



# The 4 Disciplines of Competition Skydiving.

# Accuracy ( Team & Individual)

- Style ( Individual)
- Relative Work (Sequential) –
  - 4 Way.
- Canopy Relative Work
  - ( Sequential & Speed Stack & Rotations.)



# Accuracy.

- Extra Large Canopy (252)
- 25m Sand Pit
  - With 30 Mm Diameter Electronic Pad.
- Exit Height
  - 3200 Feet To 2000 Feet.



# Style

A photograph of three skydivers in formation, flying over a city at sunset. The skydiver in the foreground is wearing a red jumpsuit and a red helmet. The skydiver in the middle is wearing a white jumpsuit and a white helmet. The skydiver in the background is wearing a dark jumpsuit and a dark helmet. The city below is illuminated by the warm light of the setting sun, and the sky is a mix of blue and orange.

- Fast Fall –
  - Up To 180 Mph.
- Extremely Difficult Stability Issues.
- Exit Height - 7000 Feet.

# 4 Way Sequential.

A photograph of four skydivers in formation, floating over a city at sunset. The skydivers are wearing helmets and jumpsuits in various colors (red, white, blue). The city below is illuminated by the warm light of the setting sun, with buildings and streets visible. The sky is a mix of orange, yellow, and blue.

- Launch 1st Task.
- 45 Seconds Working Time.
- Rate Of Fall Needs To Be Same For All 4.
- Exit Height - 12000 Feet.

# Canopy Relative Work.

- Can be 4 or 8 Depending on Quality of Competition.
- Deploy Canopy Immediately Outside of Aircraft.
- 10,000 Feet is Acceptable.



A photograph of three skydivers in various poses falling over a grid-patterned landscape. The skydiver on the left is wearing a red and blue suit and a red helmet. The skydiver in the middle is wearing a white suit and a white helmet. The skydiver on the right is wearing a white suit and a white helmet. The landscape below is a grid of fields and roads, viewed from a high altitude.

# Rotations!!!!!!!!!!

- 8 Way Or 4 Way.
- High Risk Exercise.
- Tertiary Canopy Recommended.





Drop Zone Pit







**WTF**

**A WALK YOU SAID YA BASTARD!**