



# 28-Way Competition

## Hibaldstow March 2014

### GENERAL

- All participants will accept these rules as binding on entering the competition.
- Competition will have a start and end time dictated by the DZ Operator and Officials at the end of the registration period.
- Teams may register up to the Saturday morning preceding the actual competition start.
- There will be a minimum of one round to call a meet. In the event of the minimum number of rounds not being completed the competition will be continued at the DZ Operators convenience.

### DOCUMENTATION

All competitors on booking in will produce the following:

- Valid BPA membership. (teams from overseas may be exempt)
- Current Medical declaration or Doctor's certificate.
- Log Book.

### EQUIPMENT

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

- A serviceable main and reserve parachute, container and harness. (AAD recommended)
- An equipment inspection record and a reserve packing card.
- A serviceable altimeter and suitable helmet, clothing and footwear, knife.

### THE EVENT 28-WAY SEQUENTIAL

- Each team will consist of a twenty eight team members including two Team Captains plus two Camera flyers. Four alternates may be nominated, but the Team Captains must do so before the start of the competition or with the judges/ team captains' consent at a later time.
- The competition will consist of 6 rounds – see SCORING SYSTEM shown below
  1. Speed round – drawn from Level A
  2. 28-way sequential – drawn from level B to D of the 28-way dive pool
  3. 28-way sequential – drawn from level B to D of the 28-way dive pool
  4. 14-way sequential x 2 – drawn from the 14-way dive pool
  5. 28-way sequential – drawn from level B to D of the 28-way dive pool
  6. 28-way sequential – drawn from level B to D of the 28-way dive pool
- Each of the 28-way sequential rounds will consist of two formations, these can be built and transitioned to in any way the team likes either as a complete break or by flying pieces, unless a specific 'Inter' is shown.
- Round 4 the 14-way sequential. The 28-way teams will be split into two halves, each half will have fourteen members including one Team Captain and one Camera flyer. A 14way dive sheet will be issued and the two sub-teams will both do the same dives. Up to a maximum of two team members may be reused in each sub team
- Each round will only count towards a team final score if, every team has completed that round and the same dive pool, working time and aircraft type has been used.
- The judging will be from top shot camera and this camera must remain in this position throughout the whole skydive, the second camera can be above or below and can or may be used at judges discretion. During judging the use of the pause function will be allowed and if needed slow motion functions. There are no limitations on the exit other than those imposed by the chief Pilot for safety reasons. **DO NOT HOLD ANY PART OF THE FLAPS OF THE G92!**
- Working time is 50 Seconds from 15,000ft which starts the first moment any team member (including camera flyer) separates from the lead aircraft, as determined by the Judges. If a lower exit height is used then the working time will be adjusted accordingly. each team will be expected to break off in at least two waves, final decision will be made by the CCI (Chief Centre Instructor) at the start of the event, any team failing to comply to these rules will be disqualified from the competition

### SCORING SYSTEM

- Fastest building team on the speed round will score 2pts, second fastest team will score 1pt, zero points for third place and below. Timer is stopped on completion of the formation and time confirmed after the formation has been held for 3 seconds – teams are free to build any formation afterwards.
- For judging purposes each completed 14-way and 28-way sequential formation executed correctly will score one point. Falling to show an Inter or deliberately missing a formation will result in one point being removed.
- Round 4 (14-way's) both sub teams will have their collective scores added together. This combined score will become the score for that round.
- In the event of a tie a jump-off should take place, weather/time permitting, at the Judges discretion. If a 'jump-off' is not possible the team with the fastest build in the last completed round will be declared the winner.