



PARACHUTIST

INFORMATION

MANUAL

PART 4B

COMPETITION RULES

General Section

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Canadian Sport Parachuting Association
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ACKNOWLEDGEMENTS

The CSPA Judging Committee has prepared the Competition Rules under the authority granted to it by the CSPA Board of Directors.

Prior to 2016, this manual was developed and prepared by the CSPA Competition and National Teams Committee.

LIST OF REVISIONS / CHANGES

<u>Date</u>	<u>Section</u>
June 2026	Revisions: 1.1.2, 5.2.5(b), 5.2.6(4), 5.2.9(2), 5.2.10(2), 5.4.1
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July 2018	Revisions: 4.3.1., 4.3.2., 4.3.3., 5.4.
March 2017	Minor Revision: 'throwaway round' definition 1.1.2.4 deleted.
December 2016	Minor revisions
October 2016	Formatting
July 2016	Full Revision
June 2013	
June 2011	

CHAPTER 1 – GENERAL REGULATIONS

1.1. Validity, Definitions and Abbreviations

1.1.1. Principles, authority

(1) This Section and the Competition Rules for each discipline contain the Regulations that apply to all sport parachuting competitions in Canada.

(2) The competition parachuting disciplines are:

- Accuracy Landing (AL)
- Formation Skydiving (FS, Vertical Formation Skydiving – VFS and 10-way Speed)
- Canopy Formation (CF)
- Artistic Events (AE)
- Canopy Piloting (CP)
- Wingsuit Flying (WS)

The Competition Rules for each competition parachuting discipline are reviewed annually by the Judging Committee following the annual ISC Plenary Meeting. CSPA will use the ISC Competition Rules, suitably amended where deemed appropriate for local Canadian considerations. Any changes to the competition rules approved by the ISC will be reflected in PIM4B for each competition parachuting discipline.

1.1.2. Definitions

CATEGORY: Criteria (such as age and gender) that a competitor or team must meet in order to appear in separate result lists, as described in the Competition Rules.

COMPETITION PERFORMANCE: A parachute jump performed with the intention of being scored; the score being used to determine the final competition placing. Competition performances include those where a score is officially discarded, as in a throwaway round.

COMPETITION RULES: Rules that determine how the competition discipline and sub-discipline(s) is/are conducted.

COMPETITION SKYDIVING DISCIPLINE: A skydiving or indoor skydiving discipline that has a set of competition rules defined by the ISC with distinct requirements, rules, and objectives.

COMPETITION SUB-DISCIPLINE: A skydiving or indoor skydiving sub-discipline which has a set of competition rules defined by the ISC with distinct requirements and objectives.

EVENT: An event comprises all the rounds of a competition discipline.

PARACHUTE: A collapsible fabric device designed to counteract the effects of gravity and intended to be used to return a suspended load or person safely to the surface of the earth.

PARACHUTE JUMP: A parachute jump is a jump by a person from an aircraft, an aeroplane or a spacecraft with the intention of using a parachute for the whole or a part of the descent to the surface of the earth.

PARACHUTIST: A person who makes a parachute jump.

RESULT: The value used to rank individual competitors, teams or NAC's. The conversion of scores to results is as described in the Competition Rules.

ROUND: A round is the execution and completion, by all competitors, of one competition performance of the same kind, all having been scored. A round may extend over more than one day.

SCORE: The performance measurement or number of points awarded by Judges to an individual or team, as described in the Competition Rules.

SKYDIVE: A jump by a person from an aircraft, an aeroplane or a spacecraft with the intention of using a parachute for the whole or a part of the descent to the surface of the earth.

SKYDIVING: Falling through the air without a deployed parachute.

TASK: A specific activity or challenge within a competition discipline or sub discipline that competitors must execute, as described in the Competition Rules.

TEAM: A number of parachutists jumping together in an event.

WINGSUIT: A garment of flexible material forming wings between a parachutist's arms, legs and torso, creating an aerodynamic platform designed to generate forward movement through the air using only the force of gravity. The parachutist's limbs and extremities must serve as the primary frame for the wings. Secondary structural/aerodynamic components (e.g. non-flexible grippers, fins for directional stabilization) may be used. Secondary lift producing components (aside from wingtips, winglets and foot fairings) are not allowed. The span of any structural/aerodynamic components must not extend past the longest finger on both arms, measured at full arm extension.

1.1.3. Abbreviations

CJ: Chief Judge

CNPC: Canadian National Parachuting Championships

CNTC: Competition and National Teams Committee

EJ: Event Judge

FAI: Fédération Aéronautique Internationale

ISC: International Skydiving Commission

MD: Meet Director

MSO: Meet Safety Officer

NAC: National Aerosport Control

NSO: National Sport Organisation

1.2. Personal Requirements

- (1) Documents: Every parachutist who wishes to make competition jumps which are covered by this document, must be a CSPA Registered Participant or, if a guest competitor, must have a valid membership in a FAI recognized NSO. All competitors must hold the appropriate Certificate of Proficiency per Chapter 2.
- (2) Parachutes: All personal parachuting equipment used in the competition must be inspected and passed by the MSO before commencement of the competition. (See 1.3 for details)
- (3) Every parachutist, who wishes to make competition jumps, which are covered by PIM4B, will observe any Provincial/Drop Zone laws/regulations where the jumps take place, if such Laws/Regulations are stricter than this document.

1.3. General Safety Conditions

1.3.1. The equipment of each competitor will be inspected by the MSO or his appointed staff immediately prior to or at competition registration. The inspection shall ensure that the parachuting equipment to be used by a competitor is TSO'd; manufactured to the standards comparable to the SAE AS8015A, B or of a standard which has been approved by the CSPA Technical and Safety Committee (T&SC). Equipment deemed to be experimental by the MSO will not be passed as being acceptable for use in the competition.

1.3.2. The equipment will also be thoroughly inspected for abnormal wear and unauthorized or untested modifications and will undergo the standard riggers' safety check. The reserve parachute-packing card must be valid and repacked within 180 days of the completion date of the CNPC. A seal or other clearly visible marking will be attached to the competitor's equipment to indicate that

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the equipment has passed inspection for use in the competition. This identification will not be removed throughout the duration of the competition. The MSO may exercise the prerogative of inspecting equipment at any time during the competition. A competitor who changes his equipment from that initially approved must have said equipment approved by the MSO before continuing in the competition.

1.3.3. There is no further appeal process for a competitor whose equipment has not passed the initial or a later inspection by the MSO.

1.3.4. In addition, any equipment, other than that covered in 1.3.5, which malfunctions during the competition; will be inspected by the MSO prior to the competitor being permitted to continue in the competition using that equipment.

1.3.5. The MSO's inspection does not include the main parachute and its steering lines and mechanism and the means of attachment to the risers. The competitor is solely and wholly responsible for the airworthiness of these items.

1.3.6. Competitors should ensure that outer body garments are visible from a distance. Judging difficulties caused by hard-to-see jumpsuits will not be grounds for a rejump.

1.3.7. Contestants must use instruments in accordance with CSPA BSRs and may wear an AAD if desired. Premature activation caused by an AAD will not be grounds for a rejump.

1.3.8. The maximum wind speed at ground level for all competition jumps is 11 m/sec, unless a lower wind speed is defined in the competition rules.

1.3.8.1. At every landing area, the speed of the wind must be indicated by an anemometric system, certified by an authorized entity.

1.4. Expenses

1.4.1. Costs: All food and accommodation costs will be the responsibility of the competitor. However, facilities should be available within a reasonable distance from the DZ. Competitors should verify beforehand whether or not personal cheques will be accepted at the CNPC, but payment of registration and entry fees may be made using cash, credit card, certified cheque or money order.

1.4.2. Travel Assistance: Financial Assistance may be available to competitors from provincial sport organizations to cover travel expenses. Contact those organizations before the competition takes place.

CHAPTER 2 – DOCUMENTATION AND REQUIREMENTS

2.1. General Conditions

The CNPC are open to Canadian citizens and permanent residents or those seeking permanent resident status with one year's residency in Canada. Others may compete as guests of the CSPA Board of Directors but may not be awarded trophies or medals for their placement in competition. (see Chapter 4; 4.4.1 for further details.)

2.2. Documentation

CSPA affiliation may be acquired directly from CSPA at least 15 days prior to the start of the CNPC or at the site of the CNPC. Each contestant, at the time of registration, will need the following documentation:

- (a) current CSPA affiliation card (or an FAI affiliate membership, if non-resident)
- (b) a CSPA "A" Certificate of Proficiency for the individual events
- (c) a CSPA "B" Certificate of Proficiency for the Formation Skydiving, Canopy Formation, Artistic events and the Wingsuit events
- (d) jump logbook

2.3. Performance Requirements

Competitors must be able to show signed logbook entries to document the jumping performances required for their events. It is the competitors' responsibility to ensure they are registered in the correct event. Performance requirements are:

Accuracy Landing:

- Open Accuracy Landing: no specific requirements
- Intermediate Accuracy Landing: by self-declaration (of a lower skill level than Open and are not eligible for national team selection).
- Team or Sport Accuracy: no specific requirements

Canopy Piloting

- Intermediate:
 - In accordance with PIM 1 Section 3.21. Competitors who do not meet this criterion may apply for a waiver to the CNTC which must be ratified by the CSPA Board of Directors.
 - by self-declaration (of a lower skill level than Open) and must have a recommendation from the CNTC.
- Open: 1000+ jumps at registration

Formation Skydiving:

- Open 4-way FS: ten 3-way or larger FS jumps
- Advanced 4-way FS: same performance requirements as the open class. For teams not wishing to enter the open event and choosing to compete in a class made up of teams not trying out for the National Team.
- Intermediate 4-way FS: same performance requirement as open class. Teams will be entered in the Intermediate event by self-declaration. For teams of lower skill level than Senior Class
- Beginner 4-way FS: same performance requirement as open class. Teams will be entered in the Junior event by self-declaration. For teams of lower skill level than Intermediate Class.
- Female 4-way FS: same performance requirements as the Open class. All competitors must be women except the videographer
- 8 way and 10-way Speed FS: ten 8-way or larger FS jumps
- Vertical Formation Skydiving (4-way): at least 10 VFS jumps

Canopy Formation:

- Open Canopy Formation (Rotations, Sequential): at least 10 jumps during which a successful CF hookup has been achieved and at least 5 of the jumps must be successful 4-way or larger formations.
- 2-way CF (Sequential): at least 5 jumps during which a successful CF hookup has been achieved.
- 2-way CF (Sequential) Pro-Am:
 - “Pro”
 - Any competitor who has won a CF medal at a National Championships, OR
 - Any competitor who has been on a Canadian Team, OR
 - Any competitor who has at least 10 jumps during which a successful CF hookup has been achieved.
 - “Amateur”
 - Any competitor who has at least 5 jumps during which a successful CF hookup has been achieved.

Artistic Events:

- Open Freestyle: at least 10 Freestyle team or group jumps.
- Intermediate Freestyle: same entry requirement as open class. Teams will be entered in the Intermediate event by self-declaration. For teams with lower skill level than the Open Class.

Wingsuit Events:

- Minimum 200 jumps plus 50 wingsuit jumps at registration.

CHAPTER 3 – COMPETITION RECORDS

For complete details on the requirements regarding competition records please consult PIM4D. For details on filing a record, please refer to PIM 4D.

CHAPTER 4 – ORGANIZATION OF COMPETITIONS

4.1. General Provisions

4.1.1. The ultimate purpose of the CNPC is to determine the best sport parachutists in each discipline event. The "spirit of the rules" then, dictates that individuals and teams enjoy a fair and equitable opportunity to demonstrate their skills in competition. Exemplary sportsmanship will be required of all contestants.

- (1). The Meet Director will submit a report to the CNTC within 30 days of the event. This report will include a summary of the preparation and staging of the event, and any issues that require consideration or a decision by the CNTC at its next meeting. The Meet Director will also report, if considered necessary, to the Chair of the CNTC and the JC any circumstances to the competition itself or to the Competition Rules that may require attention by the relevant Committee.

4.1.2. Information about the CNPC will be sent to CSPA Registered Participants by way of CanPara and overall message to members and Registered Participants. They will also appear in the minutes of the board meeting at which the site was selected. Further information may be obtained by contacting CSPA directly or the CNTC at cntc@cspa.ca or by visiting the CSPA Website Home Page.

4.1.3. English and French are the official languages of the meet, with interpretation to be based on the English version of rules and regulations. All announcements should be in both languages, whenever possible.

4.1.4. All personal parachuting equipment used in the competition must be inspected and passed by the MSO before commencement of the competition. (See 1.3 for details)

4.2. Rules & Regulations

4.2.1. The competition rules for each discipline will be posted in both English and French on the CSPA website at least 60 days prior to the start of the CNPC. Any rule, definition, circumstance, etc. not specifically covered in these regulations shall be resolved by reference to the current edition of the FAI Sporting Code and the relevant ISC Competition Rules.

4.2.2. The CSPA Basic Safety Rules and Technical Recommendations shall govern the conduct of the CNPC. The CSPA recommended procedures shall also govern the conduct of the CNPC, except as specifically stipulated by the MSO. All contestants, by entering the CNPC, agree to accept and abide by the CSPA Basic Safety Rules & Recommendations and these Competition Rules.

4.2.3. Competitors will comply with the standards for anti-doping as stipulated in CSPA PIM 5, policy 5 which adheres to the [Canadian Anti-Doping Program](#) and in accordance with the FAI Anti-Doping Rules. Athletes are responsible for familiarizing themselves with the anti-doping policies.

4.2.4. Competitors will abide by the rules of good behaviour, follow the timetable set by the Meet Director, be on time for the events, respect the judges, respect the order of jumping and all competition staff.

4.3. Technical Arrangements

4.3.1. Judging Equipment

- (a) Use of the Electronic Scoring System provided by CSPA is required for all events at the CNPC. Should unforeseen technical or availability issues arise then manual scoring will be used.
- (b) Manual scoring may be used at any other competition at the discretion of the CJ.

4.3.2. Aircraft Inspection

Prior to the start of the competition the Meet Director and the Meet Safety Officer will inspect the aircraft to be used to ensure that they present no hazard to the competitors (i.e. sharp edges etc.). Once inspected and pronounced satisfactory, no protest may be filed concerning the structure of the aircraft.

4.3.3. Jump Aircraft

- (a) During individual competition, the speed of the jump aircraft at the time of exit shall not exceed 87 knots (100 mph) indicated. Any slower speed desired will be in accordance with joint agreement between pilot and competitor.
- (b) During FS and CF competition, the speed of the jump aircraft at the time of exit will be as follows:
 - Twin Otter, King Air and Cessna Caravan - 85 knots (+/-5 knots) indicated airspeed
 - Other aircraft - as determined by meet management.
- (c) It shall be the responsibility of the pilot to maintain airspeed within the limits. The team or competitor may request a second pass if it/he knows the aircraft speed is not within the limits specified at the time of the intended exit.
- (d) The time of intended exit in the FS and CF events for the purposes of this rule means the time at which any team member starts to put his body or equipment outside the door of the aircraft prior to a team member or the team falling away from the aircraft.
- (e) Substantially similar aircraft will be provided for all teams. Controversy on questions of aircraft similarity will be settled by the Jury when required. The Jury's decision will be final. Competitors are prohibited from effecting any change whatsoever in the manifest or aircraft assignment.

4.4. Participation

4.4.1. Citizenship: In the individual events, only Canadian Citizens, Permanent Residents and those seeking Permanent Resident status will be eligible to receive trophies or medals. In the team events the registration of one or more individuals who are not Canadian Citizens, Permanent Residents or seeking Permanent Resident status as either a team member or as the team alternate, will change the status of that team to that of a guest team and no person on that team, regardless of citizenship, will be eligible to be awarded trophies or medals. This paragraph is not intended to refer to the registration of foreign videographers, which will not affect the eligibility of other eligible team members to receive trophies or medals.

* Persons seeking Permanent Resident status must have received prior approval from the CNTC. The Chair of the CNTC will verify application to the CNTC has been made.

- (1). The entrants and competitors are required to know, understand, accept and abide by the General Section and all rules, regulations and protocols for the event. A person entered to compete in an event, will be deemed to have accepted all CSPA/CNPC rules, regulations and protocols, without reservation.

4.4.2. Registration for the meet will take place on-line and on site, at previously advertised times. On-line registration should be available on the organizer's website at least one month before the event. On-site registration should be available at least two days before the meet starts. Competitors are encouraged to register early to avoid the last-minute rush. At the time of registration, the competitor must state which events he/she wishes to enter. Registration will close at the commencement and reopen on completion of the opening ceremonies. Each competitor must complete and sign the appropriate liability release.

4.4.3. At the time of registration, competitors will pay a non-refundable registration fee, together with the appropriate event entry fees. These fees cover the cost of all scheduled competition jumps. The cost of the CNPC banquet may be included in the registration fee or may be charged separately. Alternates registered with teams are only required to pay the registration fee.

4.4.4. Late Registration is defined as any time after the commencement of the opening ceremonies. A late registration fee may be applied to National Team selection events only. The following rules apply:

- (a) Until the first 30-minute call for Round 1 of each event.
- (b) For all events with drawn rounds the competitor(s) will waive consideration for the time requirements for public notification of the draws.
- (c) Late registration may be allowed without penalty of a late fee.
- (d) If a late registration fee is charged, it will not exceed \$10.00 per competitor. Late registration fees are in addition to the registration and entry fees.

4.4.5. Registering in Multiple Events: Competitors may register in multiple events. Reasonable effort will be made to enable competitors to complete all events they are registered in. However, due to time or other constraints, they may not be able to meet their manifest call in each event. The Meet Director will consult the competitor; the competitor will choose his event priority. In the case of a missed round in an event, the Chief Judge shall award a maximum/minimum score as appropriate. The minimum time limits prescribed in 5.2.5 has no application in respect of jumps made in different events.

4.4.6. Cost of Jumps, Aborted Jumps, Rejumps, and Refunds: Unless otherwise stipulated, all aircraft rides will be paid for by the competitor. In the event that a competitor or team has to abort a jump for reasons beyond their control (insufficient altitude, poor visibility or other unforeseen circumstance) and land with the plane, the cost of the airplane ride shall be borne by the competitor or team.

- (a) In all situations where a competitor or team exits the aircraft and the judges are unable to score the jump, the cost of any rejump shall be borne by the competitors.
- (b) The cost of rejumps in all events (regardless of reason) is to be paid by the competitor to the organizer and will be assessed at standard jump rates.
- (c) No refund will be given if the competitor or team misses a jump and receives the maximum/minimum score for that round.
- (d) If the maximum number of jumps in an event are not made (regardless of the reason), the organizer will refund to the competitor the full price paid per jump not made.

4.5. Competition Management

4.5.1. Opening ceremonies and briefings will take place prior to the commencement of the meet and will be followed by a competitors' briefing. The Meet Director, Chief Judge or Event Judges will give further briefings as required. Jumping will commence as soon as possible, weather permitting.

- (1) Judges Conference will take place on the day prior to the first scheduled day of the Nationals. All competition and scoring equipment will be set up and approved by the Chief Judge and Safety Officer/Meet Director on that day. Practice jumps are allowed on this day for all disciplines.

4.5.2. All scores will, as soon as they are determined, be indelibly recorded on a master score sheet displayed in a central location (refer to Chapter 5 – 5.2.10).

4.5.3. Classification and recognition of results will be made only for Canadian Citizens and Permanent Residents who are CSPA Registered Participants. Competitors competing as guest individuals or on guest teams shall have their performances appear in the results with the notation "guest" or "guest team" in the appropriate space

4.6. Judges

Refer to PIM4A regarding Competition Officials.

4.7. Jury

4.7.1. The CNPC Jury shall be composed of not less than three, but not more than five persons. A quorum shall consist of at least three Jury members. Individuals solicited for Jury Duty should be experienced and knowledgeable parachutists. They should have no other responsibilities during the Competition, other than that of Jury Duty. If this is not possible or practical, then Jury Members must be as far removed from the Judging and Competition Conduct as possible, in order to ensure their impartiality. Under no circumstances will a member of the Jury be a Judge or a Competitor in the same event.

4.7.2. Members of the Jury must be completely familiar with all relevant Competition and Safety Rules. Previous National Competition experience is an asset to a Jury Member.

4.7.3. The Jury shall be the final authority for any decision pertaining to the conduct of the Competition. The Jury shall be the "last resort" for any appeal by a competitor in relation to any decision made by the Judges or by Competition Officials.

4.7.4. The Jury does not have the power to change the evaluation of a jump or the score of a jump, but may award a rejump, if in their judgment, the circumstances so warrant.

4.7.5. The primary function of the Jury is that of interpretation of the Rules to ensure:

- (a) All competition jumps are made in accordance with the appropriate Rules; and
- (b) That decisions made by the Judges or Competition Officials are in accordance with the appropriate Rules.

4.7.6. To initiate an Appeal to the Jury, a competitor shall submit any Appeal in writing accompanied by the established fee. The Appeal shall contain the following:

- (a) A description of the incident and the time at which it occurred;
- (b) The particular Rule or Rules on which the Appeal is based; and
- (c) Supporting arguments or reasons why the Appeal should be granted.

4.7.7. The Jury shall read and discuss the Appeal, after which it shall, as applicable:

- (a) Allow the competitor to speak on his behalf;
- (b) Request the Meet Director or Chief Judge to speak in support or against the Appeal;
- (c) Address any questions to the foregoing as deemed appropriate;
- (d) Question any other parties concerned in order to seek additional facts; and
- (e) Examine any evidence deemed germane, such as score sheets, or other Competition documents.

4.7.8. The Jury shall then deliberate in Closed Session, with the right to recall any persons involved for further questioning. A decision shall be reached by simple majority, by secret ballot and the decision will be communicated to all concerned, i.e. Meet Director, Chief Judge, Competitors, Manifest, Team Captain, Chief Scorer, Meet Safety Officer and such other Officials or Competitors as required.

4.7.9. A decision by the Jury must not be made on emotional grounds. A Jury Decision shall be based solely on interpretation of the Rules and such evidence as may be tabled for or against the Appeal.

4.7.10. If an Appeal concerns a disciplinary matter related to the adherence to and application of Safety Rules, rather than a request for a rejump, the Jury may adopt a different procedure. The Jury may award the competitor the maximum/minimum score for the jump, expel the competitor from the event, or expel the competitor from the competition.

4.7.11. The Jury must consider that any disciplinary action, initiated by the Meet Director, has been preceded by a warning or warnings to the competitor(s) and by discussion of the incident with the Meet Safety Officer, Chief Judge and the competitor(s).

4.7.12. Each decision made by the Jury must be carefully weighed by assessing all relevant factors of action and circumstance of the matter presented to them. All parties involved must be accorded equal opportunity to present their views to the Jury. The Jury must be impartial and exercise great caution in respect to applying their own personal prejudices if any, to the matter at hand. In their deliberations, the Jury must assume that in all cases Judges and Meet Officials exercise the authority vested in them with the utmost integrity. Similarly, the Jury must assume as a general rule that competitors do not intentionally violate Competition or Safety Rules, in that each individual has made a substantial investment in time and money in order to compete in the CNPC.

4.7.13. The task of the Jury, in adjudicating matters presented to it, is not, nor will it ever be, easy. The final decision arrived at by the Jury shall reflect justice and fair play to all parties concerned.

4.8. Safety

- (1) Any person, including the Judges, may report matters of safety during the running of the competition to the CJ and/or Meet Director.
- (2) A Safety Panel, consisting of the Organizer, the Meet Director and the CJ, will be formed.
- (3) The Meet Director, when aware of any alleged safety violation by an individual competitor or a team (either by direct knowledge or being informed as per (1)), will report the circumstances to the Safety Panel.
- (4) The Safety Panel will investigate the allegation and, if it is found by majority decision to be justified, will issue in writing to the competitor or team either:
 - (a) a "first level safety violation notice" or
 - (b) a "second level safety violation notice" or
 - (c) a "third level safety violation notice".

A “first level safety violation notice” will incur no penalty. A “second level safety violation notice” will result in the maximum or minimum score (as appropriate) for the jump during or after which the safety violation occurred. A “third level safety violation notice” will result in the disqualification of the competitor or team from the event during which the safety violation occurred.

- (5) Any penalties imposed in accordance with this section must be recorded in writing and the competitor or team must also be advised of the penalty in writing.
- (6) If a “first level safety violation notice” has been issued, a second safety violation must result in a “second or third level safety violation notice”.
- (7) If a “second level safety violation notice” has been issued, another safety violation must result in a “third level safety violation notice”.
- (8) These provisions are in addition to any safety or penalty provisions in the Competition Rules.
- (9) A decision of the Safety Panel is not subject to protest or appeal to the Jury.

4.9. Conclusion

4.9.1. The medals will be awarded at the conclusion of each event at the end of the days jumping.

4.9.2. The order of presentation of trophies will be such that the Champions will be announced last.

4.9.3. An MC will announce the winners. The Chief Judge, his or her designee or the Event Judges will coordinate or assist in the presentation of the medals.

4.9.4. An awards ceremony will take place either on site or at the CNPC banquet, depending on whether or not all events have been completed by the time of the banquet and on the facilities available. The CNPC banquet date and time will be advertised by the host and may be held at the site of the CNPC or in a different facility.

4.10. Minimum Participation

4.10.1. Minimums for Valid Event. No winners will be declared, or trophies awarded in a particular event unless the minimum requirements for a valid event have been completed.

In addition to the minimum number of jumps specified in the rules for each event, an event will be considered valid only if at least two teams or two individuals, as appropriate, are entered in the event. If a valid event cannot be constituted, the Meet Director, after consulting with the Chief Judge and the competitors concerned, may decide to include those competitors in another event, provided they meet the performance requirements of that other event.

4.11. Medals

4.11.1. For medals to be awarded in an event, the minimal participation requirements of s. 4.10.1 must be met.

4.11.2. In a discipline where there is no female category, medals will be awarded to the top three placings and, in addition, to females based upon their performance amongst the females.

4.11.3. Whenever, pursuant to s. 4.10.1, a female or female team are required to compete in the open event and they place in the top three, they shall be awarded the medal pursuant to their placing in the top three.

4.11.4. In a discipline where there is an open class and a female class, and the female performance is such that, if they were competing in the open class they would have won a medal, then they shall co-place in the open event as well as place in the female event.

4.11.5. If only one individual or team is entered in an event no medal will be awarded. If a maximum of two individuals or two teams are entered in an event, medals will be awarded to the top two placings and, if three individuals or three teams are entered in an event, medals will be awarded to the top three placings.

4.11.6. Guest competitors who place in the top 3 shall receive a certificate documenting their performance.

CHAPTER 5 – GENERAL COMPETITION RULES

5.1. General Provisions

5.1.1. Equipment

- (1) Each participant is responsible for the good condition of his/her equipment. A fault in equipment, including team video and/or recording equipment and/or as provided in the specific CRs, is no grounds for a rejump. This also applies to the activation of any safety device used to ensure the opening of the parachute.
- (2) Equipment problems occurring in freefall such as to make it difficult or impossible for the competitor to perform are not grounds for a rejump.

5.2. Execution of Jumps

5.2.1. Practice jumps will be available at the site for some period of time during the week prior to the CNPC and prior to the close of registration. Check with meet management for details. Once the CNPC have begun, jumps other than competition jumps will be allowed as follows:

- (a) All competitors are entitled to make fun jumps during the course of the CNPC, but once an event commences or once rounds are published no competitor registered in that event is allowed to make any jump/flight (whether fun or practice) in that discipline or in a format resembling that event. For example, no CF or FS 4-way competitor may make 4-way jumps; no Freefly competitor may make Freefly jumps and no Accuracy Landing competitor may use any kind of target on the tuffet or in the field when landing. Competitors are not allowed to use a wind tunnel (freefall simulator) after the draw has been made.
- (b) Once the competition begins and the draws for events are published, use of a wind tunnel is strictly forbidden
- (c) Any competitor who violates any of the above rules may be expelled from the event in question.

5.2.2. Order of Jumping (parachuting)

- (1) The jump order will be as prescribed in the Competition Rules.
- (2) The Meet Director may change the jump order for a round if rejumpers or other important organizational needs make this necessary. This can include but is not restricted to: additional time needed by the competitors arising through no fault of their own, such as a landing out, reserve repacking, effects of excessive time at altitude, aircraft incidents or substantial changes in the order of jumping
- (3) Medical treatment may constitute a reason for a change in the jump order.

5.2.3. Order of Events

- (1) The Meet Director, in close co-operation with the Chief Judge, must take maximum advantage of favourable meteorological conditions.
- (2) The Meet Director decides the order of events at any given time. He must, however, consider the wishes of the CJ, rejumpers and any pending protests, which may affect the order.
- (3) In order to ensure completion, or if the weather requires it, the Meet Director can run two or more events simultaneously. For this purpose, events that are open or for men are considered different from those for women.
- (4) Should time and circumstances dictate, the Meet Director, in consultation with the Chief Judge, may employ an eliminations cut to ensure the completion of the CNPC.
- (5) The Meet Director is responsible for the control of the jump run and for observing the wind.

5.2.4. Flight and/or Traffic Patterns

- (1) Aircraft flight and/or patterns must be established by joint agreement of the pilots, Meet Director and Chief Judge. The interests of safety must be maintained at all times.
- (2) During individual competition, the speed of the jump aircraft at the time of exit shall not exceed 87 knots (100 mph) indicated. Any slower speed desired will be in accordance with joint agreement between pilot and competitor.

5.2.5. Calling the Jumpers

Manifest. It is the duty of the competitors to meet their correct manifest. Competitors will be called two times: "gear up", approximately 15 minutes prior to take-off; and "load", approximately 5 minutes prior to take-off. Should a competitor/team not arrive in time to board the aircraft, he/it will be disqualified from that round, receiving the maximum/minimum score, as appropriate, unless he/it has previously notified the Meet Director of a necessary delay (e.g., reserve repack, etc.)

- (a) In the FS event while the jumping of a round is ongoing, the timing of the "Stand by" call may be increased to 40 minutes at the discretion of the Meet Director.
- (b) In events other than FS, allow for a minimum of 45 minutes between jump loads and for safety reasons consider extending this an additional amount of time for exceptional circumstances.
- (c) A competitor or team should report to the boarding area for the load in sufficient time to receive a gear check and final instructions (i.e., exit order and location of exit point) from the Loader. The gear check will include the inspection tag, the use of an instrument and protective clothing. No individual (competitor or staff) will be permitted to board any aircraft without an inspection tag and without being fully dressed.

5.2.5.1 The Organiser must ensure that a notification system and a notice board are in place such that all competitors at the competition site can be fully informed as to the conduct of the competition. The location and area of the competition site, the notification system therein and the notice board must be approved by the Meet Director and Chief Judge.

5.2.6. Video Transmission and Recording for AE, CF, FS, and WS Acrobatic

- (1) Each team shall provide the video evidence required to judge each round. Each Videographer must use the video transmission system provided by the Organiser.
- (2) For the purpose of these rules, "video equipment" shall consist of the complete video system(s) used to record the video evidence of the team's freefall performance, including the camera(s), recording media, and battery(ies). All video equipment must deliver a High Definition 1080 type digital signal with a minimum frame rate of 50 frames per second, through a memory card. The videographer is responsible for ensuring the compatibility of the video equipment with the scoring system. Failure to meet any of these requirements will result in a 20% score penalty (rounded down to the next whole number) for that round.
- (3) The camera must be fixed by a static mount to the helmet. No pitch or yaw movements of the camera, mechanical and/or digital zoom adjustment, or any digital effects (excluding "steady shot, or other image stabilization feature) may be used during a competition jump. Failure to meet any of these requirements will result in a score of zero (0) points.
- (4) As soon as possible after each jump is completed, the videographer must deliver the video media of that jump for dubbing at the designated dubbing station. The video evidence must remain available for viewing or dubbing until all results are posted as final.
- (5) Only one video recording will be dubbed and judged. For CF, FS, and WS acrobatic, secondary video recordings may only be used in NV situations as defined in the relevant competition rules.
- (6) The dubbing station will be as close to the landing area as possible.
- (7) A Video Controller will be appointed by the Chief Judge prior to the start of the Judges' Conference. The Video Controller may inspect a team's video equipment to verify that it meets the performance requirements as determined by him/her. Inspections may be made at any time during the competition which does not interfere with a team's performance, as

determined by the Chief Judge. If any video equipment does not meet the performance requirements as determined by the Video Controller, this equipment will be deemed to be unusable for the competition.

- (8) A Video Review Panel will be established prior to the start of the official training jumps, consisting of the Chief Judge, the Meet Director, and the Video Controller. Decisions rendered by the Video Review Panel shall be final and shall not be subject to protest or review by the Jury.
- (9) If the Video Review Panel determines that the video equipment has been deliberately tampered with, or there has been an intentional abuse of the rules, General Section 5.4 will be applied (Unsporting Behaviour).
- (10) If the Video Review Panel determines the insufficiency of the video evidence is due to a factor that could be controlled by the team, no re-jump will be granted, and the team will receive a score based on the video evidence available.
- (11) If the Video Review Panel determines the insufficiency of the video evidence is due to weather conditions or a cause beyond the control of the team, a re-jump will be offered.
- (12) For AE and WS acrobatic, the Organizer must provide the teams with a way of identification of the team showing the team number to be recorded by the Videographer just before exit. The recording of this or other clear identification of the team number and round should continue into the jump without any stop in recording. Failure to meet this requirement will result in a score of zero (0) points for the relevant round.
- (13) Cameraflyer, interference and objects in the air
 - i. A Videographer or cameraflyer (other than a videographer who is part of a team) who has been authorized by the Meet Director and the Chief Judge will be permitted to board the aircraft and exit with a team or competitor.
 - ii. If in the opinion of the Chief Judge, the Event Judges and the Video Review Panel, a videographer or cameraflyer (other than the team's videographer) interferes with the judge ability of a team's performance or through direct body contact adversely affects a team's performance, a rejump may be awarded. In this case the videographer or cameraflyer responsible will not be permitted to participate in further video or camera jumps during the competition.
 - iii. A rejump may be offered if the Chief Judge, in agreement with the Meet Director concludes that the performance of a team or competitor has been adversely affected by an object in the air (e.g. aircraft, canopies). The CJ's decision is no ground for a protest.

5.2.7. Ground to Air Communication

- (1) Communication between the Meet Director or the Judge on the ground and the aircraft shall be by radio communications.
- (2) Deliberate disobedience of radio instructions from the Meet Director, Chief Judge or appointed agents thereof, will constitute grounds for disqualification from a round or event

5.2.8. Aircraft Jump Run

- (1) Jump runs are decided by the Meet Director, in conjunction with the Chief Pilot.
- (2) In order to avoid interference between competitors and teams, the Meet Director, in conjunction with the Chief Judge and the Chief Pilot, shall stipulate the minimum interval of time between passes (jump runs) of the aircraft over the exit point and between the exit of different teams or competitors during the same pass (jump run) of the aircraft.
- (3) If a competitor or team does not jump on their first assigned jump run, they may make no more than one additional jump run, unless authorized by the pilot to do so or where it is apparent that the competitor or team is exhibiting good safety practice or common sense in making additional passes.
- (4) The competitor or team may choose to abort a jump for any pertinent reason and may descend with the aircraft. The competitor or team is not obliged to jump if the altitude differs +/-50 metres or more from that stipulated for the event. While the length of time elapsed since take-off of the aircraft is not considered a pertinent reason to abort a jump, if the aircraft spends more than fifteen (15) minutes above 3000 m (10,000 ft) msl or ten (10) minutes above 3650 m (12,000 ft) msl and

there is no supplementary oxygen provided, that will constitute a pertinent reason. If a jump run is aborted and the Meet Director decides that the reason is pertinent, the jump must then be made at the earliest opportunity.

- (5) If a competitor or team fails to follow the provisions of paragraph (3) above or aborts a jump without a pertinent reason (as determined by the Meet Director) they will receive the maximum or minimum score (as appropriate) for the jump.

5.2.9. Meteorological Conditions

- (1) Jumping will continue as long as there is, in the opinion of the Meet Director and the Chief Judge, satisfactory weather conditions for both jumping and judging purposes.
- (2) No further exits will be made following the interruption of a round by reason of weather conditions until the conditions are again satisfactory. The performance of jumpers or teams that have already exited the aircraft will, if possible, be evaluated.
- (3) If any round, in any event, is interrupted for any reason, that round will be completed at the earliest opportunity. It is the responsibility of the competitors to remain available in such an instance. Precisely similar meteorological conditions are not necessary to complete portions of any round or event

5.2.10. Scoring

- (1) Once any competitor, team member or team videographer has left the aircraft, the jump will be evaluated, unless the Competition Rules provide otherwise, in which case the Competition Rules will take precedence.
- (2) The scoring of performances and the unofficial results of each round must be posted on a scoreboard as soon as they are collated. The official results of each event will be posted on the scoreboard designated by the Chief Judge and must be so posted and made public as soon as possible. The scoreboard may be electronic. The Chief Judge will ensure that the official results are available in time for the award ceremonies.

5.2.11. Rejumps

- (1) If any principal judge observes a circumstance which merits a rejump for a competitor or team, he will inform the Chief Judge or Event Judge, describing the incident. Upon a decision by the Judges involved, the competitor or team should be immediately informed of the award of rejump.
- (2) If any competitor or team feels that his/its performance ability has been impaired by circumstances beyond his/its control, such that he/it believes a rejump is warranted, he/it may make a written request to the Event Judge for a rejump.

The competitor or team must clearly state the reason for the request and provide names of witnesses and ensure their immediate availability to provide information if called on by the Judges.

- (3) A request for a rejump by a competitor or a team may not be based on the evaluation of the particular jump by the Judges, but rather on the underlying principles and/or interpretation of the rules. The judges shall not consider or take action on any rejump request simply because the competitor or team is dissatisfied with the results of his/its performance or with a decision of the judges.
- (4) The request for the rejump must be made within two hours of the score being posted on the master score board. Time from official stand down to official start is not considered in this determination.
- (5) Each of the principal judges present during and observing the circumstances involved in the incident shall have a vote.
- (6) The Chief or Event Judge shall convene a meeting to consider the request, discussing matters only with those judges knowledgeable of the incident and with any other parties he feels can contribute pertinent information. As soon as the Chief Judge is satisfied that the matter has been handled judiciously, the judges will discuss the request and ballot will be taken to decide the issue.

- (7) Rejumps will be made as quickly as possible. If practical, rejumps will be made at the end of the particular round. In individual accuracy the desire to have rejumps made as quickly as possible will take precedence over the intent to manifest particular groups (i.e.: women) together. It is the duty of the competitors to report to manifest as quickly as possible, packed and ready for the rejump.
- (8) If a rejump is granted to a competitor or a team who has requested it, it must be made. If the competitor or team does not jump, he/it will receive maximum/minimum score, as appropriate, for that jump.
- (9) If a rejump is offered to a competitor or a team who has not requested it, the choice of making the rejump is with the competitor or team. The decision to make or not to make the rejump must be made within five minutes of the offer in the case of individual events and within 30 minutes of the offer in the case of team events. If the offer of a rejump is refused, the competitor or team will receive the score as judged from the original jump in question.

5.2.12. Jumps Per Day

There is no limit to the number of jumps per day.

5.3. Protests

5.3.1. Procedure, Time Limitation and Content

- (1) If a competitor or team is dissatisfied with a decision of the judges regarding a request for a rejump, he/it may appeal to the jury on matters of rule interpretation. Such appeals against a decision of the judges must be submitted to the jury in writing within two hours of the competitor/team being informed of the decision or after official results for the particular event or round have been posted on the official scoreboard.
- (2) In order not to delay award ceremonies or other activities, the two-hour period after the official results for a particular event have been posted may be waived by unanimous consent of all the team/individual competitor representative of teams that are entitled to submit a protest within the two-hour period to be waived. This waiver consent will be indicated by the signature of each team/individual competitor representative on a form prepared by the MD and will be effective at the moment all necessary signatures have been obtained, after which time no protests may be made for that event.
- (3) Any appeal contesting the decision of the judges shall not be based on the decision itself, but on underlying principles and/or interpretations of the rules. The Jury will not consider or take action on any appeal against a decision of the judges simply because the individual or team is dissatisfied with the decision or the results of his/its performance. For this purpose, the timing of the two hours will only be done during the time that the competitors in the event are required to be at the competition site and do not have competition obligations.
- (4) Each written appeal; to the Jury; must be accompanied by a fee of \$20.00. This fee will be refunded if the appeal is upheld or contributed to the Team Fund if denied. The Appeal shall contain the following:
 - (a) a description of the incident and the time at which it occurred;
 - (b) the particular Rule(s) on which the Appeal is based; and
 - (c) supporting arguments or reasons why the Appeal should be granted.
- (5) Any decision or ruling rendered by the Jury shall be final and without appeal to any other party.

5.4. Penalties

Except as specifically provided in 5.2.5 and 5.2.8, a competitor or team may be penalized by the Meet Director with the consent of the Jury. The procedure and penalties are as follows:

- (1) The Meet Director will determine whether the infringement is Technical, Serious or Unsporting Behaviour and will also determine whether the severity of the infringement leads to a warning or to the penalties described below. A repetition of any infringement that led to a warning will result in automatic application of a penalty as described below in 5.4 (A), (B), (C).

Technical Infringements are infringements of the rules or a failure to comply with requirements caused by mistake or inadvertence where no advantage has accrued or could have accrued to the competitor concerned.

Serious Infringements include dangerous or hazardous actions or repetitions of Technical Infringements.

Unsporting Behaviour includes cheating or unsporting behaviour, including deliberate attempts to deceive or mislead officials, bringing CSPA into disrepute, willful interference with other competitors, falsification of documents, use of forbidden equipment or prohibited drugs, tampering with (camera) equipment, violations of airspace, abusive comments on social media or repeated Serious Infringements.

(2) When the severity of the infringement has been established and confirmed by the Jury, penalties will apply as follows:

(A) Technical Infringement

(1) (a) AL

For each technical infringement by a competitor, a penalty equal to 20% (rounded down) of the maximum score for an individual competition jump, will be added in determining the actual final event score of that competitor.

(b) AL

For each technical infringement by a team, a penalty equal to 80% (rounded down) of the maximum score for an individual competition jump, will be added in determining the actual final event score of that team.

(2) FS, VFS, 10-way Speed, CF, AE, CP, and WS

For each technical infringement by a competitor or team, a penalty equal to 20% (rounded down) of the highest score of the team, to which the competitor belongs, or of the individual competitor for any competition jump/performance up to the time of the infringement will be deducted in determining the actual final event score of that team or that competitor.

(B) Serious Infringement

(1) (a) AL

For each serious infringement by a competitor, a penalty equal to 50% (rounded down) of the maximum score for an individual competition jump, will be added in determining the actual final event score of that competitor.

(b) AL

For each serious infringement by a team, a penalty equal to 200% (rounded down) of the maximum score for an individual competition jump, will be added in determining the actual final event score of that team.

(2) FS, VFS, 10-way Speed, CF, AE, CP, and WS

For each serious infringement by a competitor or team, a penalty equal to 50% (rounded down) of the highest score of the team, to which the competitor belongs, or of the individual competitor for a competition jump/performance up to the time of the infringement will be deducted in determining the actual final event score of that team or that competitor.

(C) Unsporting Behaviour

The competitor or team will be disqualified from participation in any further competition activity and their name will be deleted from all unofficial and official standings and results.