

75th FAI/ISC PLENARY MEETING, 1-2 FEBRUARY 2025, ROME. ITALY

<i>SUBJECT:</i>	Proposal to Amend the S&A Competition Rules and SC5	<i>AGENDA #</i>	9.1.1
<i>AUTHOR:</i>	Simona Stan, Alternate Delegate - Romania		
<i>DATE:</i>	26 November 2024	<i>PAGES:</i>	Page 1 of 3

Proposal for changes and additions to the Competition Rules Style and Accuracy Landing.

7. TITLE OF THE COMPETITION

7.5. World / Continental Champions

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

7.5.3.1. The Overall World / Continental Champion Nation, separate for men and women, is the nation with the lowest total, calculated as the sum of Team Style and Team Accuracy Landing ranks. All team members who don't participate in the Style Event receive the score of 16.00 seconds as a virtual score for the first and second round the four best numerical placings in the separately calculated virtual team style ranking are added in order to get the team style ranking. Only members of teams participating in team accuracy (with a minimum of four participants) will be considered and 7.3.1. applies.

This score is only used for the virtual team style rank to then add the team accuracy rank after all completed rounds and by that to calculate the Nations (team) Overall.

7.5.3.2. In the event of a tie for the first three places in the Nation Overall event, the Nation with the best ranking in one event will be the winner; if this does not break the tie, then the Nation with the better ranking in Team Accuracy will be the winner, ~~otherwise, they will be declared co-champions.~~

Adding: If a tie persists, the Nation that participated in both events (Style and Accuracy) will be favored over those who received virtual scores of 16.00 seconds and will be the winner. If a resolution is not reached, they will be declared co champions.

Explanation:

The nation that participated in both events should be eligible for a medal, as opposed to teams that only competed in one event and received a virtual 16.

If Team A chooses to compete in Style, which involves additional costs (meaning they invest in training jumps, the participation fees and additional equipment to bring to the competition), and Team B chooses not to compete and receives 16 virtual points, it is not fair for Team B to win over Team A in the event of a tie in the overall nation ranking. This additional tiebreaker gives the team that participated in both events (Accuracy and Style) a fairer chance to win in the case of a tie.

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

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Proposal for changes and additions to the competition rules for Section 5 of the FAI Sporting Code.

4 Chapter 4: Organisation of Competitions

4.3 TECHNICAL ARRANGEMENTS, ACCOMMODATION

Add:

4.3.11 Selection of Landing Zone for Accuracy Landing

(1) The landing zone for Accuracy Landing events must be selected by an Organiser, based on safety, and specific competition requirements. The following criteria should be considered:

Safety: The landing area must be free of high obstacles and hazards from at least two landing directions, ensuring a safe environment for all participants. Organizers cannot impose a landing zone obstructed by urban structures, without alternative landing areas to use for landing in case of parachute control issues or the need to cut away and deploy a reserve parachute.

(2) The Chief Judge (CJ) must evaluate and approve the selected landing zone, considering local environmental factors, such as wind measurements at ground level and topography, that may impact the safety of landing accuracy.

(3) Prior to the competition, the Organiser must provide a detailed description of the chosen landing zone, including maps and photographs, in the Official Information Bulletins to ensure all participants are informed.

(4) If adverse conditions affect the suitability of the landing zone during the competition, the CJ may relocate the landing area in consultation with the Organiser and relevant committees, ensuring that all participants are promptly informed of any changes.

Explanation:

Accuracy Landing in Skydiving must be treated as a sport, not as demonstration jumps in crowded cities, between buildings for promotional purposes. Like any sport, Accuracy Landing is generally performed in a controlled and safe environment, such as an airfield or open areas in the city, like unobstructed parks. Some less conventional organizers, particularly those unfamiliar with the specifics of accuracy landing, may argue that promoting the sport is the primary goal. However, if the landing area does not guarantee a safe landing first (using the main or reserve parachute) and then Accuracy Landing skills, there is a risk of injury or landing on obstacles, which would negatively impact the promotion of the sport. The target audience for promoting skydiving primarily consists of young people, and social media is the main platform for reaching them.

“We will never see a sprinter running around a roundabout while city traffic is flowing freely in an organized First Category Competition”

5 Chapter 5: General Competition Rules

5.2 EXECUTION OF JUMPS/PERFORMANCES

5.2.5 Calling the Parachutists/Indoor Skydivers

(3) Each competitor is allowed a minimum time from arriving at or returning to (as appropriate) the competition site to the first call for the next jump/appropriate notification for the next performance. The minimum time is:

- 45 minutes for CF and WS Acrobatic competitors.
- 45 minutes for AE and FS competitors who have entered one (1) event.
- 45 minutes in the same event for competitors in FS who have entered two (2) events.

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- 30 minutes for ISF, DY, IFS, ~~AL, ST~~, CP, PS, SP, and WS Performance.
- 30 minutes in different events for competitors in AE and FS who have entered two (2) events.
- 30 minutes in the same event for competitors in AE who have entered two (2) events.
- 10 minutes for DY between battles
- 5 minutes for DS between battles.

Add: 45 minutes for AL; ST competitors;

Explanation:

30 minutes from the last landing / arriving at or returning to the competition site to the first call for the next jump is not enough time for packing the parachute, rehearsing the routine on the ground, gearing up, and reaching the boarding area on time.

The current rhythm of a 30-minute time between arrival and the first call, for more than 6 competition jumps performed in one day, is exhausting and leads to a loss of focus, which is a crucial quality for accuracy landing.

If there are few competitors in the respective category and the organizer does not want to do so many siki jumps, you may end up completing a First Category World Championship Competition in just one day (or even worse, in half a day) out of the recommended six competition days, which could negatively impact the level of focus required for Accuracy Landing.