

ISSA Speed Skydiving World Cup Rules 2004

v. 1.0 (December 2003)

1. Preface.

Speed skydiving is a new skydiving discipline with a definition as simple as it gets. It was developed in the last few years and represents the fastest non-motorized sport on Earth. In the essence, speed skydiving is the discipline where the only one aspect of the skydiving counts – free fall speed.

The speed achieved by human body in free fall is the function of two factors, body weight and body orientation. In stable, belly to earth position, terminal velocity of the human body is about 120 mph. Stable freefly head down position has a terminal speed around 150-180 mph. Further minimizing body drag and streamlining the body position allows to reach greater speeds in vicinity of 300 mph. Achieving and maintaining high free fall speed is the goal of speed skydiving.

2. Terms and Specifications.

Measurement zone. The measurement zone is represented by a vertical kilometer where speed measurements are taken. It starts at 2700 meters (8858 ft.) and ends at 1700 meters (5577 ft.)

Measurement means. Speed measurements are done by two free fall computers, Pro-Tracks, placed on lateral webbing of the competitor's rig. Each competitor is issued 2 official red Pro-Tracks for each run.

Speed measurement. Speed is measured as the average speed over the measurement zone using 2 Pro-Tracks. The two Pro-Track readings are then averaged. Pro-Tracks should be rotated between competitors for every run.

Qualification jump. A jump that verifies competitor's eligibility to enter the competition. Minimum qualification speed for men is 300 km/h (186 mph) and 250 km/h (155 mph) for women. The maximum speed of the run is taken as qualification speed. Only one Pro-Track is used for qualification jump and it can be placed in competitor's helmet or anywhere on the harness. The result of qualification jump is not used for competition itself.

Qualified competitor. Competitor who has either met or exceeded the speed requirements during a qualification jump, or someone who has participated in speed skydiving competition before.

Qualified meet. There are no special conditions for a meet to qualify. In cases when a meet is totally rained out, or for some other reasons competitors do not complete at least one jump each, the result of the meet is zero.

Out of boundaries (OB). Term used when the speed difference between the 2 Pro-Tracks is greater than or equal to, the predefined limit of 30 km/h (18.64 mph).

Qualified run. A run where the exit altitude is greater or equal to 13 000 ft. (3962 meters) and lower or equal to 14000 ft. (4267 meters) registered by any Pro-Track with both Pro-Tracks functioning properly. Competitor may repeat the jump in case of lower altitude and must repeat the jump in any other case that disqualifies the jump.

3. World Cup.

3.1. Technical.

For world cup competition, every competitor is issued 2 official red Pro-Tracks, which should be placed on the lateral webbing of the rig. No personal Pro-Tracks are allowed on lateral webbing, and no other unofficial results will be taken into consideration for scoring.

Speed is measured as average speed over the measurement zone using 2 official Pro-Tracks. Those results are then averaged to yield a final measurement result. If the difference between average speed readings is equal or greater than 30 mph, the jump is then considered OB, and result for that jump is zero.

There is no special consideration for low pull since there is nothing that would encourage competitors to keep the speed beyond the measurement zone. However, low pulls may be subject to penalty according to the hosting dropzone rules.

No weights are allowed for the competition. Any gear or modifications are subject to review by race commission and if found dangerous may be prohibited to use in the competition.

Once in effect for the season, speed skydiving World Cup rules may not be changed.

3.2. World Cup Layout.

World cup consists of 4 separate meets. Every meet for the World Cup should be announced no later than March 1st, and no changes to the schedule are allowed after that date. In case that meet cannot be hosted at the pre-designated dropzone, it should be relocated to a nearby dropzone that is within the same country.

3.3. World Cup Meet.

World cup meet is held over a course of 3 days, Friday through Sunday.

Friday: Qualification jumps are done for anyone who has not provided official results before this time.

Saturday: The beginning of competition. Qualified competitors must be present at the time scheduled by the hosting dropzone.

Sunday: Completion of the meet.

As exception, competitor can qualify/enter competition at any time, provided that he or she completes the minimum number of jumps as any other competitor who has entered the competition as qualified competitor on Saturday at scheduled time. Otherwise, results for that person are considered invalid and there is no impact on others' results.

3.4. World Cup Meet Runs.

Every world cup meet consists of 6 individual runs. The result of each run is the average speed over the measurement zone, averaged between 2 official Pro-Tracks. Should a run be out of bounds, the result will be zero for that run.

In case where all 6 runs are completed by all qualified competitors, the best 3 runs are considered for the meet result and the result is average speed.

In case where at least 5 runs are completed by all qualified competitors, three best out of first 5 are considered for the meet result and the result is average speed.

In case where at least 4 runs are completed by all qualified competitors, three best out of first 4 are considered for the meet result and the result is average speed.

In case where at least 3 runs are completed by all qualified competitors, the result is average speed over first 3 runs for all competitors.

In case where only 2 runs are completed by all qualified competitors, the result is average speed over first 2 runs for all competitors.

In case where only 1 run is completed by all qualified competitors, the result is speed of first run for all competitors.

In case where not every qualified competitor has not completed at least one run, the result of the meet is zero for every competitor.

Note: The number of jumps considered for the result of each qualified competitor must be the same. For example, if one competitor has completed only 4 jumps while others have completed more, only the FIRST four jumps for every competitor will be counted for the meet result. Out of bounds runs will result in zero. There is no limitation on how many OBs a competitor can have, but total number of OBs may affect the average result.

*Jumptrack database should be available online for competitors to review.

3.5. World Cup Results.

World Cup result is always the average of the 3 best meet results for each competitor regardless of number of the meet completed. If the competitor does not participate in some of the meets, the result for that meet(s) will be zero.

3.6. Race Commission.

Race commission will be elected before every meet and it should be composed of a representative of every country presented on competition. The responsibility of the race commission is to ensure that both competitors and the competition follow the rules and resolve conflicts that are not outlined in the ISSA Speed Skydiving World Cup Rules. Race commission may not amend or change the rules, like changing the out of bounds value.

4. Resources.

www.speedskydiving.com – Speed Skydiving news

speedskydiving.proboards19.com – Speed Skydiving forums

stansnigir@yahoo.com – questions, concerns, suggestions