



POPS 4-Way Rules, Scrambles and Nationals (Parachutists Over Phorty Society (POPS)/Skydivers Over Sixty (SOS)) and A Class Competitions Rules 2022

4 Way Scrambles and Nationals – UK 2022

1. Definitions of words and phrases used in these rules for formation skydiving

Grip	As a minimum, a Grip requires stationary hand contact on an arm, leg or foot of another jumper,
Arm	any part of the body between the shoulder and the fingertips
Leg	any part of the body between the hips and the tips of the toes
Total separation	is when all competitors show at one point in time, they have released all their grips and no part of their arms have contact with another body
Sequence	a series of random formations and block sequences which are designated to be performed on a jump in accordance with the draw.
Scoring formation	a formation correctly completed
Working Time	is the period of time during which teams are scored on a jump which starts the first moment any competitor (other than the videographer) separates from the aircraft, as determined by the Judges, and terminates a number of seconds later as specified in 3

2. Objective

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

3. Exit altitude

a) The standard exit altitude, approx. 3,660 meters Above Ground Level (AGL), 12.000 ft with a working time of 45 seconds.

b) The minimum exit altitude to be used is 10,500ft with a working time of 30 seconds.

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

- i. the round in progress will be stopped;
- ii. the next round will be started and will be run from the alternative exit altitude;
- iii. the remaining interrupted round will be completed as soon as conditions permit;
- iv. if the interrupted round cannot be completed from the standard exit altitude, the teams that have not jumped will finish the round from the alternative exit altitude;
- v. the teams that jumped from standard exit altitude in the interrupted round will be rescored using the reduced working time.

4. Exit procedure

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

5. Video recording

- a) National teams may provide their own freefall videographer. The Organiser will provide a freefall videographer for Scrambles teams and for those National teams that do not provide their own freefall videographer.

6. Judging

- a) Three judges will evaluate each team's performance, or less at the Chief Judges discretion.
- b) The judges will watch the video of each jump no more than three times. Viewings will be at normal speed unless a judge asks for a reduced speed (no more than 50% of normal speed) as decided by the chief judge for the second/third viewing.
- c) The judges are directed to use flexibility and common-sense in evaluating the performance, even when, due to distance or camera angle, grips or separation cannot be directly seen.
- d) As an example, it may be evident that a controlled formation has been built but one required grip cannot be seen due to camera angle. The judges are directed, in such a case, to score the formation as being correct.
- e) The judges are directed to keep this principle in mind at all times but to apply it only when their experience and instinct would indicate a successful completion of the performance requirement.
- f) The draw of the sequences will be supervised by the Chief Judge and the teams will be given no less than two hours knowledge of the draw before the first call for a jump.

7. Scoring

a) Scrambles and 4-Way Nationals:

- i. A team will score one point for each of the 4 random formations performed in the sequence, within the allotted working time.
- ii. For each omission, incorrect formation or lack of complete separation between formations, one point will be deducted from the total points calculated above.
- iii. The total points scored for all completed rounds will determine the final placings.
- iv. In case of a tie (for the first three places only) a tie break jump will be carried out, if possible.
- v. For the tie break round a new sequence draw will be made. If a tie break round is not possible, the highest score in any completed round will determine the higher placing. If a tie still exists, the lowest time taken to complete the last scoring formation in the highest score round will determine the higher placing.
- vi. 4-Way Scrambles will consist of four rounds (minimum of 1 round).
- vii. 4-Way Nationals will consist of five rounds (minimum of 1 round).

b) A Class (Open)

- i. Team will score one point for each random formation and up to two for each correctly competed block sequence.
- ii. The draw will include all random formations plus blocks 2, 4, 6, 7, 8, 9, 19, 21.
- iii. The draw will be comprised of 3 or 4 scoring formations per round, whichever number is reached first (for example if a block and random are drawn, no further formations will be drawn for that round).
- iv. For each omission, incorrect formation, incorrect inter movement within each block sequence or lack of complete separation between formations, one point will be deducted from the total points.
- v. In case of a tie (for the first three places only) a tie break jump will be carried out, if possible.
- vi. For the tie break round a new sequence draw will be made. If a tie break round is not possible, the highest score in any completed round will determine the

higher placing. If a tie still exists, the lowest time taken to complete the last scoring formation in the highest score round will determine the higher placing.

vii. 4-Way A Class open will consist of five rounds (minimum of 1 round).

8. Performance requirements

a) The Nationals will consist of a sequence of four formations determined by a draw from the 4 Way Formation Skydiving Randoms 2019 (see Annex A).

b) 4-Way Scrambles will consist of a sequence of four formations determined by a draw, starting with H or P and only including B, E, F, J, M, N and O.

c) 4-Way A Class open will consist of a sequence of both random and A Class blocks 2, 4, 6, 7, 8, 9, 19 and 21. The sequence of 3 or 4 formations determined by a draw from the 4 Way Formation Skydiving A Class Blocks 2019 (see Annex B).

d) Formations may be used more than once, but not in the same jump.

9. Re-jumps

a) Re-jumps will be awarded by the judges.

b) Re-jump will be awarded, where the video evidence is insufficient for judging purposes.

c) For those teams without their own videographer, contact or other interference between team members and the videographer shall result in a re-jump. However, minor, incidental contact with the videographer, as decided by the judges, will not result in a re-jump.

10. Injury

a) in the event of an injury or illness of a team member, making it unable for this team member to continue jumping, an alternative may be made.

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

c) In 4 Way Nationals and 4 Way open, the team is free to make any injury substitution that it chooses, except in the SOS competition where the alternative must be a SOS jumper.

11. Scrambles Draw

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

b) The drawing may be organized by the judges to balance the teams for safety and fairness according to the experience of the participants and language (where possible).

c) The teams will be a mix of nationalities.

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

e) The 4-Way Scrambles sequence will start with formation H – Bow or formation P – Sidebody, each to be used twice in alternating rounds. The remaining formations will be drawn from these formations:

B – Stairstep,
E – Meeker,
F – Open Accordion,
J – Donut,
M - Star,
N - Crank, and
O – Satellite.

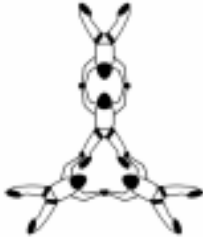
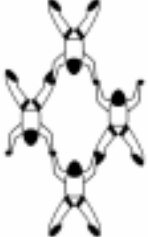
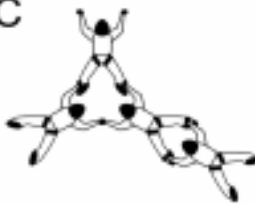


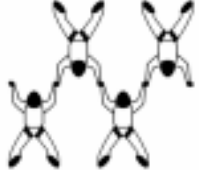
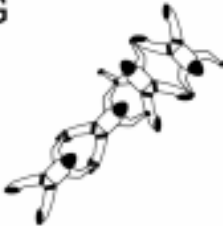



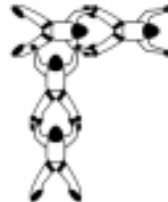
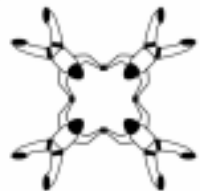
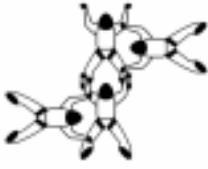
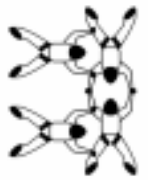
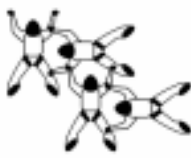

12. Nationals and A Class Open Competition

a) Competitors can only compete in either the Nationals or A Class Open and will be either a POPS or SOS team.


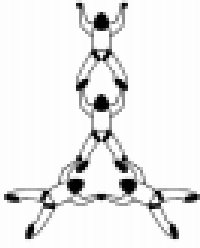
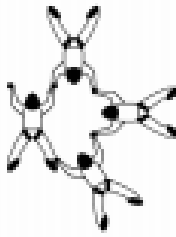
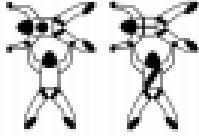
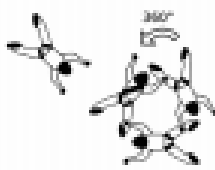
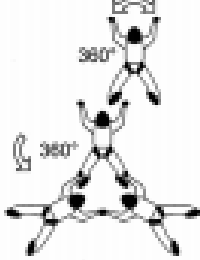
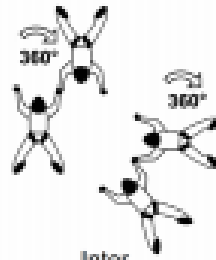
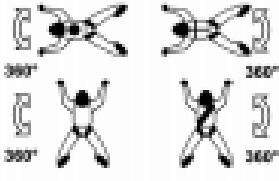

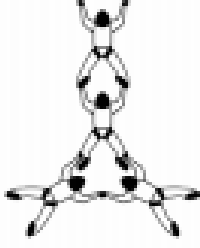
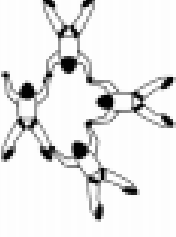

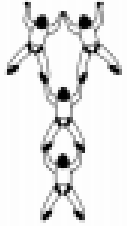
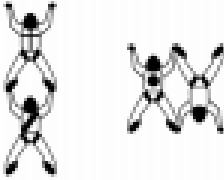
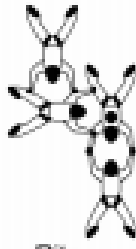
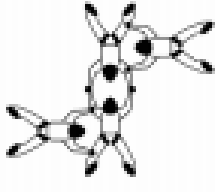
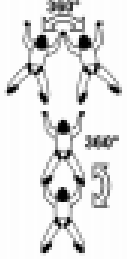
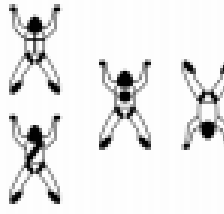
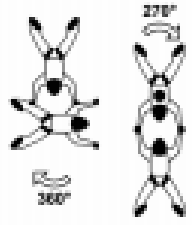
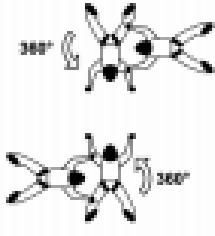
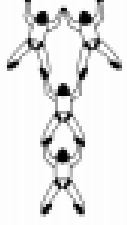
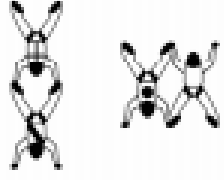


b) Teams are made up of competitors of the same nation.

c) Each nation can enter a maximum of 6 teams (3 POPS teams and 3 SOS teams) in both the Nationals (6) and A Class Open (6) Competitions.

4 Way Formation Skydiving
Randoms 2019

<p>A</p>  <p>Unipod</p>	<p>B</p>  <p>Stairstep Diamond</p>	<p>C</p>  <p>Murphy Flake</p>	<p>D</p>  <p>Yuan</p>
<p>E</p>  <p>Meeker</p>	<p>F</p>  <p>Open Acordian</p>	<p>G</p>  <p>Cataccord</p>	<p>H</p>  <p>Bow</p>
<p>J</p>  <p>Donut</p>	<p>K</p>  <p>Hook</p>	<p>L</p>  <p>Adder</p>	<p>M</p>  <p>Star</p>
<p>N</p>  <p>Crank</p>	<p>O</p>  <p>Satellite</p>	<p>P</p>  <p>Sidebody</p>	<p>Q</p>  <p>Phalanx</p>

4 Way Formation Skydiving
A Class Blocks 2019

<p>2</p>  <p>Sidebody Donut</p>	<p>4</p>  <p>Monopod</p>	<p>6</p>  <p>Stardian</p>	<p>7</p>  <p>Sidebuddies</p>
 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p>
 <p>Side Flake Donut</p>	 <p>Monopod</p>	 <p>Stardian</p>	 <p>Sidebuddies</p>
<p>8</p>  <p>Canadian Tee</p>	<p>9</p>  <p>Cat+Accordian</p>	<p>19</p>  <p>Ritz</p>	<p>21</p>  <p>Zig Zag</p>
 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p>
 <p>Canadian Tee</p>	 <p>Cat+Accordian</p>	 <p>Icepick</p>	 <p>Marquis</p>