Competition Rules
Style and Accuracy Landing

2026 Edition

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Revisions

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1 FAI AUTHORITY

The competition will be conducted under the authority granted by the FAI, according to the regulations of the Sporting Code of the FAI, General Section, and Section 5 as approved by the ISC and validated by the FAI, and these rules. All participants accept these rules and the FAI regulations as binding by registering in the competition.

2 DEFINITIONS OF WORDS AND PHRASES

2.1 **Maneuver**: a turn or loop starting and finishing in the horizontal face down position with the head toward the target. The shoulders must all times remain in a horizontal plane.

2.2 **Turn**: a maneuver of a 360 - degree rotation in the horizontal plane.

2.3 **Loop**: a maneuver of a 360 - degree rotation in a vertical plane.

2.4 **Drift**: lateral movement of the jumper away from the target heading after the jumper has started the first maneuver.

2.5 **Arrow Penalty**: can occur at the beginning of the first and third turn (when coming out of the back loop), when the competitor is off - heading in the direction of the turn.

2.6 **Deviation**: (D) penalty – execution of turns or back loops with the body tilted or banked (Pitch or roll).

2.7 **S Penalty**: (S) after last back loop, when the competitor is off - heading.

2.8 **Tuffet**: landing area on which the AMD is placed.

2.9 **AMD**: Automatic Measuring Device

3 THE EVENTS

3.1 DISCIPLINES

The First Category events will be comprised of the following disciplines:

- Team Accuracy Landing
- Individual Accuracy Landing
- Style
- Junior Individual Accuracy Landing
- Junior Style

A separate classification for men and women is made in all events. A junior competitor is a competitor under the age of 24 years or whose 24th birthday occurs during the calendar year in which the relevant competition takes place.

3.2 OTHER EVENTS

All other events under the supervision of the FAI can be organized after approval, also for individual disciplines.

3.3 OBJECTIVE OF THE EVENTS

3.3.1 Accuracy *Landing*: competitors aim to land on, or as close as possible to the center of a target. Competitor is responsible to present clearly the first contact with the target to the judges.

3.3.2 *Style:* to perform a prescribed sequence of maneuvers in freefall as correctly and as quickly as possible.

3.4 PERFORMANCE REQUIREMENT

The accumulated total of all rounds is used to determine the final placing of teams or individuals. A minimum number of rounds (specified in chapter 7 of these Competition Rules) must be completed to determine a team's and individuals placing and declare winners in any one event.

4 GENERAL RULES

4.1 TRAINING JUMPS

There are no official training jumps

4.2 ORDER OF JUMPING

4.2.1 The order of jumping in the first Accuracy Landing round will be determined by reverse order of placing, separately for men and women, based on the final results of National team Accuracy Landing during the last World / Continental Championship. National teams which are not covered by this procedure will jump at the beginning of the first round, with order determined by draw, at the discretion of the Meet Director. Individuals, not take part in the team event, will be gathered in “mixed groups” determined properly by the Meet Director and will jump at the end of the round, in order determined by draw. In all other rounds, the jump order for national teams will be in the reversed order of the last completed round, mixed groups at the end of the round.

4.2.2 The Juniors’ order of jumping in the first round of Accuracy Landing and all Style rounds will be determined by draw by nations. Individual Accuracy Landing competitors will be put into mixed groups and will jump, with jump order determined by draw. Men and Women shall jump separately. In all other rounds, the jump order will be as all mixed groups (4.2.1).

4.3 DETERMINATION OF THE WINNER

4.3.1 Accuracy Landing Event

4.3.1.1 At the end of all completed rounds, the team or competitor with the lowest cumulative score is the winner.

4.3.1.2 If not all rounds can be completed, the team or competitor ranked first at the end of the last completed round is the winner. See 7.2.3. for tie-breaks.

4.3.2 Style Event

At the end of all completed rounds, the competitor with the lowest total score in the Style event is the winner. See 7.2.5. for tie-breaks.

4.4 INDIVIDUAL OVERALL WINNER

4.4.1 The final ranking of all competitors is calculated by adding the total placing of each competitor in the Style and Accuracy Landing events after all completed rounds including tie-breaking rounds, excluding all competitors taking part in only one individual event. Only those competitors who have performed at least one competition jump in both Style and Accuracy Landing qualify. Event standings must be re-ranked accordingly before calculating the total points.

4.4.2 The winner is the man or woman with the lowest total points. If two competitors share equal totals, the title will be awarded to the competitor achieving the highest ranking in either event. Should a tie still exist, the title is awarded to the competitor with the highest ranking in the accuracy event. Should a tie still exist co-champions will be declared. This tie-breaking procedure will be followed for the first three medal places.

4.5 METEOROLOGICAL CONDITIONS

Competition jumps in the ST&AL disciplines can only take place between the official times of sunrise and sunset minus 10 minutes at the respective drop zone. For Team AL, the jump time is defined as the exit time of the first jumper.

5 RULES SPECIFIC TO THE EVENTS

5.1 TEAM AND INDIVIDUAL ACCURACY LANDING EVENTS

5.1.1 Wind Drift Indicator

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

5.1.1.2 The wind drift indicator must have approximately the same rate of descent as the parachutes used by most of the competitors. Competitors must be given an opportunity to observe the descent of the wind drift indicator and its landing point must be marked on an aerial photo or plan of the drop zone available to competitors at the boarding area.

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

5.1.1.4 When the boarding area is not close to the target area, as determined by the Jury, and competitors have been at the boarding area for more than 60 minutes they must be informed of the wind speed and direction at the target area before boarding.

5.1.2 Exit Point.

Each Team selects its own exit point.

5.1.3 Wind Speed

5.1.3.1 The maximum allowable wind speed at ground level in accuracy landing is set by mutual agreement of the Chief Judge, FAI Controller and Meet Director at a value no more than 7,5 m/s. This maximum limit will be given to the competitors at the initial briefing and will remain for the duration of the competition.

5.1.3.2 The CJ, in conjunction with the EJ, can change the wind speed limit at any time, for one or more entire rounds only. If this is done during a round, a new round must be started with the new wind speed limit. The previous interrupted round can only be continued at the decision of the CJ with the applicable wind limit for that round. For re-jumps, the same wind speed limit applies as was set in the round in which the re- jump was offered

5.1.3.3 A competitor who lands during the period 15 seconds before the wind speed exceeds the limit, while the wind speed is over the limit and 30 seconds after the wind speed has returned below the limit, and does not score a dead center, may accept a re-jump. The competitor must make an immediate decision and must inform the Event or Chief Judge of their decision, otherwise the competitor must do a re-jump.

5.1.3.4 The Accuracy event will be automatically interrupted for a minimum of 5 minutes, if the ground wind speed exceeds 9 m/s.

5.1.4 Wind Direction on the Ground

5.1.4.1 The windsock must be capable of responding to winds of at least 2 m/s. It should have a minimum length of 4 m, a minimum diameter at inlet of 600 mm and a minimum height of 6 m. The Chief Judge will determine its location, which is at a fixed place, approximately 50 m from the target center. This decision is not subject to any protest.

5.1.4.2 A wind direction indicator (streamer) mounted on a pole, which is capable of responding to winds of less than 2 m/s will be placed by the Event Judge within the 20 m circle. The Event Judge will decide the position. Its position is not grounds for protest.

5.1.5 Target

5.1.5.1 The center of the target must be an Automatic Measuring Device (AMD) with a Dead Centre Disc of 2 cm diameter in a contrasting color, preferably yellow on a black background. The device must be kept as flat as possible, and capable of measuring to a minimum distance of 16 cm in increment of not more than 1 cm.

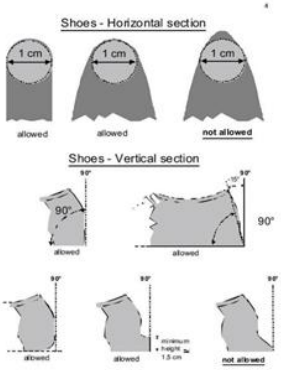
5.1.5.2 The AMD is mounted centrally on an underlying pad of at least 1.2 m diameter which when struck scores 17 cm at all points. Chief Judge and/or Event Judge may decide to discontinue the use of this underlying pad for any pertinent reason.

5.1.5.3 The AMD and the underlying pad are placed centrally on a tuffet, which has to be acceptable to the FAI Controller and should have the following approximate specifications:

Diameter:	approx. 5 m
Thickness:	a minimum of 30 cm
Color:	any color

5.1.5.4 The target must have a clearly marked circle of 20 m radius cantered on the dead center disc.

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



5.1.5.6 Footwear must not damage the AMD. The sole must be flat without any knob protruding from it. On the horizontal plane, the portion of the shoe touching the target must have a minimum diameter of one (1) cm. On the vertical plane, the angle of the part of the sole touching the target must have an angle of 90°(plus or minus 15°) as depicted in the diagram. The EJ has the right to disqualify the use of specific footwear at any time. This decision is not grounds for protest.

5.1.6 Presence on the Target

5.1.6.1 The only persons allowed within the 20 m circle during jumping are members of the Panel of Judges, members of the Jury and necessary members of the organizing staff.

5.1.6.2 Team Managers and guests of the Organizers are allowed in a reserved area of the 20 m circle designated by the Event Judge and not closer than 15 m to the Automatic Measuring Device. Accredited press, radio and TV officials are allowed at a position within 20 m circle but not closer than 5 m, decided by the Event Judge.

5.1.6.3 During the final approach of a competitor, only members of the Panel of Judges are allowed within 5 meters. Exceptions to this rule are the responsibility of the Chief Judge and/or Event Judge and require no previous agreement by the competing teams and individuals.

5.1.6.4 After landing, competitors must leave the target area immediately.

5.1.7 Re-Jumps

5.1.7.1 Any malfunction of the main parachute canopy, which creates a control problem for a competitor, may merit a re-jump. In this case, the competitor must indicate immediately that he has such a problem by signaling with his arms or legs outstretched, or other suitable signal, throughout most of the descent and must not attempt to land in the target area.

5.1.7.2 Following a malfunction, the inspection of the equipment immediately after the competitor has landed must indicate that the competitor did suffer a malfunction that was not created by the competitor himself.

5.1.7.3 A control problem is a condition in the deployment of the parachute such that it is virtually impossible to attempt a precision target approach, or that the main canopy configuration is such as to prevent the competitor from demonstrating his skill.

5.1.7.4 If there is a change in ground wind direction of more than 90 degrees within 2 seconds when the wind speed is more than 3 m/s and automatically recorded by an electronic device, during the period commencing 30 seconds before and ending 15 seconds after the competitor's landing, the competitor has the choice of accepting the score for the jump or making a re-jump. The competitor must make an immediate decision and must inform the Event or Chief Judge of their decision; otherwise, a re-jump must be made.

5.1.7.5 If during the Accuracy Landing events, two or more competitors' approach and / or land on the target simultaneously or close together, and in the process interfere with each other, a re-jump for one, or both or neither may be awarded by the Event judge. If such interference occurs between members of the same team during team Accuracy Landing jumps, no re-jump will be granted.

5.1.7.6 If an AMD is found, by the Event or Chief Judge, to be defective or not reset and the first point of contact has been on it, and no. 5.1.7.5 above does not apply, the affected competitor(s) must be offered a re-jump.

5.1.7.7 Only the affected competitor(s) will make a re-jump and get a new score, the re-jump counting for both the Individual and Team Accuracy Landing events. The exit altitude for re-jumps will be decided by the Meet Director and be between 700 and 1000 m.

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

5.1.7.9 In the event of interference from a cameraman or other official allowed in-air or within the 5 m circle during the approach of a team and/or individual competitor, a re-jump may be granted by the Chief Judge or Event Judge to the affected competitor(s) only. This decision is not grounds for protest.

5.1.8 Scoring Accuracy Landing

5.1.8.1 The landing point is the first point of body contact with the surface or the AMD.

5.1.8.2 The AMD must register the distance between the landing point and the edge of the dead center disc when the landing point is on the AMD.

5.1.8.3 Any landing point off the AMD must be given a score of 16 cm.

5.1.8.4 Teams jumping with less than 4 members must receive a score of 16 cm for each missing member.

5.1.8.5 If, because of insufficient separation between team members, a competitor lands on the AMD which has not been reset, the score given is 16 cm. Competitors landing off the AMD receive a score of 16 cm.

5.1.9 Team Accuracy Landing Event

5.1.9.1 A team consists of a maximum of 5 members. The best four scores will count in the team event.

5.1.9.2 Any national team with less than four competitors will jump in mixed groups. Members of mixed groups will be scored as individual contestants only.

5.1.9.3 The exit altitude is 1000 meters. The team must jump from the same aircraft, during the same passage of the aircraft over the target (re-jumps are treated as individual jumps). If meteorological conditions do not allow jumping from 1000 meters, the altitude may be lowered to 900 meters.

5.1.9.4 In the Team Accuracy Landing event, the jump order, determined in paragraph 4.2. will be used for the first round only. Thereafter the jump order shall be in reverse order of placing after each round. In the case of tie-breaking jumps, the initial jumping order will apply.

5.1.9.5 The jump order may only be changed to allow for re-packing, to accommodate re-jumps and to avoid competition delays resulting from substantial changes in the order of jumping.

5.1.10 Individual Accuracy Landing Event

5.1.10.1 Scores for all rounds, except the semi - final and final rounds, are the scores obtained in the team accuracy landing jumps.

5.1.10.2 The exit altitude for the semi - final and final rounds is 800 meters and will be two competitors per pass. If meteorological conditions do not allow jumping from 800 meters, the altitude may be lowered to 700 meters (one competitor per pass).

5.2 STYLE EVENT

5.2.1 Style series selection

5.2.1.1 The first four rounds consist of a style series of individual freefall maneuvers drawn from the following pool:

1st Series	2nd Series	3rd Series	4th Series
Left turn	Right turn	Left turn	Right turn
Right Turn	Left Turn	Right Turn	Left Turn
Back loop	Back loop	Back loop	Back loop
Left Turn	Right Turn	Right Turn	Left Turn
Right Turn	Left Turn	Left Turn	Right Turn
Back Loop	Back Loop	Back Loop	Back Loop

5.2.1.2 The fifth round consists of a style series of individual maneuvers, selected by the competitor, from the pool in 5.2.1.1.

5.2.2 Jumping Procedure

5.2.2.1 The jump must be made from an altitude of 2200 meters.

5.2.2.2 The target heading must be directly downwind or directly upwind. That choice will be made by the cameraman in close co-operation with the observing judge. Competitors are to be made aware of any change at the earliest opportunity. Those airborne must be notified before the aircraft begins a run in on the new heading.

5.2.2.3 The target must be clearly visible from the air and of approximately 200 sq. m in size. The shape and color will be agreed by the Event Judge.

5.2.2.4 The maximum allowable wind speed at ground level in the style events is set by mutual agreement of the Chief Judge, FAI Controller and Meet Director at a value from 9 m/s and no more than 11 m/s.

5.2.3 Jump Order

The jump order for the first, second and third round is by team and is that determined by paragraph 4.2. for the first round of the Accuracy Landing event. For these rounds, the team manager must inform the organizer (manifest) of the exit order within the team before their first call. The jump order after cuts is by individuals in reverse order of placing.

5.2.4 Exit Procedure

The exit point is specified and controlled by the judges. The exit command must be given so that the camera angle of the optics is between 60 and 80 degrees at the start of the first turn. In order to ensure that all competitors are judged at approximately the same angle, the competitors must leave the aircraft on the exit command. Competitors who disregard this command cannot protest and will not be granted a re-jump.

5.2.5 Drift Angle

Any competitor who experiences drift of 10 degrees or more during their Style series or who starts their first turn out of the given range (60 – 80 degrees) must be offered a re-jump. On the re-jump, if the competitor exits at approximately the same exit point as all other competitors and still has drift of 10 degrees or more or starts their first turn outside the given range of 60 – 80 degrees they shall not receive a further re-jump and must accept their score.

5.2.6 Malfunctions

A malfunction is not grounds for a re–jump.

5.2.7 Scoring Style

5.2.7.1 The score for a style jump is the time in seconds and hundredths of a second to complete the style series plus penalty times awarded for incorrect performance of the maneuvers.

5.2.7.2 The time to complete the style series is measured only to 16.00 seconds. Any time, including penalties, in excess of this is recorded as 16.00 seconds.

5.2.7.3 The working time starts when the Competitor starts the first maneuver, whether or not it is the correct maneuver.

5.2.8 Style Penalties

5.2.8.1 Undershoots (-), and Arrow (→) penalties at the beginning of the first and third turns.

- 5 deg 0.1 sec
- 10 deg 0.2 sec
- 15 deg 0.3 sec
- 20 deg 0.4 sec
- 25 deg 0.5 sec

And similarly to

- 75 deg 1.5 sec
- 80 deg 1.6 sec
- 85 deg 1.7 sec
- 90 deg 1.8 sec
- 90 deg 16.0 sec

5.2.8.2 Overshoots (+)

- ≤180 deg No penalty
- >180 deg 16.0 sec

5.2.8.3 Deviations (D)

5.2.8.4 Last back loop off heading (S)

5.2.8.5 Completion of first loop before reaching the horizontal level (-), or

5.2.8.6 Continuation of first loop after passing the horizontal level (+)

5.2.8.7 Completion of last loop before reaching the horizontal level (-), or

5.2.8.8 Continuation of last loop after passing the horizontal level (+)

- 1-30 deg No penalty
- 31-60 deg 0.4 sec
- 61-90 deg 1.5 sec
- > 90 deg 16.0 sec

5.2.8.9 Omission of a figure 16.0 sec

Added figure 16.0 sec

Incorrect Series 16.0 sec

6 WORK OF THE JUDGES IN THE DISCIPLINES

6.1 ACCURACY LANDING

6.1.1 Decision on landing point

6.1.1.1 Three judges positioned at or near the target will independently assess the landing. The decision of the judges will be made by a simple majority.

6.1.1.2 A Video system must be available and will be used for all competition jumps. Video system must be HD and capable of reduced speed playback at a minimum frame rate of 50 fps and be acceptable to the CJ.

6.1.1.3 Upon the challenge of a majority of the target judges, the EJ will watch the video. This challenge may be made for an unclear landing or on technical grounds. The video must be reviewed at the first opportunity in order to facilitate the complaint procedure and reach a final scoring decision. A failure of the camera system or if one or more cameras do not work/view blocked is not a reason for protest

6.1.1.4 Each team captain has the right to submit a verbal challenge to the EJ for a video review

6.1.1.5 This challenge must be submitted before the team leader has signed the score sheet or immediately after an incident becomes known. The video review fee may be found on the FAI Fees Schedule on the FAI website, and will be paid back if the challenge is justified. A verbal challenge for a video review can only be submitted in regards to an incident of the challenge's team and without reference to outside video.

6.1.1.6 The team captain or team leader or competitor has the right to watch the video together with the EJ after a verbal challenge and after a final decision has been made by the EJ. The EJ has the right to call in one additional judge for the evaluation. The EJ is responsible to make a final decision and, if warranted, offer a re-jump.

6.1.1.7 The operator of the video system will be appointed by the Meet Director and acceptable by the CJ. The operator must always be available. The EJ must be able to watch the video as soon as possible.

6.1.1.8 Trainee judges may work with the judges in the target area, but their opinion or assessment will not be considered.

6.1.2 Other Responsibilities

6.1.2.1 Two separate sets of score sheets will be completed. The Event Judge and team captain/individual will sign one copy, which goes to the Scoring section. This will state that the score is valid. The Event Judge retains the other copy. At least one judge will check the results of the scoring section. If the team captain / individual refuses to sign, the score will become valid after two hours if no protest has been filed.

6.1.2.2 The wind speed and direction at the anemometer will be observed by an official appointed by the Chief Judge.

6.1.2.3 One or more observers, supervised by the Event Judge, must watch each jump made and observe the competitors on opening and during their descent. The observer must check for any conditions or incidents that might constitute grounds for a re-jump and/or disqualification for safety reasons. A written record must be made of any unusual observations or incidents.

6.1.2.4 If any judge observes a change in winds aloft, which prevents one or more competitors from making a reasonable accuracy approach on the target, though having exited at the correct point, they must immediately inform the Event Judge and / or the Chief Judge of their observations. If the event is interrupted a new wind drift indicator must be dropped before the event may continue.

6.1.2.5 If there is a serious or sudden change in the meteorological conditions, the Chief Judge and/or the Event Judge, may decide to interrupt an event. This decision is not grounds for a protest. The interruption must be made in a way which clearly shows it to the jumpers concerned who must be granted re-jumps, and also to the judges at the target. A new wind drift indicator must be dropped before the event may continue

6.1.2.6 The Event Judge and / or Chief Judge will advise the Meet Director when meteorological conditions allow the resumption of jumping.

6.2 STYLE

6.2.1 Observing the Style Series

6.2.1.1 Five judges evaluate the performance of the competitor using their own assigned Monitor.

6.2.1.2 The jumps are judged with a video system, the optics of which must be placed on the axis of the flight direction. If the video system is changed, the Panel of Judges may determine that this change may only be made for complete rounds, so that all jumps in one round are judged using the same video system. If the Panel of Judges determines that this is not necessary, no special action need be taken.

6.2.1.3 The judges start their chronometers when the competitor starts the first maneuver, whether or not it is the correct maneuver. The maneuver starts when there is a change in heading of the torso. They stop their chronometers when the competitor stops the second back loop or passes through the horizontal level, regardless of heading. The time for the style series is taken from the video showing at normal speed.

6.2.1.4 The judges watch the jump twice, once at normal speed and once in slow motion, the speed of which is acceptable to the Chief Judge. Where a judge has not been able to take a time, further replays at normal speed may be made for that judge only. Thereafter the scores are collated.

6.2.1.5 After the performance, if the time is not recorded by computer, the judge records the time of the style series to the nearest 1/100 sec, the penalties they have observed and the total score (sum of the time of the style series and penalties).

6.2.2 Collation of the Score Sheets

6.2.2.1 If the assessment is not computerized, the judges' scores are collated immediately after the judges have assessed the jump. The results of the collation must be checked by at least one Judge.

6.2.2.2 Penalties are assigned to the respective maneuver, by each judge.

6.2.2.3 The score of the style series is the mean score (arithmetic average) of the middle three total scores to the nearest hundredth of a second, the highest and the lowest of the five having been discarded.

6.2.2.4 The name and the nation of the competitor will be written on the screen or individual judge score board at the time of collation. The judges assessing the jump will not be informed of the name and country of the competitor before the assessment of the jump is finished.

6.3 OTHER RESPONSIBILITIES

At least one observing judge will be positioned at the video camera(s) in order to monitor the aircraft run in and exit commands and ensure that approximately the same angle is used for the whole round. The judge will also watch each jump and must check for any conditions or incidents that might constitute grounds for a re-jump and/or disqualification for safety reasons. The judge must keep a record of all their observations. The Event Judge must be informed if the angle of drift indicated by the camera is 10 degrees or more.

7 TITLE OF THE COMPETITION

FAI World/Continental Style and Accuracy Landing Championships" or "The (…th) FAI World Cup of Style and Accuracy Landing"

7.1 AIMS OF THE FAI WORLD / CONTINENTAL CHAMPIONSHIP OR WORLD CUP

7.1.1 To determine the World / Continental Champions or Winner of the World Cup (Male and Female) in the following events:

- Accuracy Landing
- Style
- Overall
- Team Accuracy Landing
- Overall Nation
- Junior Accuracy Landing
- Junior Style
- Junior Overall

7.1.2 To determine the World/ Continental standing of the competing teams.

7.1.3 To establish new World and Continental Style and Accuracy Landing records.

7.1.4 To promote and develop Style and Accuracy Landing parachuting.

7.1.5 To exchange experience and strengthen friendly relations between the sport parachutists of all Nations.

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

7.1.7 To improve judging methods and practices

7.1.8 When several Events (World Cups, Continental Championships, Junior Championships) are combined, there always only the male and female FCE with all participants is used to determine cuts for semi- and finals. No separate semi- and final for any other competitions or categories inside this FCE.

7.2 PROGRAM OF EVENTS

The World /Continental Championships or World Cups will comprise of the following events:

7.2.1 **Team Accuracy Landing:** This skydiving discipline consists of 8 rounds. The minimum number of rounds for a valid event is 5. A junior male/female competitor may be a part of a national team.

7.2.2 **Individual Accuracy Landing:** This skydiving discipline consists of 8 rounds plus a semi - final and final round. The result for the first 8 rounds is those obtained in the Team Accuracy Landing

7.2.2.1 The top 30 male and 15 female placements (including ties), including male and female junior competitors if any continue into the semi-final (round 9) after round 8. All other male and female juniors also continue into round 9 for junior classification only.

7.2.2.2 The top 15 male and the 8 female placements (including ties), including male and female junior competitors if any in round 9 (semi-final) advance to the final round. All other male and female juniors also continue into round 10 for junior classification only.

7.2.2.3 For all other male and female juniors who do not qualify for the semi- and/or final round, the male/female competition ends after 8 rounds and they are listed in the results list with their score behind the semi- final participants.
The final result in the junior ranking is determined from all jumps including the round 9 and 10 of all the juniors

7.2.2.4 If adverse weather conditions dictate, and there is insufficient time to complete all rounds (after the minimum number has been completed), the Meet Director, in consultation with the Chief Judge, may decide in the interest of the event, to move straight into the final round with the top 15 male/8 female (including the male/female junior) competitors.

7.2.2.5 If 7.2.2.4 above is applied, the junior competition ends after the number of completed rounds. If there are any juniors who make it into this early final round, their placing can also change within the junior classification.

7.2.2.6 Scores of the additional male and female juniors who continue into round 9 and 10 (as described in 7.2.2.2) are used for the junior classification only.

7.2.3 In case of a tie for the first three places in the Team or Individual Accuracy Landing the following rules apply:

7.2.3.1 If the minimum number of rounds have been completed and in the opinion of the Meet Director, in consultation with the Chief Judge, there is not enough time left to complete the next round with all competitors or after all rounds have been completed, tiebreak jumps shall be made.

7.2.3.2 If this does not break a tie then the competitor or team with the greater number of low scores (i.e. for teams the score as defined 5.1.8. (5)) from all completed jumps, including the tie-breaking jumps, obtains the higher place.

7.2.3.3 If the tie remains, the competitor with the lowest score, starting with the last completed jump, including tie-breaking jumps, and continuing in reverse order, jump by jump until the tie is broken, obtains the higher place. If the tie remains in the Team Accuracy Landing all team scores are used for each round, then 7.2.3.(b) above is again used with these scores.

7.2.3.4 If the tie cannot be broken, the competitors or teams concerned shall be declared co-medalists.

7.2.3.5 All other ties will be ranked equal.

7.2.4 **Style.** 5 rounds. The minimum number of rounds for a valid event is 1.

7.2.4.1 After completion of the 2nd round, competitors with an aggregate score of 17 seconds or less for males and 20 seconds or less for females (minimum 10 in each gender), including penalties, qualify for the 3rd round, plus all male and female juniors with an aggregate score of less than 32 seconds, for the junior classification only. No further cuts will be made after the 3rd and 4th rounds in the junior classification.

7.2.4.2 After completion of the 3rd round, there will be a cut. 50 % of competitors in the male and female category (minimum 10 in each gender), placed in aggregate score after the 3rd round, plus all male and female juniors according to no. 7.2.4.1 qualify for the 4th round, for the junior classification only.

7.2.4.3 After completion of the 4th round, there will be a cut. 50 % of competitors in the male and female category (minimum 8 for male and 5 for female), placed in aggregate score after the 4th round qualify for the final round, plus all male and female juniors according to no. 7.2.4.1 qualify for the 5th round, for the junior classification only.

7.2.5 In the event of a tie for the first three places in the Style event, the following rules apply:

7.2.5.1 If the minimum number of rounds has been completed and there is not sufficient time left to fully complete the next round with all competitors, where possible tiebreak jumps shall be made.

7.2.5.2 If this does not break a tie, then the competitor with the lowest score in any one round obtains the higher place.

7.2.5.3 The competitor with the lowest score, starting with the last completed round and continuing in reverse order, round by round until the tie is broken, obtains the higher place.

7.2.5.4 If the tie cannot be broken, the competitors concerned shall be declared co-medalists.

7.2.5.5 All other ties will be ranked equal.

7.3 COMPOSITION OF DELEGATIONS

7.3.1 Each delegation at World Skydiving Championships or Continental Championships may be comprised of:

1 Head of Delegation

1 Team Manager

2 Team Coaches

1 Interpreter

1 Men's Team (male including juniors)

1 Women's Team (female including juniors)

2 Additional Junior male competitors

2 Additional Junior female competitors.

7.3.2. At World Cups in Style and/or Accuracy (not on Championships), the maximum number of competitors and coaches/interpreters may be doubled:

1 Head of Delegation

1 Team Manager

2 Team Coaches

2 Interpreters

2 Men's Team (male including juniors)

2 Women's Team (female including juniors)

4 Additional junior male competitors

4 Additional junior female competitors

7.3.3. Junior competitors who are a part of their male or female Accuracy landing team will also be ranked in the junior classification. All juniors are ranked in individual male/female classification (AL, ST, individual overall).

7.4 PROTEST FEES

See FAI Sporting Code – Section 5, Paragraph 5.3.1

7.5 WORLD / CONTINENTAL CHAMPIONS

7.5.1 For the determination of the World / Continental Champions see CR 4.3. and 4.4.

7.5.2 In the male and female category there are the following World / Continental Champions:

- Champion in Accuracy Landing after all completed rounds inclusive of tie-breaking jump(s)
- Champion in Style inclusive of tie-breaking jump(s)
- Champions in Team Accuracy Landing after all completed rounds inclusive of tie-breaking jump(s)
- Overall Champion

7.5.3 For the determination of the Overall Champion Nation see below:

7.5.3.1 The Overall World / Continental or World Cup Champion Nation, separate for men and women, is the team with the lowest total, calculated as the sum of the four best numerical placings in the individual overall ranking from members of this team. Only teams participating in the Team Accuracy and Style competition with at least 4 competitors will be considered. In events where multiple teams and individuals per nation are permitted, the teams are ranked separately in the results list.

7.5.3.2 In case of a tie for the first three places in the Nation Overall event, the team with the best ranking in Team Accuracy will be the winner, otherwise, they will be declared co-champions.

7.5.3.3 The same tie-breaking procedures will be followed for the second and third place.

7.5.4 In the Junior male and female categories there are the following World/Continental Champions:

- Junior male and female Champion in Accuracy Landing
- Junior male and female Champion in Style
- Junior male and female Overall Champion

7.5.5 The timetable for the competition shall be chosen between one of the two options below:

7.5.5.1 Style & Accuracy events combined:

- Day 1: arrival
- Day 2 – 6: competition
- Day 7: competition, closing ceremony
- Day 8: departure

Training jumps on…. days prior and/or on the official arrival day as stated in the Bulletin 1.

Arrival day is day 1. 1st Team Manager Meeting is held in the evening (7pm) of the official arrival day. Accuracy Landing and Style competition jumps (day 2-6). Competition jumps end at day 7 latest 3pm.

Departure day is day 8.

7.5.5.2 Style & Accuracy events sequential:

- Day 1: arrival of Style competitors (possibility for the 1st Team Manager Meeting)
- Day 2: first Team Manager meeting (if not already done) and beginning of Style competition
- Day 3 – 4: Style competition
- Day 4: arrival of Accuracy competitors; 2nd TM meeting for AL, and opening ceremony
- Day 5 – 8: Accuracy competition and Style
- Day 8: End of competition 5 p.m. latest (to be defined); closing ceremony.
- Day 9: departure day

Training jumps on…. days prior and/or on the official arrival day as stated in the Bulletin 1.

Arrival day is day 1. 1st Team Manager Meeting is held in the evening (7pm) of the official arrival day or in the morning of day 2.

7.5.5.3 Any change of the program of the events must be approved by ISC or during the Championships by the FAI Controller in agreement with the Chief Judge.

7.6 PRIZES AND AWARDS

7.6.1 Medals are awarded to the three competitors who have the highest placing in the Individual Accuracy Landing and Style events and to the three teams who have the highest placing in Team Accuracy Landing.

7.6.2 Medals are awarded to the three first competitors and teams who have the highest overall placing.

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