# 14

# USPA National Wingsuit Flying Championships Competition Rules

# Table of Contents

# 1. Introduction

## 1.1. Purpose of the Competition

- To determine the Champions (1st, 2nd, 3rd) of Wingsuit Performance Flying.
- To determine the Champions (1st, 2nd, 3rd) of Wingsuit Acrobatic Flying.
- To promote and develop Wingsuit Flying training and competition.
- To establish new World, Continental, National and State Wingsuit Flying competition records.
- To present a visually attractive image of the competition jumps and timely standings (scores) for competitors, spectators and media.
- To exchange ideas and strengthen friendly relations between wingsuit flyers, judges and support personnel.
- To allow participants to share and exchange experience, knowledge and information.
- To improve judging methods and practices.

# 2. Definitions Of Words And Phrases

## 2.1. General Definitions

2.1.1 WINGSUIT: A garment of flexible material forming wings between a parachutist's arms, legs and torso, creating an aerodynamic planform 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.

2.1.2 Position logging device (PLD): A device used to record the real-time, three-dimensional (3D) position of the wingsuit flyer, which is mounted on the wingsuit flyer's body or equipment.

2.1.3 Spherical error probable (SEP): SEP is the radius of a sphere centered on the measured position which includes the true position with 50% confidence.

2.1.4 Geometric Altitude: The height, as measured by a Global Navigation Satellite System, optical methods or radar, above ground level.

2.1.5 Rounding: Whenever rounding is referred to in these competition rules, half-way values of x are always rounded up. Example : 23.5 gets rounded to 24.

2.1.6 Technical Scoring Director (TSD): Appointed by the Chief Judge and approved by the organiser for that position. The Technical Scoring Director is responsible for the planning, setup and maintenance of the scoring system before and during a National Championships. The Technical Scoring Director may not be a Competitor, Principal Judge, Event Judge, Chief Judge or Meet Director in the WS Performance or WS Acrobatic events.

2.1.7 Safety Panel: For safety violations referenced in these rules, the Safety Panel shall consist of the USPA Controller, Meet Director, and Chief Judge. Decisions of the Safety Panel are final and not subject to protest.

2.1.8 Equipment: Equipment includes at least the following components. Wingsuit, Gloves, Helmet, Rig, and Footwear.

## 2.2. Performance Event

2.2.1 Competition window: A vertical 1000-meter window, starting at 2500m (8202ft) Geometric Altitude and ending at 1500m (4921ft) Geometric Altitude, in which the performance of the wingsuit flyer is evaluated. The first crossing of the upper window boundary starts the evaluation process, which stops at the first crossing of the lower window boundary.

2.2.2 DZ Elevation: The ground level for the competition site will be determined by the Meet Director and will be made known at the pre-event competitors' meeting.

2.2.3 Designated Flight Path: The straight ground track between a point on the competitor's flight path at the start of the Validation Window and a designated ground reference point.

2.2.4 Designated Lane: a lane which is centered on the Designated Flight Path with a width of 600 meters.

2.2.5 Result: The raw measured performance in a given task, as defined in 5.3.1, 5.3.2, and 5.3.3.

2.2.6 Score: The calculated percentage based on the top result for a given task, as determined in 5.9.1, 5.9.2, 5.9.3, and 5.9.4.

2.2.7 Validation Window: The validation window is the part of the jump which is used to determine the accuracy of the PLD data. The validation window begins 9 seconds after the competitor's vertical speed first reaches 10m/s and ends 66ft (20m) below the competition window.

2.2.8 Ground Reference Point: The ground reference points will be determined by the Chief Judge, with the consent of the Meet Director. The coordinates (latitude and longitude) for each ground reference point will be published 30 days prior to the close

of registration for the event. Prior to the official arrival day the reference points will be displayed using a detailed map or aerial photograph of the area no more than 30 days old. The map and/or photograph must be acceptable to the Chief Judge.

### 2.3. Acrobatic Event

2.3.1 Team: An Acrobatic Wingsuit Flying Team is composed of two (2) Performers and a Videographer, all three of whom are Team Members.

2.3.2 Designated Team Member: The Designated Team Member (DTM) is the Team Member wearing the PLD. The DTM must be either Performer A or Performer B.

2.3.3 Altitude Window: The upper boundary of the Altitude Window is the altitude at which the vertical velocity of the Designated Team Member reaches 10 m/s after exit, as determined by the judges using the PLD, and the lower boundary of the Altitude Window is as designated in 6.3.3, 6.3.4, or, if applicable, 6.3.4.

2.3.4 Compulsory Round: A round composed of compulsory sequences chosen at random from Addendum A by the Chief Judge.

2.3.5 Compulsory sequence: A compulsory sequence is comprised of 2 or 4 maneuvers, as described in Addendum A.

2.3.6 Free routine: A routine composed of maneuvers chosen entirely by the Team.

### 2.4. Basic Rotational Actions

2.4.1 Barrel Roll: A barrel roll is a 360-degree rotation about the body head-toe axis, when that axis is aligned with the direction of flight. The rotation of a barrel roll may be performed in either direction (clockwise or anti-clockwise.)

2.4.2 Back Loop: A back loop is a loop where the rotation is initiated about the body left-right axis with the torso rotating backwards.

2.4.3 Front Loop: A front loop is a loop where the rotation is initiated about the body left-right axis with the torso rotating forwards.

2.4.4 Grips:

2.4.4.1 A hand grip consists of a controlled stationary contact with the front or back of the hand. The contact must be on or below the wrist.

2.4.4.2 A foot grip consists of a controlled stationary contact with the front or back of the hand on the foot, below the ankle bone.

2.4.4.3 A grip on the surface of any wingsuit without also achieving a controlled stationary contact with the front or back of the hand on a specified part of the body as defined in 1) and 2) above is specifically excluded from the definition of a grip.

2.4.5 Maneuver: a change in body position or a rotation around one or more of the three (3) body axes or a static pose.

2.4.6 Normal Flight: The performer is in a belly-to-earth stable position.

2.4.7 NV: No Video – no video image is available for judging purposes.

2.4.8 Omission:

2.4.8.1 A maneuver or grip is missing from the drawn sequence, or

2.4.8.2 There is no clear intent to perform the chosen maneuver, or

2.4.8.3 An attempt at a grip is seen and another maneuver or grip is presented and there is an advantage to the team resulting from the substitution.

2.4.9 Routine: Compulsory sequences or maneuvers performed during the working time.

2.4.10 Working time: the period of time during which Teams may be evaluated and scored in accordance with 6.2 and which is defined in 5.3.3 and 5.3.4. Working time starts the instant any team member separates from the aircraft, as determined by a majority of the judges.

2.4.11 Scoring Grip: A grip which is correctly completed and clearly presented and which, apart from the first grip after exit, must be preceded by a correctly completed and clearly presented Maneuver.

Infringement

1) A Maneuver not clearly presented, or

2) An incorrect Maneuver performed within working time, or

3) A Sequence performed in a different order than drawn

## 3. General Rules

### 3.1. Time Between Events

3.1.1 The Performance and Acrobatic events shall not be run concurrently.

3.1.2 Competitors must be released from one event before they can be put on standby for the other event. This rule does not apply to rejumps.

3.1.3 The minimum time between the release from one event and first call for the other event shall be 60 minutes. This rule does not apply to rejumps.

# 4. Equipment

- The following applies to both Performance and Acrobatic Wingsuit Flying.

## 4.1. Position Logging Device (PLD)

4.1.1 The PLD must record real-time three-dimensional (3D) data with a resolution of at least 5Hz and a position accuracy (SEP) of less than 10 meters.

4.1.2 The PLD must not require any action by the competitor in order for it to function, and it must activate its recording function automatically.

4.1.3 Once attached to the competitor, the settings on the device must not be capable of being altered by the competitor, nor must it be possible for the competitor to delete the data without this being easily evident to the Judges. Tampering with the device, as determined by the Panel of Judges, will result in a score of zero for the jump. This decision shall not be grounds for protest.

4.1.4 The data recorded by the PLD must be downloaded and saved as soon as possible after the competitor has handed in the devices, and before the PLD is used again

## 4.2. Equipment

4.2.1 All competitors must wear a wingsuit for all competition jumps.

4.2.1.1 All wingsuits must comply with all requirements found in Addendum D.

4.2.2 Modifications relative to the wingsuit manufacturer's design are not permitted, except those explicitly permitted in the competition rules.

4.2.2.1 Modifications to improve fit to the competitor's body are permitted.

4.2.2.2 Modifications to integrate the main lift web into the suit's front body panel are permitted, provided that emergency handles remain attached to the main lift web, are exposed, and are accessible.

4.2.2.3 Modifications that alter the aerodynamic properties of the wingsuit are not permitted.

4.2.3 All equipment will be inspected by the panel of judges to ensure that it complies with 4.2.1 and 4.2.2.

4.2.3.1 If a suit has been determined not be in compliance with 4.2.1 and 4.2.2, the competitor will not be permitted to use that suit in competition.

4.2.4 Competitors shall not use propulsion systems. If any propulsion system is used, the score will be zero for that jump.

4.2.5 A competitor shall not wear any other electronic device or wires closer than 2.54cm from the official PLD as measured by the judging staff. However, a second identical PLD unit may be worn without regard to this separation requirement. If any such electronic device affects the PLD system, and the source of the interference is not obvious and beyond the reasonable control of the jumper, a rejump may be granted by the Chief Judge, in which case 5.7.3. will not apply.

4.2.6 Each competitor must wear a functioning audio altitude warning device on every jump. Failure to do so will result in a score of zero for that jump.

4.2.7 The PLD will be attached in its location by a Judge.

4.2.8 The PLD will be turned on and off by a Judge or by the competitor if instructed to do so by any Judge.

4.2.9 Immediately after landing, the competitor shall return the PLD used on that jump to a Judge.

4.2.10 If the PLD is found to have been tampered with, and if in the opinion of the Panel of Judges, this was not caused by circumstances beyond the control of the competitor, then no rejump will be awarded, and the competitor will receive a score of zero for that jump. This decision shall not be grounds for a protest.

4.2.11 If the PLD malfunctions and, in the opinion of the Panel of Judges, the malfunction was not caused by action or interference by the competitor, then the competitor will be given the option of making a rejump, in which case 5.7.3 will not apply, or receiving a score of zero for that jump.

4.2.12 In the event of loss of the competition PLD, the competitor will receive a score of zero for that jump. This is not grounds for protest.

# 5. The Performance Event

## 5.1. Objective

5.1.1 The objective is to fly a single wingsuit in three separate tasks to demonstrate a combination of best lift (time task), best glide (distance task) and least drag (speed task).

5.1.2 Each round of the event is comprised of the three tasks.

5.1.3 Each task is performed on a separate flight.

## 5.2. Classes

5.2.1 Open Class: permitted entry of any wingsuit.

## 5.3. Tasks

5.3.1 Time Task: The wingsuit flyer is to fly with the slowest fall rate possible through the competition window. The result for this task will be the time spent in the competition window, expressed in seconds.

5.3.2 Distance Task: The wingsuit flyer is to fly as far as possible through the competition window. The result for this task will be the straight-line distance flown over the ground while in the competition window, expressed in meters.

5.3.3 Speed Task: The wingsuit flyer is to fly as fast as possible horizontally over the ground through the competition window. The result for this task will be the straight-line distance flown over the ground while in the competition window divided by the time spent in the competition window, expressed in kilometers per hour.

## 5.4. Program

5.4.1 A competition shall consist of three rounds, with three tasks in each round, for a total of nine flights.

5.4.2 A task is considered valid when the Chief Judge has validated the results for that task.

5.4.3 A round is considered valid when it contains a valid Time, Distance, and Speed task.

5.4.4 A valid competition requires at least one valid task.

5.4.5 The minimum exit altitude is 3200m/10,500ft as measured by the approved competition PLD. A competitor should not exit the aircraft at a lower altitude than the minimum altitude. If the PLD registers an exit that is lower than the minimum exit altitude, the competitor may choose to accept the score for the jump. The competitor must make an immediate decision and inform the Chief judge of their decision; otherwise a rejump will be granted automatically.

5.4.6 The maximum exit altitude for a valid jump is 3353 m/11,000 ft. (at the start of jump run) as measured by the approved competition PLD. A competitor should not exit the aircraft at a higher altitude than the maximum exit altitude. If the PLD registers an exit that is higher than the maximum exit altitude, the jump will be considered invalid and a rejump will be granted.

5.4.7 For meteorological and/or Air Traffic Control reasons only, and with the consent of the Chief Judge, the Meet Director may lower the exit altitude to no lower than 3048m/10,000ft Geometric Altitude and continue the competition. The Competition Window does not change; i.e. it stays 2500-1500m. If the exit altitude is lowered it must apply for a complete task for all competitors.

5.4.8 The order of tasks will be determined by a random draw conducted by the Chief Judge during the competitor briefing. This order may be changed by the Meet Director for meteorological or air traffic control reasons.

## 5.5. Jump Run and Exit Order

5.5.1 The jump run should be perpendicular to the wind line upwind of the designated landing area, which is established by the Meet Director.

5.5.2 The starting order of the first task of jumping shall be in reverse order of the standings at the most recent USPA Nationals. Competitors that did not participate in the most recent USPA Nationals will jump at the beginning of the task with the order determined by a random draw made by the Chief Judge in coordination with the Meet Director.

5.5.3 Reverse order of standing shall be recalculated at the completion of the first round and may be recalculated again at the completion of the second round, at the discretion of the Chief Judge in coordination with the Meet Director. This order will determine the exit order for the following tasks.

5.5.4 A Flight Director should be placed aboard an aircraft larger than eight places to assist competitors with identification of ground reference points and landmarks. Under no circumstances will such a Flight Director direct a competitor to exit. That decision is solely the responsibility of the competitor.

5.5.5 The number of competitors to exit on a single pass of the aircraft and the spacing of those exits will be determined by the Meet Director. The horizontal spacing must be no less than 600m. This will be expressed to the competitors prior to each jump by the Meet Director as a time, in seconds, between exits. Immediately after exit, each competitor will turn directly towards his designated flight path.

5.5.6 When the exit order is determined or modified, the Meet Director shall assign each competitor to a Ground Reference Point. The Meet Director will provide each competitor with his Ground Reference Point prior to each competition jump.

5.5.7 Between tasks, the Meet Director shall rotate the exit order of passes and rotate the exit order of the jumpers within each pass. Jumpers within a pass shall be rotated through the complete set of Ground Reference Points used for the task.

5.5.7.1 For example, after the completion of the first task, the first pass to exit may be rotated to exit second, with the last pass being rotated to exit first. Similarly, within each pass, the first jumper to exit may be rotated to exit second, with the last jumper to exit being rotated to exit first.

5.5.8 In the case of rejumps, the Meet Director shall assign each competitor to the same Ground Reference Point as used in the original jump.

5.5.8.1 If more than one competitor performing a rejump on the same pass has the same original Ground Reference Point, one of those competitors will be randomly selected to retain the original Ground Reference Point. The Ground Reference Point of the remaining competitors will be determined by random draw without replacement.

5.5.9 Exit procedure: There are no limitations on the exit other than those imposed by the Chief Pilot for safety reasons. If a competitor exits in a manner deemed unsafe, the matter will be referred to the Safety Panel.

## 5.6. Flight Pattern

5.6.1 The first exit point on an aircraft pass will be determined by the Meet Director. The aircraft pilot will signal the competitors whenbe briefed on the specific exit signals at the pre-event competitors' meeting

5.6.2 A competitor must not leave his Designated Lane (DL). Violation of this rule during the time period from the start of the Validation Window to the exit of the competition window, as determined by the panel of judges, shall affect the result, as determined in 5.3, as follows:

5.6.2.1 If less than 150 m outside the DL, a 10% reduction;

5.6.2.2 If 150-300 m outside the DL, a 20% reduction;

5.6.2.3 If, during the time period from the start of the Validation Window to the exit of the competition window, a competitor is more than 300 m outside the DL a 50% reduction for the first such infringement or a result of zero for any such infringement on a subsequent jump. The distance referred to will be measured at right angles to the DL boundary.

5.6.3 At no time from the start of the Validation Window to deployment of the parachute shall a competitor(s) come within 150m of any other competitor(s). Violation of this rule, as determined by the panel of judges, will result in a score of zero for that jump.

5.6.4 Any violation of 5.6.3 or 5.6.4 that results in endangering other competitors shall be considered a serious endangerment and will be referred to the Safety Panel.

## 5.7. General Rules

5.7.1 The deployment altitude for each competitor will be pre-determined by the Meet Director and must not exceed the lower boundary of the competition window (1500m/4921ft AGL).

5.7.2 Any violation of 5.7.1 that results in endangering other competitors shall be considered a serious endangerment and referred to the Safety Panel.

5.7.3 All jumps for each task of a round should be made from the same, or back-to-back loads, in order that competitors jump in similar winds.

5.7.4 The maximum ground winds for the event shall be 9 m/s.

5.7.5 Within the validation window every PLD data sample must satisfy precision criteria. Every data sample must have a Spherical Error Probable value of less than 10 meters. If the accuracy requirement of the PLD data is not met then a rejump will be awarded.

## 5.8. Equipment

5.8.1 Competitors shall not carry additional or removable weight on their body or equipment. They must be weighed by the Chief Judge, or a person appointed by the Chief Judge for the purpose, at the start of the competition wearing all their normal jump equipment to establish a baseline weight. The Chief Judge, or a person appointed by the Chief Judge for the purpose, must conduct subsequent random weight checks, which may fluctuate from the baseline weight by no more than +/- 2kg before requiring an inspection. If the addition or removal of weight is detected, the score for that jump will be zero. This decision shall not be grounds for protest.

5.8.1.1 The use of parachute equipment (e.g., a tandem rig or student equipment) to add weight as described in 4.8.1 is not permitted, as determined by the chief judge. This decision shall not be grounds for protest.

5.8.2 The same equipment, as inspected and approved by the judges, must be used throughout the competition. In exceptional circumstances, a wingsuit may be changed with the consent of the Chief Judge, e.g., if the original suit gets damaged and cannot be made airworthy.

5.8.2.1 The first time a competitor is found to be using equipment that has been modified, they will receive a score of zero for that jump. If it happens a second time, it would result in the disqualification of the competitor from further participation in the competition, including the deletion of any results already achieved during the competition. The competitor will be marked as "disqualified" and will be listed in the ranking list after all other competitors.

5.8.3 Wingsuits will be inspected and marked by a Judge. Only marked suits may be used for the competition. Using an unmarked suit will result in a score of zero for that jump.

5.8.4 Each competitor shall wear one PLD provided by the Host and issued by a Judge. The device will be attached on the jumper's equipment with the antenna having a clear view of the sky, located and positioned to the satisfaction of the Judge. This decision shall not be grounds for a protest.

### 5.9. Determination of the Winners

5.9.1 Penalties arising from 5.6.3 and 5.6.4 will be applied to the result, as measured in 5.3, for each task in each round. The penalized result will be rounded to one decimal place for the time and speed tasks, and whole numbers for the distance task.

5.9.2 Each task in each round will be scored based on the top result of the task performed in that round, as determined in 5.9.1. The top result will be scored as 100%. The other results will be scored as a percentage of the top result. The score will be rounded to one decimal place for display purposes only, with the un-rounded score being used for further calculations.

5.9.2.1 The score calculated in 5.9.2 for all rounds for each separate task, will be averaged for each competitor to give an intermediate score for the task. The intermediate score will be rounded to one decimal place for display purposes only, with the un-rounded score being used for further calculations.

5.9.3 The three intermediate scores, as determined in 5.9.2, for each task for each competitor will be added and rounded to one decimal place to give the total score for the competitor.

5.9.4 The rounded total score will be used for display purposes and to determine ranking.

5.9.5 In the event of a tie in the first three places, the following tie-break rules apply:

5.9.5.1 A tie-break jump will be made. The task shall be drawn at random by the Chief Judge.

5.9.5.2 If the tie cannot be broken by the tie break jump, the competitors concerned shall have equal placement.

5.9.5.3 Any other ties in the standings shall have equal placement.

5.9.6 Individual Task Champion: In each valid task, Time, Distance or Speed, the individual Champion of a task is the competitor with the highest aggregate score from all valid tasks in that particular task.

5.9.7 Overall Champion: The competitor with the highest aggregate score from all valid tasks. If there is less than one valid round, there will be no Overall Champion.

## 6. The Acrobatic Event

### 6.1. Objective

6.1.1 The objective is for a team to perform a sequence of maneuvers (compulsory or free routine) in wingsuit flight.

### 6.2. Program

6.2.1 The competition will consist of seven rounds. The minimum number of rounds for a valid competition will be one (1) round.

6.2.2 The seven (7) rounds shall consist of:

6.2.2.1 Four (4) Compulsory Routine rounds

6.2.2.2 Three (3) Free Routine rounds

6.2.3 The order of the routines shall be F-C-C-F-C-C-F (C = Compulsory; F = Free).

### 6.3. Exit Altitude and Working Time

6.3.1 Unless otherwise specified in this section, the minimum exit altitude is 3658m/12,000ft Geometric Altitude. The maximum exit altitude (at the start of jump run) is 3810m/12,500ft Geometric Altitude.

6.3.1.1 If the PLD registers a lower exit altitude than the minimum exit altitude the team may choose to accept the score for the jump. The team must make an immediate decision and inform the Chief judge of their decision; otherwise, a rejump will be granted automatically.

6.3.1.2 For a free round, if the PLD registers a higher exit altitude than the maximum exit altitude, the team may choose to accept the score for the jump. The team must make an immediate decision and inform the Chief judge of their decision; otherwise, a rejump will be granted automatically.

6.3.1.3 For a compulsory round, exceeding the maximum exit altitude is not grounds for a rejump.

6.3.2 Working time is the time spent, measured in seconds rounded to the closest tenth (0.1) of a second, in the Altitude Window from the first crossing of the upper boundary by the DTM to the first crossing of the lower boundary by the DTM.

6.3.3 Unless otherwise specified in this section, the lower boundary of the Altitude Window will be 7500 vertical feet below the upper boundary.

6.3.4 For meteorological and/or Air Traffic Control reasons only, and with the consent of the Chief Judge, the Meet Director may lower the exit altitude to no lower than 3048m/10,000 ft. AGL and continue the competition. However, if the exit altitude is lowered it must apply for a complete round for all teams.

6.3.5 If the exit altitude is lowered to 3505m/11,500ft AGL or lower, the lower boundary of the Altitude Window will be 5000 vertical feet below the upper boundary.

## 6.4. General Rules

6.4.1 There will be a maximum of four (4) teams per exit pass, but this may be reduced by the meet director and chief judge taking into consideration the aircraft size and type, the drop zone, meteorological conditions and ATC or airspace restrictions.

6.4.2 The deployment altitude for each team will be pre-determined by the Meet Director in order to maximize team separation and may not exceed 5000ft AGL.

6.4.3 Competitors may change their role in the team from jump to jump; however, they may only perform one role (Performer A, Performer B, Videographer) during a jump.

6.4.4 The Performer (defined as Performer A, Performer B) who executes the first maneuver in each compulsory routine is defined as Performer A; this establishes the performer's role in the sequences (described in Addendum A) for the remainder of the routine.

6.4.5 The starting order of the first round of jumping shall be in reverse order of the standings at the most recent USPA Nationals. Teams that did not participate in the most recent USPA Nationals will jump at the beginning of the round with the order determined by random draw made by the Chief Judge in coordination with the Meet Director.

6.4.6 The maximum ground winds for the event shall be nine (9) m/s.

## 6.5. Equipment

6.5.1 The DTM shall wear one PLD provided by the Host and issued by a Judge. The device will be attached on the DTM's equipment with the antenna having a clear view of the sky, located and positioned to the satisfaction of the Judge. This decision shall not be grounds for a protest.

## 6.6. Compulsory Routine

6.6.1 The Compulsory Routines consist of three (3) Compulsory Sequences as described in Addendum A.

6.6.2 The Compulsory sequences may be repeated until the end of working time.

6.6.3 The Compulsory Sequences to be used on each jump are determined via a random draw.

6.6.4 The draw of all compulsory round sequences will be done publicly and supervised by the Chief Judge. Teams will be given not less than two hours' knowledge of the results of the draw before the competition starts.

6.6.5 Sequences shown in Addendum A will be individually placed in one container. Individual withdrawal from the container, (without replacement), will determine the sequences to be jumped in each round. A sequence, once drawn, will be put aside and may not be used again. However, if all available sequences have been used and the draw is not complete, the process will be re-started until the draw is complete.

6.6.6 The order of the compulsory sequences is determined by the order in which they are drawn.

6.6.7 After completion of the draw as determined in 6.6.5, the Chief Judge will determine whether a tie break jump will be a Free Round or Compulsory Round using the following procedure:

6.6.7.1 One Free Round and one Compulsory Round marker will be placed in one container. One marker will be drawn from the container in order to determine the type of tie break round.

6.6.7.2 If the tie break round determined in 6.6.7.1 is a Compulsory Round, the Sequences will be drawn in accordance with 6.6.5 and 6.6.6.

## 6.7. Free Routines

6.7.1 The content of the Free Routine(s) is chosen entirely by the Team and may or may not include grips.

6.7.2 The Team may perform the same Free Routine in each Free Round.

## 6.8. Air-to-air Video Recording

6.8.1 For the purpose of these rules, "air-to-air video equipment" shall consist of the complete video system used to record the evidence of the team's performance, including camera(s), recording media, cables and battery. The air-to-air video equipment must be able to deliver a High Definition (HD 1080i / 1080p) digital signal through a compatible video connection approved by the Video Controller.

6.8.2 The videographer is responsible for assuring the compatibility of the air-to-air video equipment with the scoring system.

6.8.3 The camera must be fixed by a static mount to the helmet. No roll, 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 competition jumps. Failure to meet any of these requirements will result in a score of zero (0) points.

6.8.4 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 air-to-air video equipment to verify that it meets the performance requirements. Inspections may be made at any time during the competition which does not interfere with a team's performance, as determined by the Event Judge. If any air-to-air 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.

6.8.5 Video Review Panel (VRP). A VRP will be established prior to the start of the official training jumps, consisting of the Chief Judge, the USPA Controller, and the Video Controller. Decisions rendered by the VRP shall be final and shall not be subject to protest or review by the Jury.

6.8.6 The Host shall provide the teams with a way of identification showing the team and round number, to be recorded by the videographer just before exit.

6.8.7 The team's video recording must continue from team/round identification through the exit and the jump without interruption. Failure to meet this requirement will result in a score of zero (0) points.

6.8.8 The videographer shall provide the video evidence required to judge each jump and to show the team's performance to relevant third parties. It is the responsibility of the videographer to show the exit of the Performers so that the start of working time may be clearly determined. If, in the opinion of the Panel of judges, the start of working may not be clearly determined on the video, a penalty of 10% shall be deducted from the team's total score for that jump as determined in 7.2.8.2. and 7.2.8.3.

6.8.9 As soon as possible after each jump, the videographer must deliver the air-to-air video equipment for dubbing at the designated station. The video evidence must remain available for viewing or dubbing until all scores are posted as final.

### 6.9. Rejumps

6.9.1 In a situation where the video evidence is considered insufficient for judging (NV – see 7.2.6.7) by a majority of the judging panel, the air-to-air video equipment will be handed directly to the VRP for assessment and a determination as follows:

6.9.1.1 If the VRP determines that there has been an intentional abuse of the rules by the team, no rejump will be granted and the team's score for that jump will be zero (0).

6.9.1.2 In the case the VRP determines the insufficiency of the video evidence is due to a factor that could be controlled by the team, no rejump will be granted, and the team will receive a score based on the video evidence available.

6.9.1.3 If the VRP determines the insufficiency of the video evidence is due to weather conditions or a cause beyond the control of the team, a rejump will be given.

6.9.2 Contact or other means of inference between performer(s) and/or the videographer in a team shall not be grounds for a rejump.

6.9.3 Problems with a competitor's equipment (excluding air-to-air video equipment) shall not be grounds for a rejump.

6.9.4 Adverse weather conditions during a jump are not grounds for a protest. However, in circumstances not covered by 6.9.1, a rejump may be granted due to adverse weather conditions, at the discretion of the Chief Judge.

### 6.10. Determination of Winners

6.10.1 The winners (1st, 2nd and 3rd) are the teams with the three highest total scores for all completed rounds.

6.10.2 In the event of a tie in the first three places, a tie-break jump, as determined in 6.6.7 will be made.

6.10.3 If the tie cannot be broken by the tie-break jump, the following procedure will be applied until a clear placing is determined:

6.10.3.1 The best score, then the second-best score, of any completed free rounds.

6.10.3.2 The best score, then the second-best score, of any completed compulsory rounds.

6.10.4 Any other ties in the standings shall have equal placement.

## 7. Judging & Scoring

### 7.1. Performance Event

7.1.1 Each jump shall be imported into the official scoring system by a Judge. This Judge must be a member of the Wingsuit Panel of Judges.

7.1.1.1 The Technical Scoring Director may assist with the importing of performance data.

7.1.2 Scoring will be assessed by at least two National Wingsuit Judges.

7.1.3 Scores (as defined in 5.9.2), and any associated performance data, with the exception of the calculated results (as defined in 5.9.2), shall not be published until the task which includes those scores is complete.

7.1.3.1 Immediately after the data has been downloaded and is determined to be sufficient to evaluate, the calculated results (as defined in 5.9.1) shall be published

## 7.2. Acrobatic Event

7.2.1 Once any team member has left the aircraft, the jump shall be evaluated and scored.

7.2.2 The evaluation of each sequence will take place during the full working time but may cease before the end of working time if the team abandons the performance requirements for the required routine. Teams may continue scoring by continually repeating the sequences in the required order.

7.2.3 Judging procedures:

7.2.3.1 The jumps shall be judged using the video evidence as provided by the videographer.

- A panel consisting of three (3) or five (5) judges must evaluate each team's routine. Where possible, a complete round shall be judged by the same panel. When conformance with FAI/ISC rules is required for record certification purposes, the panel must consist of five (5) International Wingsuit Judges.

7.2.3.2 Judges may view the jump a maximum of three (3) times. A fourth viewing may be allowed at the discretion of the Event Judge.

7.2.4 All viewings must be at normal speed.

7.2.5 The judges will use the electronic scoring system to record the evaluation of the performance. At the end of working time, freeze frame will be applied on each viewing, based on the timing taken from the first viewing only. The judges may correct their evaluation record after the jump has been judged. Corrections to the evaluation record may only be made before the Chief Judge signs the score sheet.

7.2.6 Scoring Compulsory Rounds:

7.2.6.1 The Round is evaluated using two (2) criteria: style and number of grips.

7.2.6.2 Judges will give each of the above two criteria a score based on the guidelines in Addendum B.

7.2.6.3 One point will be assigned for each Scoring Grip within the working time of each round, as determined by a majority of the judges. The score given for grips shall be in whole integers only.

7.2.6.4 For a Maneuver infringement, zero (0) points will be assigned for the grip following the infringement.

7.2.6.5 For a Sequence infringement, zero (0) points will be assigned for all grips included in the Sequence.

7.2.6.6 For each grip omission one (1) point will be deducted from the total determined in 7.2.6.3.

7.2.6.7 For each maneuver omitted from the required order, as determined by a majority of the judges, 1.5 points will be deducted from the style point score otherwise given by each judge.

7.2.6.8 Where a maneuver is omitted, the grip associated with that maneuver will also be considered as being omitted and scored in accordance with 7.2.6.6.

7.2.6.9 A majority of Judges must agree in order to determine an NV situation.

7.2.6.10 If, after the viewings are completed, and within fifteen seconds of the knowledge of the result, the Chief Judge, Event Judge or any Judge on the panel considers that an absolutely incorrect assessment of a grip has occurred, the Chief Judge or Event Judge will direct that only that part(s) of the jump in question be reviewed. If the review results in a four to one decision by the Judges on the part(s) of the performance in question, the assessment of that grip will be adjusted accordingly. Only one review is permitted for each jump.

7.2.6.11 The minimum score for any of the criteria is zero points

7.2.7 Scoring Free Routines

7.2.7.1 The Routine is evaluated using three (3) criteria: style, dive plan and camerawork.

7.2.7.2 Judges will give each of the above three criteria a score based on the guidelines in Addendum B.

7.2.8 Score Calculation:

7.2.8.1 The team's score for a round for each of the criteria in 7.2.6 and 7.2.7, other than grips, is calculated by:

- five (5) judges, discarding the high and low scores and averaging the three remaining scores, rounded to one decimal place.
- three (3) judges, averaging the three scores, rounded to one decimal place.

7.2.8.2 For free rounds, the team's score for style, dive plan and camera as calculated in 7.2.8.1 will be weighted 0% to 100% for each criterion for all teams for that round, the highest score being weighted 100% (100), and a zero score being weighted 0% (0). The team's total score for a round is then calculated by adding the three weighted percentage scores for that round.

7.2.8.3 For compulsory rounds, the team's score for style, as calculated in 7.2.8.1, and for grips, as calculated in 7.2.6.5 and 7.2.6.6, will be weighted 0% to 150% for each criterion for all teams for that round, the highest score being weighted 150% (150),

and a zero score being weighted 0% (0). The team's total score for a round is then calculated by adding the two weighted percentage scores for that round.

7.2.8.4 The team's final score for the event is the sum of the total scores from all completed rounds as calculated in 7.2.8.2 and 7.2.8.3.

7.2.9 All scores for each judge will be made public.

### 7.3. Other Judging Responsibilities

7.3.1 At the request of the Chief Judge, one or more individuals, supervised by the Chief Judge (or trainees under the supervision of the Chief Judge of Training) must be provided by the organizer to support he judges in equipment, device and data management..

7.3.2 The Meet Director, or someone appointed by the Meet Director, must observe the competitors during their descent and on opening. The observer must check for any conditions or incidents that might constitute grounds for a rejump and/or disqualification for safety reasons. A written record must be made of any unusual observations or incidents.

7.3.3 The Chief Judge and/or Meet Director may interrupt the event if they determine the meteorological conditions are not safe for the conduct of the event. This decision is not grounds for a protest.

## 8. Prizes And Awards

### 8.1. Performance Event

8.1.1 Open Class

8.1.1.1 Time Champion: Medals will be awarded to the 1st, 2nd, and 3rd place.

8.1.1.2 Distance Champion: Medals will be awarded to the 1st, 2nd, and 3rd place.

8.1.1.3 Speed Champion: Medals will be awarded to the 1st, 2nd, and 3rd place.

8.1.1.4 Overall Champion: Medals will be awarded to the 1st, 2nd, and 3rd place

### 8.2. Acrobatic Event

8.2.1 Open Class

8.2.1.1 Champion: Medals will be awarded to the 1st, 2nd, and 3rd place

# Addendum A: Acrobatic Wingsuit Flying Compulsory Sequences

- Compulsory sequences may be broken down into separate elements during execution but will result in lower scoring on style.
- The last position of each Compulsory sequence leads into the beginning position of the next Compulsory sequence and is counted as one grip.
- Performers are defined as Performer A and B.
- Other than for the first grip of the jump, a valid grip must be preceded by clear total separation, which is when the performers show at one point in time that they have released the grip and no part of their arms have contact with the other performer;

## Sequence A: Up and Over

- Performers are in normal flight with a hand grip.
- Performers show total separation and then Performer A transitions over Performer B to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and then Performer B transitions over Performer A to the other side.
- Performers take a hand grip in normal flight.

## Sequence B: Rock and Roll

- Performers are in normal flight with a hand grip.
- Performers show total separation and then Performer A performs a barrel roll.
- Performers take a hand grip in normal flight.
- Performers show total separation and then Performer B performs a barrel roll.
- Performers take a hand grip in normal flight.

## Sequence C: Revolutions

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A transitions over Performer B to the other side and then transitions back under Performer B to the original starting position.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B transitions over Performer A to the other side and then transitions back under Performer A to the original starting position.
- Performers take a hand grip in normal flight.

## Sequence D: Roll Over

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A performs a barrel roll over Performer B to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B performs a barrel roll over Performer A to the other side.
- Performers take a hand grip in normal flight.

## Sequence E: Duck and Roll

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A performs a barrel roll under Performer B to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B performs a barrel roll under Performer A to the other side.
- Performers take a hand grip in normal flight.

## Sequence F: Déjà vu

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A transitions over Performer B to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer A transitions over Performer B back to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B transitions over Performer A to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B transitions over Performer A back to the other side.
- Performers take a hand grip in normal flight.

## Sequence G: Yin Yang

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A transitions to inverted flight.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and Performer A transitions to normal flight.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B transitions to inverted flight.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and Performer B transitions to normal flight.
- Performers take a hand grip in normal flight.

## Sequence H: Back to Back

- Performers are in normal flight with a hand grip.
- Performers show total separation and both transition to inverted flight.
- Performers take a hand grip in inverted flight.
- Performers show total separation and both transition to normal flight.
- Performers take a hand grip in normal flight.

## Sequence I: Pancakes

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A transitions to inverted flight over Performer B to the other side.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and Performer A transitions back to normal flight over Performer B to the other side.
- Performers take a hand grip in normal flight.
- Performers show total separation and Performer B transitions to inverted flight over Performer A to the other side.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and Performer B transitions to normal flight over Performer A to the other side.
- Performers take a hand grip in normal flight

## Sequence J: Reversed Pancakes

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A transitions to inverted flight under Performer B to the other side.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and Performer A transitions to normal flight under Performer B to the other side.
- Performers take a hand grip in normal flight.

- Performers show total separation and Performer B transitions to inverted flight under Performer A to the other side.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and Performer B transitions to normal flight under Performer A to the other side.
- Performers take a hand grip in normal flight.

## Sequence K: Hand to Foot

- Performers are in normal flight with a hand grip.
- Performers show total separation.
- Performer A takes a foot grip in normal flight on the same side on Performer B.
- Performers show total separation.
- Performers take a hand grip in normal flight on the same side.
- Performers show total separation.
- Performer B takes a foot grip in normal flight on the same side on Performer A.
- Performers show total separation.
- Performers take a hand grip in normal flight on the same side.

## Sequence L: Reversed Hand to Foot

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A transitions to inverted flight.
- Performer A takes a foot grip in inverted flight on the same side on Performer B.
- Performers show total separation and Performer A transitions to normal flight.
- Performers take a hand grip in normal flight on the same side.
- Performers show total separation and Performer B transitions to inverted flight.
- Performer B takes a foot grip in inverted flight on the same side on Performer A.
- Performers show total separation and Performer B transitions to normal flight.
- Performers take a hand grip in normal flight on the same side.

## Sequence M: Hand to Opposed Foot

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A transitions over Performer B to the other side.
- Performer A takes a foot grip in normal flight on Performer B.
- Performers show total separation and Performer B transitions over Performer A to the other side.
- Performer B takes a foot grip in normal flight on Performer A.
- Performers show total separation and Performer B flies to the to the original starting position.
- Performers take a hand grip in normal flight.

## Sequence N: Corkscrew

- Performers are in normal flight with a hand grip.
- Performers show total separation and Performer A performs a 540°-barrel roll over Performer B to the other side, ending in inverted flight.
- Performers take a hand grip in mixed orientation.
- Performers show total separation and Performer B performs a 540°-barrel roll over Performer A to the other side, ending in inverted flight.
- Performers take a hand grip in inverted flight.
- Performers show total separation and both transition to normal flight.
- Performers take a hand grip in normal flight.

## Sequence O: Scary Roll

- Performers are in normal flight with a hand grip.
- Both performers transition to inverted flight while maintaining the grip, with Performer A transitioning over Performer B.
  - If the grip is maintained throughout this transition, one point will be added to the number of grips.
  - If the grip is not maintained, no point will be added to the number of grips and performers may omit the following maneuver.
- Performers show total separation and transition to normal flight.
- Performers take a hand grip in normal flight.
- Both performers transition to inverted flight while maintaining the grip, with Performer B transitioning over Performer A.
  - If the grip is maintained throughout this transition, one point will be added to the number of grips.
  - If the grip is not maintained, no point will be added to the number of grips and performers may omit the following maneuver.
- Performers show total separation and transition to normal flight.
- Performers take a hand grip in normal flight.

# Addendum B: Acrobatic Wingsuit Flying Judging Criteria

## C-1: Scoring Grips

Grip scoring is only required for the Compulsory Rounds

- Each completed grip at the start of, during, and between each Compulsory sequence maneuver will be added up to create a total number of grips.
- If multiple grips are taken during and between each Compulsory sequence maneuver, only one grip will be counted.
- A grip that cannot be seen or is considered not to meet the definition in Section 2 by a majority of the Judges, will not be included in the total number of grips. Compulsory Rounds have to be made in the correct sequence. A Compulsory maneuver omitted in the sequence will result in one point being subtracted from the total number of grips for that round. This result may not be less than zero.

## C-2: Scoring Style

Judges give a score for the Team (between 0 and 10 from 0.0 to 10.0, up to one decimal point) for Presentation and for each of the four (4) Compulsory Rounds and three (3) Free Rounds, using the following guidelines:

- 9-10 points - Routine is performed flawlessly with no noticeable mistakes.
- 6-9 points - Routine is performed with small mistake(s).
- 3-7 points - Routine is performed with medium mistake(s).
- 1-4 points - Routine is performed with large mistake(s).
- 0-1 points - Routine is not performed or not identifiable.

### 2.1. Examples of style:

- Flying skills: Ability to maneuver smoothly or fly in any orientation (vertically, horizontally, back flying, etc.).
- Precision, control: Ability of the Team to demonstrate body control and smoothness of transitions. All movements made by the performers are precise and deliberate, without a lot of "nervous" movement in the arms, legs, and body or heading.
- Teamwork: The ability to for the team to perform movements together to create a unified performance.
- Body position: the performers' posture should present clean and defined arm and leg position ideal for flight.
- Grips: each grip is made smoothly and fully in control.
- Leveling: the performer is adjusting fall rate and level accordingly during each maneuver.
- Proximity: the performers stay close together, never moving more than one body distance apart.
- Transitions: more complex maneuvers are made according to the intended figures, rather than broken down into two or more simpler elements.

### 2.2. Small Mistake Examples:

- Maneuver: finish slightly off heading, slight wobble, etc.
- Maneuver: arms bent down or forward, knees bent
- Maneuver: grips made resulting in tension and movement

### 2.3. Medium mistake examples:

- Maneuver: significantly off heading, wobble, not enough rotation, etc.
- Maneuver: grips made with considerable force, not fully in control

### 2.4. Major mistake examples:

- Maneuver: completely missing required elements or performed so poorly that the maneuver is barely recognizable.
- Not generating forward movement (using aerodynamic properties of the Wingsuit).
- Maneuver: grips made with considerable force, resulting in out of control flying by one or both Performers.

## C-3: Scoring Camera

Judges will give two (2) scores for camera work: one for Quality (between 0.0 and 7.0, up to one decimal point); and one for Progressive Work (between 0.0 and 3.0, up to one decimal point) for each of the three (3) Free Rounds, using the following guidelines, based on the worst mistake(s) judged in the camerawork:

### 3.1. Quality

- 6-7 points - Camerawork is performed flawlessly with no noticeable mistakes.
- 4-6 points - Camerawork is performed with small mistake(s).
- 2-5 points - Camerawork is performed with medium mistake(s).
- 1-3 points - Camerawork is performed with large mistake(s).
- 0-1 points - Camerawork is shows no Performer maneuvers.

### 3.2. Progressive Work

- 3 points - Routine is performed with a significant amount of successful progressive work.
- 2 points - Routine is performed with some successful progressive work.
- 1 point - Routine is performed with minimal progressive work.
- 0 points - Routine is performed with no progressive work.

### 3.3. Examples for good camerawork video quality:

- Video is smooth and does not bounce around.
- Performers occupy most of the video and remain centered
- Cameraman remains within a consistent distance of the Performers.
- Utilizes advanced flying techniques (i.e. Carving around the performers, back flying) resulting in creative angles without loss of framing or proximity.

### 3.4. Examples for Progressive Work:

- Back flying
- Carving
- Multi-axis views

### 3.5. Small mistake examples:

- Momentary loss of framing or focus, occasional minor distance errors, etc.

### 3.6. Medium mistake examples:

- Momentary loss of image, framing, focus, or distance errors for about 20 % or more of the Compulsory Sequence, etc.

### 3.7. Major mistake examples:

- Contact with one or both performers
- Loss of control, resulting in in lost framing of the performers or no video
- 50% or more of Compulsory Routine or Free Routine cannot be judged.

## C-4: Scoring Dive Plan

Dive Plan scoring is only required for the free routine rounds. Judges give the following judging criteria a score, from 0.0 up to 10.0, to one decimal point, taking into account the following guidelines:

### 4.1. Technical

- Variety of moves: Performs several types of moves (using different orientations) within the Dive Plan
- Difficulty: The degree of difficulty of all moves and transitions in the routine
- Teamwork: The amount and type of teamwork within the dive plan – constant interaction, showing combined skills of all Team Members, synchronization with the cameraman
- Working time management: Ability to utilize working time and work the dive plan into the time allotted.
- Grip complexity, if present

### 4.2. Examples for Technical:

- The two (2) Performers maintain proper proximity throughout each sequence.
- All flying surfaces and/or flight angles are used (i.e. belly to earth and back flying, steeper angles)
- A constant interaction and teamwork are displayed.
- The routine shows a wide variety of set sequences that vary by complexity.
- Team separation after each set sequence.
- Grip complexity, if present.

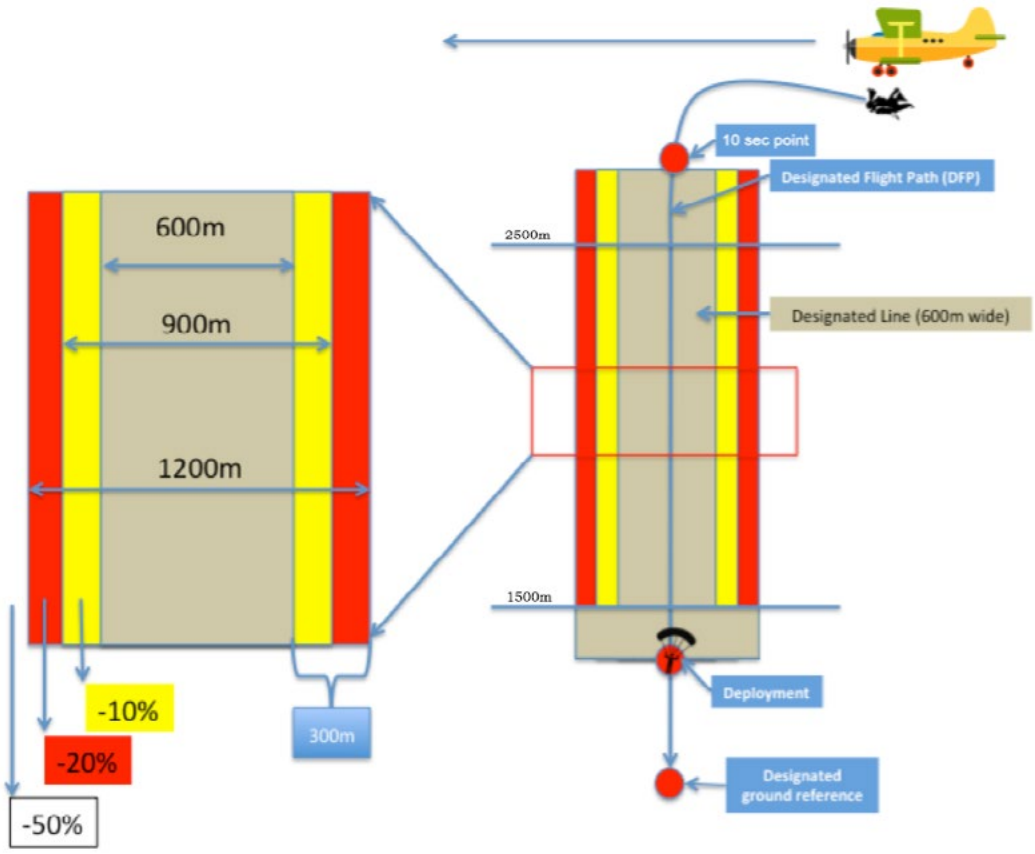
### 4.3. Presentation

- Visual excitement – Routine should hold the viewer's attention throughout,
- Dynamic variety - Entertaining without being unnecessary.
- Originality – Creative choreography, interesting beginning and ending

### 4.4. Examples for Presentation:

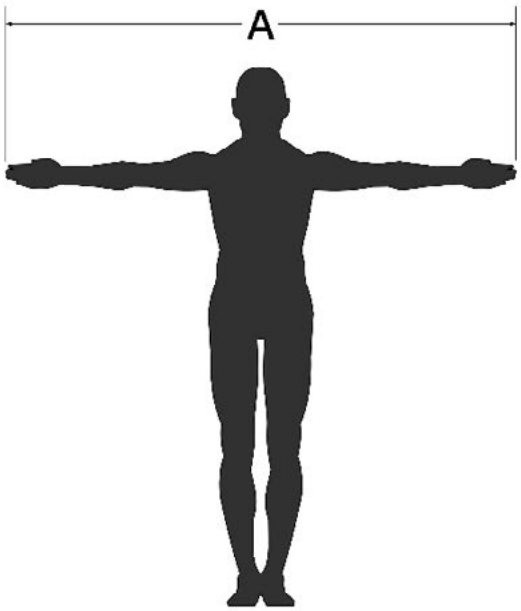
- The routine has a defining beginning and end.
- Working time is utilized to the fullest extent possible.
- The routine has a high level of creativity that contains new maneuvers and flows from one set sequence to the next.
- The routine is enjoyable and aesthetically pleasing to watch.

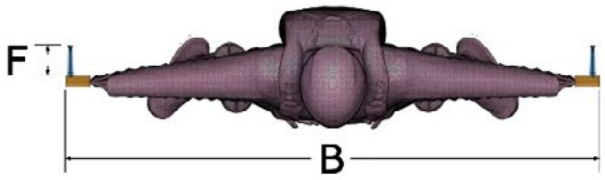
# Addendum C: Performance Flying: DFP, DL, Penalties



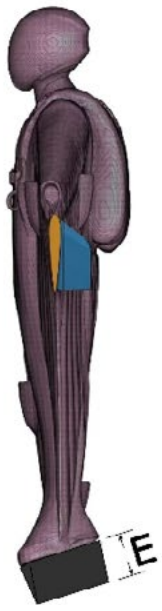
# Addendum D: Guidelines for Measuring a Wingsuit

1. Arm span (A) is defined as the maximum distance between the tips of the longest fingers on each hand with arms fully extended. Each competitor's arm span will be measured with the competitor standing upright with their back against a wall, and thumbs facing upward.
2. The wingsuit will be measured while laid flat on the floor, with all zippers fully closed, placed on top of a tape measure, and stretched both lengthwise and spanwise. Enough tension will be applied to remove slack from the wingsuit, but not so much that the fabric is stretched.
3. The wingsuit span measurement (B) will be conducted separately from any skydive parachute system, which must not be attached during the measurement process.
4. The length (C) of any wingtip must not exceed the length (D) of the last rib of the arm wing fabric.
5. Foot fairings, or any extension to the bottom of the sole of the bootie, may extend perpendicular to the foot no more than 30 cm from the location that the foot makes contact with the inside of the bootie (E).
6. If winglets are present, the height (F) of a single winglet above the upper surface or below the lower surface of the wingtip, whichever is greater, will be doubled and added to the suit's span measurement (B).
7. If the wingsuit span measurement (B) plus winglet height (F, doubled, if applicable) exceeds the competitor's arm span (A), then that wingsuit may not be used in competition.
8. These measurements may be randomly checked throughout the competition, at the discretion of the Chief Judge.








* The wingsuit span measurement (B) will be conducted separately from any skydive parachute system, which must not be attached during the measurement process.