

# **POPS INDIVIDUAL ACCURACY**

**THIS EVENT CONSISTS OF POPS/SOS INDIVIDUALS GUIDING THEIR CANOPIES BY PRECISION TARGET APPROACH FOR AN ACCURACY STRIKE. EACH JUMP IS MADE FROM 2500 FT. IF ONE JUMPER PER PASS; HIGHER IF SEVERAL EXIT ON ONE PASS.**

**BEFORE STARTING THE ACCURACY EVENT, A WDI (WIND DRIFT INDICATOR ) WILL BE DROPPED FROM 2500 FT. OVER THE TARGET AREA, THIS CAN BE DONE BY THE FIRST LOAD OF COMPETITORS OR BY JUDGES. WHEN THIS GROUP LANDS THEY WILL SHOW ON A MAP OF DROP ZONE WHERE WDI LANDED. ALL COMPETITORS ARE ASKED TO BE OUT AT THE TARGET AREA TO VIEW THE WDI'S THEMSELVES.**

**A WIND DIRECTION INDICATOR (STREAMER) MOUNTED ON A POLE, WHICH IS CAPABLE OF RESPONDING TO WINDS OF LESS THAN 2 METERS PER SECOND WILL BE PLACED WITHIN 25 METERS OF THE TARGET. MAXIMUM ALLOWABLE WIND SPEED LIMITS FOR ACCURACY ARE SEVEN METERS PER SECOND OR 15.66 MPH.**

**THE TARGET WILL BE A MARKED CIRCLE AT LEAST 7 METERS IN DIAMETER.**

**ACCURACY WILL BE JUDGED WITH AN ELECTRONIC PAD OR BY AT LEAST THREE JUDGES ON THE TARGET IF A PAD IS NOT AVAILABLE. FOOTWEAR WORN BY A COMPETITOR MUST BE OF A TYPE THAT WILL NOT DAMAGE THE ELECTRONIC PAD.**

**THE FIRST GROUND CONTACT POINT OF A COMPETITOR'S BODY WILL BE MARKED. A LANDING BEYOND 5 METERS FROM THE PAD WILL BE SCORED AS 5 METERS.**

**AFTER LANDING IT WILL BE YOUR RESPONSIBILITY TO GO TO THE RECORDING JUDGE AND MAKE SURE THEY GIVE YOU THE SCORE THEY SAID YOU GOT.**

**COMPETITORS NUMBERS MUST BE VISIBLE ON THE INDIVIDUAL DURING THE EVENT.**

**MALFUNCTIONS::: AN ACCURACY COMPETITOR WITH A MAIN CANOPY MALFUNCTION CREATING A CONTROL PROBLEM MUST INDICATE ON OPENING THAT A PROBLEM EXISTS BY SIGNALING WITH ARMS AND LEGS APART AND MAKING NO ATTEMPT TO LAND IN THE TARGET AREA. A JUDGE MUST VERIFY, BY EQUIPMENT INSPECTION AND/OR OBSERVATION, THAT THE COMPETITOR DID HAVE A MALFUNCTION. THE COMPETITOR MAY REJUMP AT HIS OWN ADDITIONAL EXPENSE.**

**EACH COMPETITORS SCORE FOR EACH JUMP IN EACH ROUND WILL BE ADDED. THE WINNER WILL BE THE COMPETITOR WITH THE LOWEST SCORE.**

**TO SETTLE A TIE FOR 1<sup>ST</sup>. PLACE, THERE WILL BE A JUMP OFF AT COMPETITORS EXPENSE.**

**TO SETTLE A TIE FOR 2<sup>ND</sup>. PLACE, A FLIP OF A COIN WILL DECIDE.**