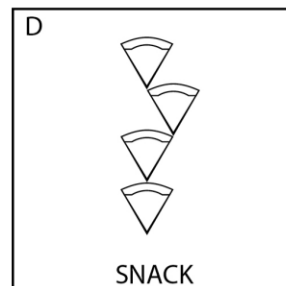
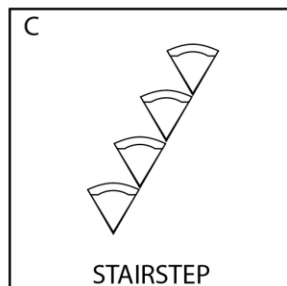
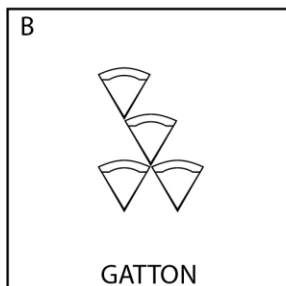
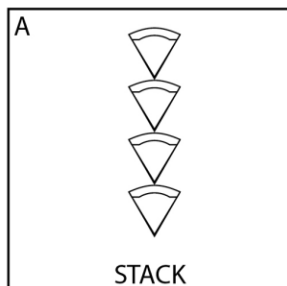
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GATTON

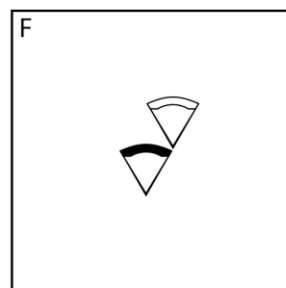
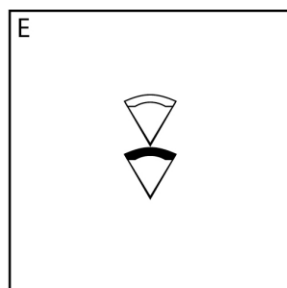
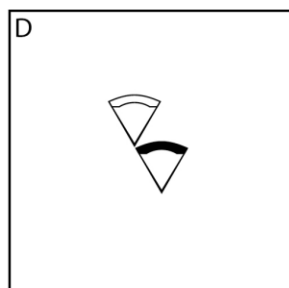
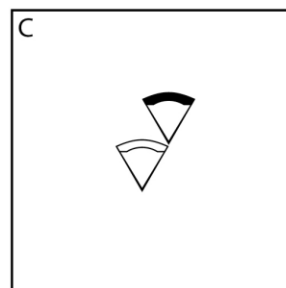
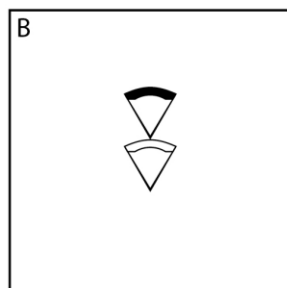
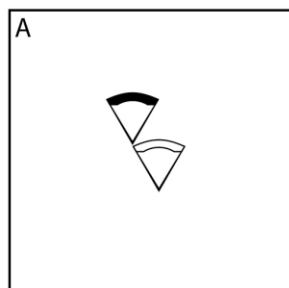
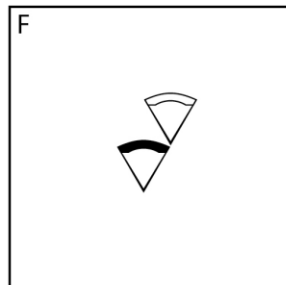
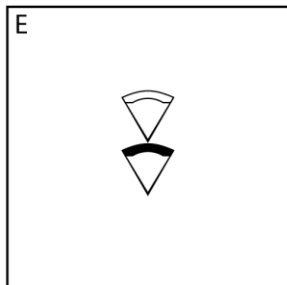
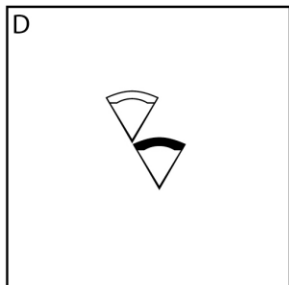
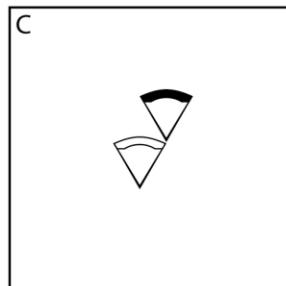
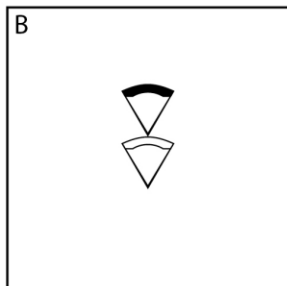
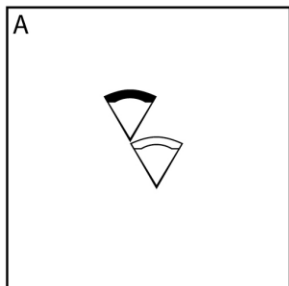
INTER

DIAMOND

8.3. 4-WAY SEQUENTIAL RANDOM FORMATIONS

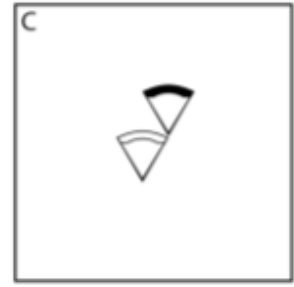
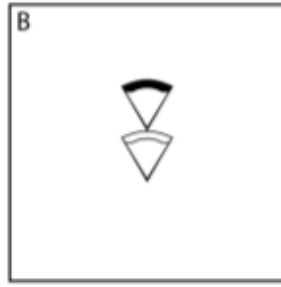


8.4. 2-WAY SENIOR SEQUENTIAL RANDOM FORMATIONS

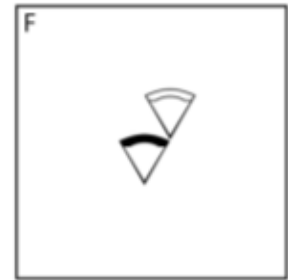
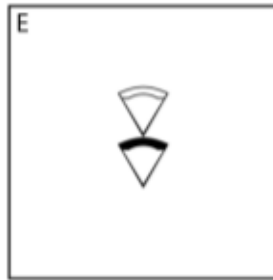
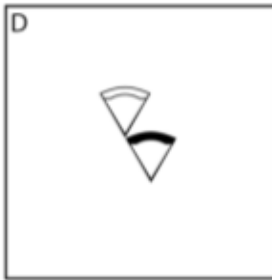


8.5. 2-WAY SEQUENTIAL DRAW INTERMEDIATE

Pool 1 (each formation is entered twice):



Pool 2 (each formation is entered twice):



8.6. 2-WAY SEQUENTIAL DRAW ROOKIE

Rounds 1 to 6

