

# POPS 4-way Rules and Scrambles 2017

## 1. RULES FOR both 4way and Scrambles

### 1.1 *Definitions of words and phrases used in these rules*

Formation	Jumpers linked by grips
Grip	handhold on an arm or leg
Arm	that part of the body between the shoulder and the fingertips (A grip on a shoulder is not a valid grip)
Leg	That part of the body between the hips and the tips of the toes
Total separation	when all competitors show at one point in time they have released all their grips and no part of their arms have any contact with another team member's body
Sequence	a series of 4 random formations
Scoring formation	a formation correctly completed
Working Time	is the period of time during which teams are scored on a jump which starts the first moment any competitor (other than the Videographer) separates from the aircraft, as determined by the Judges, and terminates a number of seconds later as specified in 1.3

### 1.2 *Objective*

The objective of the teams is to complete as many scoring formations as possible within the working time.

### 1.3 *Exit altitude*

The standard exit altitude will be 3,600 meters AGL (12.000 ft) with a working time of 45 seconds.

The alternative exit altitude will be 2,745 meters AGL (9.000 ft) with a working time of 25 seconds.

For meteorological or other good reasons, with the agreement of the Chief Judge, the Meet Director may conduct a round from the alternative exit altitude. In this case:

- the round in progress will be stopped;
- the next round will be started and will be run from the alternative
- exit altitude;

the remaining interrupted round will be completed as soon as conditions permit.

If the interrupted round cannot be completed from the standard exit altitude, the teams that have not jumped will finish the round from the alternative exit altitude; the teams that jumped from standard exit altitude in the interrupted round will be rescored using the reduced working time.

#### **1.4 Exit procedure**

There are no limitations on the exit other than those imposed by the pilot for safety reasons.

#### **1.5 Video recording**

The Organizer will provide a freefall videographer for Scrambles teams.

#### **1.6 Judging**

Five judges will evaluate each team's performance. If five Judges are not available, the Chief Judge may decide to use three judges.

The judges will watch the video of each jump no more than three times. Viewings will be at normal speed unless two judges ask for a reduced speed (no more than 50% of normal speed) as decided by the chief judge for the second/third viewing.

#### **1.7 Scoring**

1) A team will score one point for each scoring formation performed in the sequence of each round, within the allotted working time. Teams may continue scoring by continually repeating the sequence

2) For each omission, incorrect formation or lack of complete separation between formations, one point will be deducted from the total points calculated in (1).

3) The total points scored (i.e. the net of (1) and (2)) for all completed rounds will determine the final placings.

In case of a tie (for the first three places only) a tie break jump will be carried out, if possible.

For the tie break round a new sequence draw will be made. If a tie break round is not possible, the highest score in any completed round will determine the higher placing. If a tie still exists, the lowest time taken to complete the last scoring formation in the highest score round will determine the higher placing.

### **1.8 Performance requirements**

The events consist of three rounds of 4-way Scrambles (minimum one). Each round consists of a sequence of three formations.

All 3 rounds of Scrambles sequence will start with formation M – Star.

The remaining formations will be drawn from these formations:

F – Open Accordion  
O – Satellite  
J – Donut  
B – Stairstep Diamond  
L – Adder  
C – Murphy

The posting of the formations will be supervised by the Chief Judge and the teams will be given not less than two hours knowledge of the formations before the first call for a jump.

It is the responsibility of the team to clearly demonstrate the start of working time, correct scoring formations and total separation to the judges.

Going from the first point to the second is up to the team the manner in which they do it, as long as the second (and third) formations are built, it doesn't matter which jumper is in which position.

Since the Scrambles uses videographers provided by the Organizer, the judges are directed to use flexibility and common-sense in evaluating the performance, even when, due to distance or camera angle, grips or separation cannot be directly seen.

As an example, it may be evident that a controlled formation has been built but one required grip cannot be seen due to camera angle. The judges are directed, in such a case, to score the formation as being correct.

The judges are directed to keep this principle in mind at all times but to apply it only when their experience and instinct would indicate a successful completion of the performance requirement.

### **1.9 Rejumps**

Rejumps will be awarded by the judges.

A rejump will be awarded, where the video evidence is insufficient for judging purposes.

Contact or other interference between team members and the videographer shall result in a rejump. However, minor, incidental contact with the videographer, as decided by the judges, will not result in a rejump.

### **1.10 Injury**

In the event of an injury to a team member, making it unable for this team member to continue jumping, a substitution may be made.

In Scrambles the judges will ensure that this injury substitute is of an equivalent or lower experience level as the injured team member. If this cannot be done, the team will withdraw from the competition.

For clarity, illness or other medical condition is not considered an injury.

## **2. SCRAMBLES Rules**

2.1 Teams are selected by a drawing of names of participants by the judges.

2.2 The drawing may be organized by the judges to balance the teams for safety and fairness according to the experience of the participants.  
The drawing will also assign exit order.

2.3 A team consists of 4 competitors of either or both sexes.

2.4 Each team will choose a team captain (for communication with the Chief Judge or Meet Director) and a team name. If a team name is not provided, one will be assigned.