

POPS SCRAMBLES RULES

TEAMS ARE SELECTED BY A RANDOM DRAWING OF NAMES.

EACH TEAM WILL CHOOSE A TEAM CAPTAIN AND GIVE YOUR TEAM A NAME.

THERE WILL BE A DRAWING FOR JUMP POSITION.

THE FIRST ROUND DIVE JUMPS WILL BE POSTED AFTER TEAM DRAW.

ALTITUDE WILL DICTATE THE SECONDS OF WORKING TIME YOU WILL HAVE TO WORK WITH.

YOU CAN LAUNCH A PIECE OR FREE FLY IT. THERE IS **NO GRIP SWITCHING ALLOWED AND IT WILL BE YOUR RESPONSIBILITY TO SHOW SEPARATION BETWEEN FORMATIONS.**

MINOR INCIDENTAL CONTACT ON EXIT WITH CAMERA MAN SHALL NOT BE CONSIDERED GROUNDS FOR A REJUMP. TEAM MAY REQUEST A REVIEW BY THE VIDEO REVIEW PANEL, CONSISTING OF THE JUDGE, MEET DIRECTOR, AND VIDEO CONTROLLER IN THE EVENT OF A DISPUTE OVER THE EXTENT OF THE CONTACT. THE VIDEO REVIEW PANEL WILL DETERMINE WHETHER REJUMPS SHALL BE CONDITIONAL OR UNCONDITIONAL.

THERE ARE NO PROTESTS.

OFFICIALLY AWARDED REJUMPS WILL BE MADE AS SOON AS POSSIBLE AFTER THE INCIDENT CAUSING THE REJUMP.

THE COST OF OFFICIALLY AWARDED REJUMPS WILL BE BORN BY THE TEAM THE REJUMP WAS AWARDED TO.

ANY SPECIFIC CONDITIONS. SITUATIONS WARRANTING REJUMPS WILL BE AT THE DISCRETION OF THE JUDGE AND THE MEET DIRECTOR.

FINAL SCORE: FOR EACH TEAM THE SCORE FOR EACH JUMP IN EACH ROUND WILL BE ADDED. THE WINNER WILL BE THE TEAM WITH THE LARGEST SCORE.