

Skydive New Mexico
2nd Annual
Elijah Combest Memorial 3-Way Scrambles
(August 21st through August 23rd, 2009)

Rules and Schedule

Rules

- 1) Each team will comprise three skydivers, two experienced and one intermediate/novice, or two intermediate/novice and one experienced. No team will comprise three experience intermediate/novice or three experienced skydivers. The most experienced skydiver will be the team's captain.

- 2) Team Captains are responsible for the following:
 - Manifesting their team
 - Coordinating their team
 - Briefing and debriefing their team, which includes proper exit, break off, and landing procedures
 - Getting their team on the plane when ready to load (there will be 14+ loads per day to pull this off)
 - Coordinating with videographers and manifest
 - Providing manifest a name for your team

- 3) The exit altitude for the event is 10,500 feet AGL

- 4) The event will comprise four rounds of random pre-planned dives. The first two rounds of the event will consist of three-point dives; the last two rounds will consist of four-point dives. Scoring for the event will be conducted in the following way:
 - Time - **35 seconds** is allowed to complete as many points (rotations) as possible. There is no designated staring point. There is a rotation, however. The rotation of the dive must be consistent throughout the dive. Slot perfect is also required. The clock starts the moment skydivers release from the plane. 'If you blow the exit.. better luck next round!'

 - All formations built in a planned dive's rotation will be counted as a point. Each full rotation of the three-point dives will total three points, and each full rotation of the four-point dives will total four points. Example score - 'one full rotation on a three-point dive is made, plus two additional formations are built'. This equals 5 points.

- Points - Points are cumulative. In other words, add! Points made from each round will carry over to the next, through the last round. Points will be tallied at the end of the scramble to select the winner, 2nd place, and 3rd place. The team with the highest score (total number of points) wins. ***There are no bonus points!! Beer; however, will be available at the end of the scramble.***
- Definition of a point - A point is synonymous with a formation. To score a point, a formation must be built. A formation is built when hands are on designated holds and held. To score additional points, there must be a total release of holds between formations. On exit, a formation can be launched that is in the sequence of a “pre-planned” dive. This exit counts as a point. The exit must be held, however. If on launch, the formation is not in the sequence of a “pre-planned” dive, a point is scored when the first “planned” formation is built. In this case, a total release is not required for the first point. For example, a team launches a donut formation, but the dive has no “pre-planned” donut formation in the sequence. One jumper releases from the donut formation after exit to transition to a “pre-planned” formation. The other two remain and hold until the “pre-planned” formation is built by the other jumper. This counts as a point. This is the only exception to the rules noted above. ***If you are confused, ask Lee!***

5) Videographers will deploy ‘in-place’ at a designated altitude and coordinate with the team’s captain. Teams will break their dives at a designated altitude, which will be planned in advance of the dive. At the planned break-off altitude, team members will wave off, turn 180 degrees, and track for a minimum of five seconds before deploying. This allows for a safe separation between team members and the videographer.

There are no exceptions to this rule!!!

6) The designated landing area is the corral area.

7) In the event all rounds are not completed over the weekend, scores will be tallied by total points scored in rounds completed by the team with the least rounds. For example, if all but one team competed in four dives, scores will be tallied based on three rounds.

8) Teams must pay for their slots plus the videographer’s slot for each load, in addition to a \$25.00 entry fee. This fee goes to food, beer, and a memento for the winners, 2nd, and 3rd place.

9) There will be three judges. Judges will score teams based on the rules noted above. Each round will be scored when the videographer provides the video to the judges. Scores will be posted after each round or as soon as possible. ***Bribes are welcome and encouraged!!!***

10) Videographers: For those who plan on competing and flying camera, you are responsible for being packed, suited up, and ready for competition dives and camera dives.

Schedule

1) The Sunday before the scramble, we'll draw two names from two ball caps, or some other suitable container. One ball cap will contain the names of experienced jumpers, and the other will contain the names intermediate/novice jumpers.

2) The DZ will be open the Friday before the scramble. Teams will be allowed to practice this Friday. If you don't live in Belen, or Los Lunas, you may want to consider bringing a tent. The evening of Friday before the scramble, the pre-planned dives will be selected in a manner that is random (i.e. using a random pre-planned dive generator [RPDG], better known as a ball cap). ***The RPDG will be provided to the DZ at no additional cost to the competitors!*** Small pieces of paper with pictures of little people-figures touching hands, oriented belly-to-earth, will be placed in the RPDG and drawn. ***Sorry, there will be no random pre-planned free-fly dives drawn!*** Four dives will be drawn from the RPDG. The first dive drawn will be the first dive of the scramble; the second drawn will be the second dive, and so forth.

3) The first round starts at sunrise, Saturday August 22. Two rounds will be flown on Saturday, and the remainder of rounds will be flown Sunday.

***Of most importance, this is for fun.
Be aware, don't pull low, be safe, and have fun!***