

USA POPS

Traditional Accuracy Rules

This event consists of POPS individuals guiding their canopies by precision accuracy approach to a target. Each jump is made from 2500 feet with one jumper per pass; higher if several exit on one pass.

Before starting the accuracy event, a WDI (Wind Drift Indicator) may be dropped from 2500 feet over the target area. This can be done by the judges or other jumpers not competing in the accuracy event. It is preferable to have at least one jumper on this load jump a canopy designed for accuracy and make an approach on the target. When this group lands, they will show on a map of the drop zone where the WDI landed. All competitors should be at the target area to personally observe the WDI drop. A WDI drop is not mandatory.

A wind directional indicator (streamer or sock) mounted to a pole, which is capable of responding to winds of less than 2 meters per second will be placed within 25 meters of the target. Maximum allowable wind speed limit for accuracy is seven meters per second (15.66 mph). If the winds go higher, the decision to jump will be left to the competitors.

The target will be judged with an electronic pad or by at least three judges on the target if the pad is not available. Footwear worn by competitors must be of a type that will not damage the electronic pad. The distance measured should be established before the first competition jump (eg. 16 cm, or 1 m, or 5 m). Judges will use a measuring tape to measure distance greater than that measured by the electronic pad.

The target will be either 3 cm or 5 cm (depending on the score pad used). The target can be either in a pea gravel target area or on a foam or air tuffet.

The order of jumping for the first round will be decided by a draw. Each load of jumpers will be responsible for jump separation. Fast descending or heavily loaded canopies should exit first, and slow descending or lightly loaded canopies should exit last. After the first round, loads may be made up as jumpers pack and report to manifest.

After landing, it is the responsibility of each competitor to assure that the score called out by the judges is the score recorded by the score keepers. Each competitor is responsible to call out his competitor number or name as requested by the judges and/or scorekeepers.

An accuracy competitor experiencing a control problem that prevents an approach to the target but that may be safely landed must give the distress signal by spreading arms and legs apart and making no approach to the target. Severe control problems should be handled by the competitor with appropriate emergency procedures, such as cutting away

and deploying the reserve. A judge must verify by equipment inspection and/or observation that the competitor did have a mal-function to award a re-jump.

Re-jumps due to conflict between jumpers on approach to the target, or due to other problems on the target will be at the discretion of the judges.

Each competitor's scores for the rounds will be added. The winner is the competitor with the lowest total score.

In the event of ties, the jumper with the best single round score will prevail.