



# Competition Rules

## Canopy Piloting - Freestyle

2022 Edition  
Effective 1 March 2022



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- 1 FAI Statutes, ..... Chapter 1, ..... para. 1.6
  - 2 FAI Sporting Code, Gen. Section, ..... Chapter 4, ..... para 4.1.2
  - 3 FAI Statutes, ..... Chapter 1, ..... para 1.8.1
  - 4 FAI Statutes, ..... Chapter 2, ..... para 2.1.1; 2.4.2; 2.5.2 and 2.7.2
  - 5 FAI By-Laws, ..... Chapter 1, ..... para 1.2.1
  - 6 FAI Statutes, ..... Chapter 2, ..... para 2.4.2.2.5
  - 7 FAI By-Laws, ..... Chapter 1, ..... paras 1.2.2 to 1.2.5
  - 8 FAI Statutes, ..... Chapter 5, ..... paras 5.1.1, 5.2, 5.2.3 and 5.2.3.3
  - 9 FAI Sporting Code, Gen. Section, ..... Chapter 4, ..... para 4.1.5
  - 10 FAI Sporting Code, Gen. Section, ..... Chapter 2, ..... para 2.2.
  - 11 FAI Statutes, ..... Chapter 5, ..... para 5.2.3.3.7
  - 12 FAI Statutes, ..... Chapter 6, ..... para 6.1.2.1.3

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## 1. FAI AUTHORITY

The competition will be conducted under the authority granted by the FAI, according to the regulations of the Sporting Code of the FAI, General Section, and Section 5 as approved by the ISC and validated by the FAI, and these rules. All participants accept these rules and the FAI regulations as binding by registering in the competition.

## 2. DEFINITIONS OF WORDS AND PHRASES USED IN THESE RULES

**AIW**—Additional individual weight that a competitor can carry as determined by the chart in addendum G.

**Body**—The physical structure of a person, including clothing and footwear.

**Closed course**—If for any reason the Chief Judge (CJ), Event judge (EJ) or the FAI Controller decides to close the course, an orange smoke canister and/or other suitable indicators will be placed at the beginning of the course or in another appropriate location. The indicator type and location will be described during the pre-event competitors' briefing.

**Control problem**—A condition of the parachute that makes it impossible to attempt a safe approach to the course.

**Course**—The water surface is considered to be the course.

**Course Technical Director (CTD)**—A person appointed by the Organiser and accepted by the IPC Canopy Piloting Committee for that position. The CTD is responsible for the planning, setup and maintenance of the courses before and during the competition.

**Default result (DR)**—A DR is three points.

**Down-landing (DN)**—A landing where surface contact is made during the landing by any part of the body, other than the feet.

**DWIPE**—Normal dressed weight including clothing, footwear, parachute equipment and all other equipment worn on the jump but excluding AIW. See §5.3. "Equipment and Weights".

**Entry gate**—The water contact is considered the entrance to the course.

**Landing**—A landing starts when any part of the competitor's body makes surface contact, excluding contact due to water drag, and ends with a complete stop.

**Minimum result (MR)**—The MR is zero points.

**Missed entry (ME)**—Not touching water.

**No water drag (NW)**—Not clearly showing surface contact with the water with any part of the body.

**OPP**—Official practice period

**Parachute equipment**—For the purpose of weight calculations described in § 5.3, the parachute equipment is the parachute system (rig) and helmet.

**Red card (RC)**—A penalty issued by authorized persons during the competition for actions that are or flying that is deemed unsafe or for unsporting behaviour as described in these rules and in The Sporting Code, General Section.

**Result**—The point value of a score, after applying the calculation procedure in § 6.4 or the points resulting from a DR or MR.

**Safety zone**—The areas outside the course as specified in Addendum A.7

**Score**—An evaluation by the judges of a competitor's achievement while navigating the course expressed in points. The minimum score is zero (0).

**Stand-up landing (UP)**— A landing where no part of the body other than the feet makes surface contact.

**Surface contact**—The point at which any part of the competitor's body comes in contact with any part of the earth's surface including natural and/or man-made structures and materials.

**VR**—video review.

**VRP**—video review panel.

**Water drag**—Surface contact made by dragging any part of the body on or through the water portion of the course.

**Water landing (WL)**—A landing in the water portion of the course. For the Freestyle event a landing will be considered a water landing unless the competitor comes to a stop completely out of the water.

**Yellow card (YC)**—A penalty, often recognized as a warning, issued by authorized persons during the competition for actions or flying that is deemed unsafe or for unsporting behaviour as described in these rules and in the Sporting Code: General Section. A YC may, but is not required to, be issued before a red card. Two yellow cards issued during a single competition are equivalent to and will have the same result as the issuance of a red card.

### 3. RULES SPECIFIC TO THE COMPETITION

#### 3.1. Aims of the Competition

- 3.1.1. To determine the champions of Canopy Piloting Freestyle.
- 3.1.2. To promote safety and develop canopy piloting training and competition.
- 3.1.3. To exchange ideas and strengthen friendly relations between sport parachutists, judges and support personnel of all nations.
- 3.1.4. To allow participants to share and exchange experience, knowledge, and information.
- 3.1.5. To improve judging methods and practices.

#### 3.2. Composition of Delegations

Each delegation may be comprised of:

- 3.2.1. One Head of Delegation
- 3.2.2. One Team Manager
- 3.2.3. A maximum of 8 competitors for a World Parachuting Competition or a maximum of 12 competitors for a World Cup or a Continental Regional Championship
- 3.2.4. Team Coaches - see SC5 4.4.2

#### 3.3. Composition of a National Canopy Piloting Freestyle Team

- 3.3.1. For delegations with three registered competitors, the competitors will automatically form the national CP team upon registration unless the Head of Delegation or Team Manager disagrees.
- 3.3.2. For delegations with more than three registered competitors, the delegation may nominate three of its competitors to form the national CP Freestyle team. This must be done before the exit order is finalized at the competitors meeting.

#### 3.4. Program of Events

- 3.4.1. The competition shall be comprised of three rounds if held with the Standard Events or six if it is held in a separate and independent Freestyle Championship or Cup.
- 3.4.2. The host must specify in the bid the number of rounds.

- 3.4.3. The minimum number of rounds required for a valid event is one round.
- 3.4.4. The competition will run for a maximum of six days, D1 OPP, D2 OPP and Opening Ceremony, D3 + D4 + D5 Competition days, D6 Competition day and Closing Ceremony.
- 3.4.5. During the competition, no competitor is allowed any jump other than competition jumps. Indoor skydiving is allowed.

## **4. EVENT DESCRIPTION AND OBJECTIVES**

In the Freestyle event, the competitor navigates his parachute through the course performing pre-determined or free moves. The competitor's objective is to navigate a parachute through a course contacting the surface of the water in the manner dictated by the chosen Freestyle move(s) and end with a stand up landing.

## **5. GENERAL RULES**

### **5.1. Wind Conditions and Indicators**

- 5.1.1. The maximum allowable wind speed as measured by an anemometer is 7 m/s in any direction.
- 5.1.2. There must be an anemometric wind-measuring system, located in accordance with SC5, §4.3.5, which shall be checked at 10-minute intervals. If the winds exceed 5 m/s, it shall be monitored constantly until the winds have remained below 5 m/s for at least 5 minutes.
- 5.1.3. A windsock capable of responding to winds of at least 2 m/s shall be positioned within 50 metres of the course.
- 5.1.4. A wind direction indicator (streamer) capable of responding to winds of less than 2 m/s shall be mounted on a pole within 20 metres of the pond.
- 5.1.5. The CJ will determine the positions of the windsock and wind direction indicator, ensuring that both are fully visible for competitors approaching the course. This determination is not subject to protest.

### **5.2. The Minimum Exit Altitude On One Pass is**

- 5.2.1. 1200 metres AGL with 1 or 2 competitors
- 5.2.2. 1500 metres AGL with 3 or 4 competitors
- 5.2.3. 2000 metres AGL with 5 or 6 competitors

### **5.3. Equipment and Weights**

- 5.3.1. All competitors must wear a hard-shell protective head cover.
- 5.3.2. Protective equipment may be worn and is strongly recommended. It must not hinder the competitor's parachute equipment or compromise safety, as determined by the FAI Controller.
- 5.3.3. At the time of the weighing carried out by the Chief Judge, or a person designated by the CJ, DWIPE is calculated and recorded. DWIPE is the basis to define the maximum amount of additional individual weight allowed in accordance with the list in Addendum E.
- 5.3.4. A deviation of one kilogram on DWIPE measured in 5.3.3 will be allowed. This deviation is allowed to cover discrepancies between different scales used or a competitor being wet if weighed after the jump.
- 5.3.5. Any additional weight components must have a single-handle quick-release system. The release handle must be located on the front part of the competitor's torso, be freely accessible and be made in such a way as to allow it to be easily operated by a rescue person in case of an emergency. It must not come loose by itself and must be acceptable to the FAI Controller.
- 5.3.6. A scale capable of indicating the weight in increments of 1/10 of a kilogram must be provided to the competitors. A second identical scale must be available to the Chief Judge, if requested.

- 5.3.7. The Chief Judge will determine random-competitor-weight-check selection prior to and during the competition.

## **5.4. Official Practice Period**

- 5.4.1. The official practice period (OPP) is the period of two days before the official start date of the competition. The dates and other details pertaining to the OPP must be included in the Official Information Bulletins.
- 5.4.2. The organizer must provide the opportunity for practice jumps for the competitors on the course during the OPP. The schedule and details of the different event courses must be agreed by the CJ and the Meet Director and be announced at the beginning of each day so that competitors and judges may take advantage of the training period.
- 5.4.3. During the OPP all competitors must make at least one training jump on the course. It is the responsibility of the competitor to comply with this rule in order to compete. This rule may be waived by mutual agreement of the FAI controller, Chief Judge and the Jury for a pertinent reason.
- 5.4.4. During the OPP and before the start of the competition, an official course closing drill must be conducted by the Chief Judge. The time of which must be announced in advance, so that all officials and competitors can attend. This must be a full practice, and is mandatory for all Judges and Officials, including the use of the smoke, the emergency medical personnel, and a simulated call to the ambulance. The FAI Controller must approve of the system that was practiced and report the results to the Jury prior to the start of the competition.

## **5.5. Jump Order and Exit Assignment**

- 5.5.1. The results of the most recent FCE will determine the jump order for the first round. Those competitors will be grouped in reverse order of the Combined FCE placings and will jump at the end of the round.
- 5.5.2. Individual Competitors who did not compete in the most recent FCE will have their jump order determined by random draw, made by the Chief Judge, will be positioned into the remaining open slots and will jump at the beginning of the round.
- 5.5.3. A person designated by the Meet Director will supervise and record the exit order assignment within each pass as determined by the competitors.
- 5.5.4. The competitors involved will receive an MR if the CJ or EJ is not notified of any change to the exit order assignment before the 15-minute call prior to boarding.
- 5.5.5. The order of exit passes will be rotated by 20%, rounded down, with the start of a new round in any event on a subsequent day. The rotation will be done by taking the first 20% of the jump order and placing them at the end of the jump order. The Event Director may also use the same procedure to rotate the order of exit passes when starting a different event on the same day.
- 5.5.6. The Meet Director may make and use an updated reverse combined jump order for any round of any event if time permits.
- 5.5.7. By mutual agreement of the Meet Director and CJ, one event may begin prior to the completion of another event. The unfinished event may be completed later in the competition. No event holds a higher priority over any other event.
- 5.5.8. Where there is the option of a dual-entry setup into the course, one that permits navigating the course in more than one direction, the option can be selected for a complete round only. The course configuration must remain as described in the bid.

## **5.6. Safety Violations**

- 5.6.1. Competitors shall exit the course immediately after landing. A yellow card may be issued by the CJ or EJ for failing to comply with this rule and consequently creating a hazard for another competitor unless the circumstances are beyond the competitor's control as determined by the CJ or EJ.
- 5.6.2. A CJ may issue a yellow card to a competitor for a safety violation. They will be issued in general for unsafe actions, lack of sufficient canopy control, or erratic canopy handling.



- 5.6.3. A second yellow card is the equivalent of the issuance of a red card as per 5.6.5.
- 5.6.4. The CJ and the FAI Controller together, by mutual agreement, may issue a red card without a prior yellow card for any action that presents immediate danger and safety hazard to the competitor or others on the ground. Examples of this include, but are not limited to low approaches over the crowd or flying the canopy in an uncontrolled manner into any person or objects inside or outside of the course.
- 5.6.5. The issuance of a red card will result in the disqualification of the competitor from further participation in the competition, including the deletion of any results already achieved during the competition. The competitor will be marked as “disqualified” and will be listed in the ranking list after all other competitors.

## **5.7. Safety Issues**

- 5.7.1. The CJ or the FAI Controller may suspend a competition at any time if wind or weather conditions are deemed to pose a safety hazard to the competitors even if the conditions are within the wind limits. The Meet Director must then notify the pilot to stop dropping competitors.
- 5.7.2. The aircraft pilot will signal the competitors when they are clear to exit. All the competitors will be briefed on the specific exit and spotting signals at the pre-event competitors’ meeting.
- 5.7.3. The Meet Director will inform the competitors via the pilot of any exit order or exit altitude changes or that the dropping of competitors must be stopped. The Meet Director must inform the CJ or EJ of any such changes or stopping of jumping.
- 5.7.4. Competitors must enter the course in order of exit. There must be sufficient exit delay between competitors to ensure safe separation and allow time for any judging and course maintenance. However, if it is not possible to enter the course in order of exit due to circumstances beyond the control of the competitor, the competitor may enter the course (provided there is no conflict with other competitors) and receive the assessed score as determined by the judges. Otherwise, §5.5.4 will be applied.
- 5.7.5. During all events, a person, appointed by the CJ, shall be equipped with an audible warning device in order to make competition personnel aware of approaching competitors by the following signals:
  - 5.7.5.1. Three (3) short signals indicating the exit of competitors from the aircraft
  - 5.7.5.2. One (1) long signal, when each competitor initiates the turn into the final approach. At this time, competition personnel must clear the course and take positions alongside the course.

## **5.8. Equipment Control Problems**

- 5.8.1. A competitor experiencing a control problem or malfunction requiring the use of the reserve canopy must not navigate the course and must utilize an alternate landing area if safe to do so.
- 5.8.2. A competitor experiencing a malfunction of the main parachute canopy that creates a control problem without requiring a canopy release shall not land on the course.
- 5.8.3. A qualified person shall be appointed by the CJ and will make an inspection of the equipment immediately after the competitor has landed to confirm that the competitor did suffer a malfunction that was not created by the competitor himself (e.g., packing error). The competitor must not disturb the canopy condition or equipment prior to inspection.

## **5.9. Re-Jumps Due To Equipment Problems**

- 5.9.1. A competitor experiencing a control problem or malfunction, not created by the competitor himself will be granted only one re-jump during the competition, otherwise the actual score of the affected jump will be applied.

## **5.10. Re-Jumps Due To Weather Conditions**

- 5.10.1. If the wind exceeds the maximum limit at any time in the period from when the competitor initiates the turn to final approach to when the landing of the competitor ends, the following applies:

- 5.10.1.1. In Freestyle, the competitor must accept the achieved score within 10 seconds after receiving the assessments from the jump from the CJ or EJ; otherwise a re-jump for this round shall be made.
- 5.10.1.2. If winds exceed 5 m/s and change direction more than 90 degrees within 2 seconds (as measured and recorded automatically by an electronic device), a competitor landing within 30 seconds after the wind change must be offered a re-jump by the CJ or EJ. The competitor's decision for the re-jump must be made within 10 seconds of being advised of this offer; otherwise the score for the jump is automatically accepted and recorded.
- 5.10.2. If a competitor experiences adverse weather conditions as determined by the CJ or EJ, the competitor will be offered a re-jump. The competitor's decision for the re-jump must be made within 10 seconds of being advised of this offer; otherwise the score for the jump is automatically accepted and recorded.

## **5.11. Re-Jumps Due To Outside Interference**

- 5.11.1. A competitor who suffers interference, on the ground or in the air from other competitors, jumpers, or temporary objects, as determined by the CJ or EJ, will be offered a re-jump.
- 5.11.2. At the sole discretion of the CJ or EJ, any other competitor suffering interference as a result of a competitor not clearing the course will be offered a re-jump.
- 5.11.3. At the sole discretion of the CJ or EJ if two or more competitors approach and/or enter the course close together and in the process create interference between each other, a re-jump may be offered to one, both or neither competitor.
- 5.11.4. The competitor's decision for the re-jump must be made within 10 seconds of being advised of this offer; otherwise the score for the jump is automatically accepted and recorded.

## **5.12. Re-Jumps Due To Technical Factors**

- 5.12.1. In the event of a closed course, competitors are not allowed to enter or navigate the course.
- 5.12.2. If it is not safe to stay outside of the course and/or an alternative landing area is not available, the competitor may make a normal, non-aggressive landing on the course, without executing any freestyle move.
- 5.12.3. A competitor complying with the above will be granted a re-jump as decided by the CJ or EJ, otherwise an MR will be applied for that jump.

## **5.13. Re-Jump Procedures**

- 5.13.1. Each competitor who is granted a re-jump must receive a Re-Jump Form from the CJ or EJ to be handed in to the Meet Director.
- 5.13.2. The competitor must make the re-jump at the earliest opportunity as determined by the Meet Director, who will inform the CJ, before the 15-minute-call is made, on which load and in which exit order the re-jump will be performed.

# **6. SCORING**

## **6.1. Scoring in General**

- 6.1.1. Scoring the entry gate will yield at least a default result (DR), unless there is a disqualification.
- 6.1.2. Except in the case of an ME or disqualification, or no water drag (CD, NW) penalty is applied for a jump after entry gate has been scored, the result for the jump will be a DR.
- 6.1.3. A Minimum result (MR) applies for a jump in the following situations:
  - 6.1.3.1. Missed entry (ME) assessed, no matter where the competitor lands
  - 6.1.3.2. Failure to wear a protective helmet while navigating the competition course

6.1.3.3. Failure to notify a change in the jump order or creating interference, as determined by the CJ or EJ (see §5.5.6)

6.1.3.4. Exceeding the AIW allowed as per Addendum E

## 6.2. TECHNICAL SPECIFICATIONS FOR FREESTYLE

6.2.1. The first round. A single move may be presented. It may be a move described in the Addendum Freestyle B (DoD: Group: 1- 4).

6.2.2. The second round. A single move or a combination of moves may be presented. It may be any move described in the Addendum CP Freestyle - B

6.2.3. The third round. A single move or the combination of moves may be presented. It may be any move described in the Addendum CP Freestyle - B or any move sufficiently described in the drama sheet.

6.2.4. All moves have to be pre-declared on the drama sheet and presented to the CJ. The drama sheet for all the rounds must be presented to the CJ at least 48 hours before the planned start of the competition so that the judges may assign the DoD of the combination of moves and announce it to the competitors. Competitors may present a move or combination of moves per round (A and B) and must announce to the CJ which one (A or B) they will be performing before the start of the relevant round, otherwise A will be considered.

6.2.5. A panel of 5 judges evaluate all jumps. Every judge scores the performance in the given subject from 0.0 to 10.0 using one (1) decimal place.

6.2.6. A DR will be awarded when indicated by a minimum of any three judges of the panel.

6.2.7. When performing a combination of moves (rounds 2 and 3) the chosen moves must at least differ in one move and the order of the moves must differ from any previous combination of that competitor.

## 6.3. SCORING STRUCTURE

6.3.1. Three (3) judges will score the PRESENTATION of the approach, the Freestyle move and the landing.

6.3.2. Two (2) judges will score the TECHNICAL aspect of the Freestyle move. The technical aspect contains the degree of difficulty of the move, and the landing.

6.3.3. A judge or assistant personnel appointed by the CJ will call out the expected move or combination of moves and the direction of approach of the next competitor to enter the course.

## 6.4. CALCULATION OF POINTS

The calculation to turn scores of each round into points (result) is as follows:

6.4.1. The score of a round is the average score of the 2 judges scoring Technical (averaged,  $(T1+T2)/2 = T$ ) multiplied by the average score of the 3 judges scoring Presentation (averaged  $(P1+P2+P3)/3 = P$ ), minus any penalties incurred. All calculations are calculated to the third decimal. No rounding applied.

6.4.2. The competitors are ranked in each round in order of the actual score collated for this round (highest score first).

6.4.3. In Freestyle the score of the top ranked competitor in each round is set to 100%, expressed as 100 points. The remaining competitors' scores of the round are calculated as a percentage of the top ranked competitor's result – expressed in points, calculated to the third decimal. No rounding applied.

6.4.4. Contact with water, with no other performance will yield a DR.

6.4.5. Failure to perform any one of the predeclared moves, or performing them in a different sequence, from the drama sheet will yield a DR.

# 7. JUDGING

## 7.1. Judges' Conference

- 7.1.1. The CJ will organize a judges' conference prior to the start of the competition. All judges shall attend the conference.
- 7.1.2. All members of the panel of judges must be FAI Canopy Piloting judges.
- 7.1.3. Judges-in-training may be used in addition to the panel of judges provided they are under the direct supervision of the CJ or Chief Judge of Training and have attended the judge's conference.
- 7.1.3.1 The Organizer must provide and assign 4 additional persons to assist the judges during all the competition. All 4 persons must be approved in advance by the CJ, and should have a CP National rating, a FAI non CP rating or good knowledge of the rules.
- 7.1.4. Each performance shall be judged by at least three members of the panel of judges.
- 7.1.5. Practice jumps will be judged at the discretion of the CJ. The time period during which the relevant events will be judged during the OPP will be announced by the CJ.
- 7.1.6. Judges will be strategically positioned at the course according to the needs of the specific event and to the technical equipment in use for the specific event as determined by the CJ.
- 7.1.7. In all events, the assigned judges will use the respective signals or methods as determined by the CJ to indicate the scores.
  - 7.1.7.1. Failure to score the gates is indicated by the assigned judge with the respective signal.
  - 7.1.7.2. Scores awarded by the panel of judges are transmitted to the scoring processor by means determined by the CJ.
  - 7.1.7.3. The judges must record any rule violation of a competitor (exit order mix-up, interference, control problems, etc.) as well as the need for a video review (VR), for any reason.
  - 7.1.7.4. All judges shall watch for unsafe canopy flight by competitors. If a judge witnesses what he/she feels was an unsafe act, they shall inform the Chief Judge so that a YC or RC may be issued, if so decided.

## 7.2. POINT GUIDELINES FOR PRESENTATION

Presentation contains the creativity of new moves, combination, and transition between moves. It also contains the presentation of the performance (i.e., body language, body tension, expression etc.) and landing. The Maximum score is 10 points. The following table show the possible deductions to apply

- |                               |  |
|-------------------------------|--|
| • Up to 5.0 points deduction  | for using only a part of the pond while dragging water |
| • 0.1 points deduction        | for each small mistake                                 |
| • 0.2 to 0.5 points deduction | for each medium mistake                                |
| • Up to 7.0 points deduction  | for one or several major mistakes                      |
| • Up to 1.0 points deduction  | for non-stand up landing                               |
| • Up to 2.0 points deduction  | for an uncontrolled landing                            |
| • Up to 10.0 points deduction | for no performance at all, or not identifiable         |

## 7.3. MISTAKE EXAMPLES

### 7.3.1. Small mistake examples

- slight loss of direction control, slight wobble, etc.
- toes not pointed, knees bent

### 7.3.2. Medium mistake examples

- significant loss of direction control, wobble, not enough rotation, etc.
- required elements performed incorrect, turning the wrong direction, etc.

### 7.3.3. Major mistake example

- completely missing required elements or performed so poorly that move is barely recognizable

## 7.4. TECHNICAL SCORE

The Technical score includes the difficulty of transitions, rotations and change in direction. It also contains the precision and control of the body and canopy, during the performance of the move and the landing.

The following judging criteria applies to the technical score:

- 7.4.1. The Degree of Difficulty (DoD) presents the base for the technical score.
- 7.4.2. A combination of moves will be judged according the DoDs of the individual moves and the difficulty of the combination. For a combination of moves the judge will decide how difficult the combination is. The lower border will be the most difficult move DoD. The upper border should be the addition of every move DoD in the combination up to a maximum of ten.
- 7.4.3. The actual technical execution (precision of approach, heading-control, body-control, execution, etc.) will finally influence the technical score. The technical score (derived from the calculated DoD) may be adjusted by +/- 1 depending on the performance.
- 7.3.4. The landing should finish in a stand up landing.
- 7.3.5. When landing in the water, the score will be DR.

## **8. USE OF VIDEO CAMERAS**

### **8.1. Use of Video Camera System**

- 8.1.1. In each event there must be a video camera system set up, which must be capable of reduced speed playback. The system must include audio and record all cameras on a hard drive. The images from any camera must be synchronized and be accessible instantly. It must be a secure closed system with access limited to the Judges Panel.
- 8.1.2. The Video Camera System or electronic system will be used as an additional tool to verify the score at the discretion of the CJ or EJ.
- 8.1.3. The positioning of the cameras shall be event related for course surveillance in general and for the specific requirements in each event for gates, entries into the course and landing areas. The positioning of the cameras will not be grounds for protest.
- 8.1.4. If the CJ or EJ decides that the video set-up at the course allows for video judging of all or parts of the course, the minimum evaluation principles (§7.1.4) apply for video judging.

### **8.2. Video Review**

- 8.2.1. At the request of a member of the judging panel, and if the VR has been recorded on the judge's score sheet, the CJ shall order a review of the jump in question at the earliest opportunity. One Judge will be positioned on the VF-System cross checking and verifying, and informing the CJ in cases where a VRP has to be called.
- 8.2.2. The video review request will be noted on a Video Review Form, which must be handed to the Chief Judge, to initiate the VR procedure.
- 8.2.3. The VRP of three persons is composed of the CJ and/or EJ, and if possible, the panel member that requested the review, and/or one other judge.
- 8.2.4. A VR cycle is comprised of a maximum of three viewings of part(s) of the jump in question. Reduced speed playback may be used after the first viewing.
- 8.2.5. At any time during the review process and without discussion, the judges will render their decision using the following procedure:
  - 8.2.5.1. Confirmation of the assessment on the judge's original score sheet
  - 8.2.5.2. Determination of the outcome of a VR using a voting process overseen by the CJ or EJ: Any decision must be rendered clearly by "YES" or "NO" only, (i.e., by thumbs-up-thumbs-down on command or by indication of a "Y" or "N" on paper etc.,) without any application of in-between decision possibilities or options other than "YES" or "NO".

- 8.2.5.3. The initial assessment on the score sheet can only be changed with a unanimous decision of the video review panel.
- 8.2.5.4. A majority decision of a video review panel leaves the initial assessment unchanged. If no initial assessment was made for any reason on the score sheet, the majority vote will be used as the decision.
- 8.2.6. The CJ will review the decision of the video review panel, document the result on the Video Review Form and adjust the competitor's score on the score and result list, if applicable.
- 8.2.7. The scores will not be final until the data and/or recording media are reviewed, if necessary. The CJ shall be responsible for determining a competitor's final result and place.

### **8.3. Challenges**

- 8.3.1. Competitors shall be entitled to invoke a video review challenge.
- 8.3.2. Competitors may only challenge judging calls assessed to their own performance.
- 8.3.3. The challenge must state the single assessment that is being challenged.
- 8.3.4. No challenge shall be accepted for a performance that is not covered by a functioning official camera covered under section 8.1. If a video review was already performed on the assessment by request of a judge before the official score was posted, it cannot be challenged by the competitor.
- 8.3.5. The fee to invoke a challenge is 50€. The CJ will give the Challenge fees retained to the Jury President.
- 8.3.6. The Challenge Form, (Addendum J) and fee must be submitted to the chief judge within one hour of posting of the relevant score.
- 8.3.7. The video review for a challenge will be conducted in accordance with section 8.2. regarding Video Review
  - 8.3.7.1. The competitor will be given the opportunity to watch the video(s) in question after the completion of the review.
  - 8.3.7.2. If during the review process, the video cannot be retrieved or is deemed un-judgeable, the score will remain unchanged, the fee returned to the competitor, and the competitor shall retain their right to further challenges during the competition.
  - 8.3.7.3. If the judges' decision is upheld by the review, the score shall remain unchanged, the challenge fee shall be retained by the CJ, and the competitor will no longer have the right to invoke further video review challenges again during the competition. Fees retained will be handed to the Jury President.
  - 8.3.7.4. If the video review results in a decision favorable to the competitor, the posted score shall be changed as appropriate, the challenge fee shall be returned to the competitor, and the competitor shall retain their right to further challenges during the competition.
- 8.3.8. Competitors may submit multiple challenges for the same jump for the single fee.
  - 8.3.8.1. Each separate challenge is processed in the order requested by the competitor.
  - 8.3.8.2. After the first failed challenge, the remaining challenges will not be reviewed, the posted score will be changed for the prior successful challenges, and otherwise 8.3.7.3 will apply.
  - 8.3.8.3. If all challenges are successful, 8.3.7.4 will apply.

## **9. DETERMINATION OF CHAMPIONS**

### **9.1. EVENT CHAMPIONS**

In the Freestyle event, the winner is the competitor with the highest total number of points after the completed rounds in the event. The maximum number is 300 points for the event.

## 9.2. TIE-BREAKS

In the freestyle event, if two or more competitors have the same cumulative total number of points in the first 3 places of an event the higher placing in the completed rounds in the event will have the higher standing (i.e. two first-place ranks and a third-place rank beat one first-place rank and two second-place ranks). If there is still a tie, the single best Freestyle score in a completed round, will have the higher standing.

## 9.3. MEDALS AWARDED

Freestyle Champion: 1st Place, 2nd Place, 3rd Place.

## **ADDENDUM A: GENERAL COURSE SPECIFICATIONS**

- A.1 All markers must be removed from the body of water.
- A.2 The body of water must be a minimum of 15 metres wide and at least 65 metres long.
- A.3 The body of water must provide a minimum depth of 0.60 metres over the minimum width from the beginning of the pond to G2 in the standard events.
- A.4 The minimum requirements for the depth of the pond beginning at G2 in the standard events and sloping gradually up to the end of the pond is permitted, as long as a minimum depth is provided of:
- 0.50 metres at G3 in the standard events, to
  - 0.40 metres at G4 in the standard events.
- A.5 For safety reasons, the water level must be kept high enough to provide a smooth transition from the water level to the ground surface around the exit sides of the pond (maximum 5 cm allowance).
- A.6 If the water is deeper than 1.5 metres, suitably equipped rescue personnel are required.
- A.7 The course must have a safety zone of 5 metres along both sides, and at the end of the course between the course sidelines and the spectator areas, indicated by marking devices, which shall not be higher than 5 metres and acceptable to the CJ and CTD.
- A.8 The course and video cameras/systems must be acceptable to the CJ.
- A.9 Landing zone(s) will be declared for the landing part of the Freestyle jump. They must be suitable for landing and provide enough safety area as determined by the CJ (multiple landings zones, at different sides of the water section) may be declared.



## ADDENDUM B: DESCRIPTION OF FREESTYLE MOVES

### 1. DOD (DEGREE OF DIFFICULTY) – GROUP 1 (VERY EASY)

#### 1.1 Crane (DOD 1.0)

The body is straight with one foot dragging and the other leg bent as much as possible above the surface.

- The body should be straight and rigid from the head to the dragging foot.
- The knee should be locked on the leg that is dragging the surface.
- The non-dragging leg should be bent at the knee as much as possible placing with the foot near the knee or thigh of dragging leg.
- The body should be leaning forward between 30 and 45 degrees.

#### 1.2 Can-Can (DOD 1.1)

The pilot extends both legs to one side of the body (not underneath the body) with feet apart while dragging at least one foot on the surface.

- The upper body should remain square to the line of flight with chest and shoulders facing forward.
- The pilot should extend the legs and push feet out to one side as much as possible with the knees locked.
- The feet should be as far apart as possible.

#### 1.3 Cross-Up (DOD 1.2)

The pilot positions himself with both feet underneath the body (inline) and crossed while dragging the surface with both feet.

- The upper body should be vertical to the surface and straight.
- The legs and feet are inline with the body.
- The knees are slightly bent and legs should be crossed below the knees with both feet dragging the surface

#### 1.4 Nac-Nac (DOD 1.2)

The pilot drags both feet inline with the body at the same time with the forward foot dragging heel side and the trailing foot dragging toe side.

- The upper torso should be vertical to the surface and facing forward.
- Both legs straight inline with the body, no wider than the shoulders.
- Both feet should be dragging. The forward foot must be heel side and the trailing foot toe side.

#### 1.5 “T” (DOD 1.3)

The pilot’s body is vertical with one foot dragging, and the other leg extended and horizontal to the surface.

- The upper body should be straight and vertical to the surface.
- The leg of the dragging foot should be extended and locked at the knee.
- The non-dragging leg should be extended straight out from the body, horizontal to the surface and locked at the knee.

#### 1.6 Flex Head (DOD 1.6)

The Pilot positions the body vertical and straight, the buttocks close to the surface with one leg extended out in front dragging a foot heel side while the other leg is bent at the knee dragging a foot on the surface near the buttocks.

- The upper body should be vertical with the buttocks close to the surface.
- One leg should be extended out straight in front with the knee locked while dragging the foot heel side.
- The other leg should be bent at the knee with the foot dragging the surface near the buttocks.

## 1.7 Walnut (DOD 1.7)

The pilot's body is straight and facing forward, both knees are bent and dragging with the feet near buttocks.

- The upper body is leaning forward, straight and rigid from head to knees.
- The legs are in line with the body with both knees dragging the surface.
- The knees are bent as much as possible with the feet positioned near the buttocks.

## 1.8 Method (DOD 1.9)

The pilot twists the lower body 90 degrees from the upper torso with feet apart and dragging on the surface.

- The upper body should remain square to the line of flight with chest facing forward.
- The lower body can be twisted in either direction but must rotate at least 90 degrees from upper torso.
- The feet should be as far apart as possible with both feet dragging.

## 2. DOD – GROUP 2 (EASY)

### 2.1 Superman (DOD 2.1)

The pilot's body is straight and horizontal with both feet dragging the surface while facing forward.

- The body facing forward, should be straight and rigid from the head to the feet.
- The body should be horizontal and low to the surface.
- The legs and feet should be together and dragging the surface in line with the body.

### 2.1 Boomerang (DOD 2.6)

The pilot carves with banking while keeping at least one foot with contact with the surface.

- The upper body should remain square to the line of flight with chest facing forward.
- The lower body should be positioned close to the surface.
- The pilot must drag at least one foot on the surface while carving at least 45 degrees.

### 2.2 Lazy Boy (DOD 2.7)

The pilot's body is straight from head to feet with the legs extended out in front with the body leaning back while dragging both feet on the surface.

- The body should be horizontal and facing upwards while low to the surface (60 degrees).
- The body should be straight and rigid from the head to the feet.
- The legs and feet should be together with the knees locked while dragging the surface.

## 3. DOD – GROUP 3 (MODERATE)

### 3.1 Switchblade (DOD 3.5)

The pilot places both toggles in one hand and in front of the body.

- The upper body should face forward of the direction of flight.
- Both toggles must be in one hand only and in front of the body while dragging at least one foot on the surface.

### 3.2 Switchcow (DOD 3.8)

The pilot places both toggles in one hand and in front of the body, the other hand dragging.

- The upper body should face forward of the direction of flight.
- Both toggles must be in one hand only and in front of the body while dragging the other hand and at least one foot on the surface

## 4. DOD – GROUP 4 (DIFFICULT)

### 4.1 Blind Man (DOD 4.3)

The pilot twists the entire body 180 degrees in the harness from the direction of flight while dragging the surface with at least one foot.

- The body should rotate a full 180 degrees from the direction of flight.
- The body should be vertical with knees slightly bent.
- The pilot should rotate without losing contact with the surface.

### 4.2 Blindboom (DOD 4.6)

The pilot twists the entire body 180 degrees in the harness while carving with banking, and dragging the surface with at least one foot.

- The body should rotate a full 180 degrees from the direction of flight.
- The lower body close to the water surface, knees slightly bent.
- The body rotating and carving while dragging.
- Carving at least 45 degrees.

### 4.3 Cowboy (DOD 4.7)

The pilot takes one hand off the controls and drags it on the surface, both legs to side while dragging at least one foot.

- The Body is vertical and low to the surface with the shoulders square to the direction of flight.
- The legs extended to the side.
- One hand must drag the surface while dragging at least one foot.
- The hand dragging the surface must be completely off the controls with no toggle in hand.

### 4.4 Ghost Rider (DOD 4.8)

The pilot takes hands completely off the controls (toggle and risers) while facing forward with feet underneath the body and dragging at least one foot on the surface.

- The upper body should be vertical.
- Both hands must be off the controls and extended out to the sides during the execution.

### 4.5 Tick Jockey (DOD 4.8)

The pilot places both toggles in one hand and in front of the body with a simultaneous foot-grab with the other hand The other hand dragging.

- Both toggles must be in one hand and in front of the body while dragging one foot on the water's surface.
- The other hand must perform a foot-grab behind the back at one moment in time
- The body should be arched to as much as possible while dragging the foot on the surface.

## 5. DOD – GROUP 5 (VERY DIFFICULT)

### 5.1 Lazyghost (DOD 5.0)

- The body should be horizontal and facing upwards while low to the surface (60 degrees).
- The body should be straight and rigid from the head to the feet.
- The legs and feet should be together with the knees locked while dragging the surface.
- Both hands must be off the controls and extended out to the sides during the execution.

## 5.2 Wingover (DOD 5.2)

The pilot executes a carving manoeuvre so that one end cell of the canopy makes contact with the surface.

- The upper body should be square to line of flight, chest facing forward
- The body should be positioned low close to the surface.
- The carving should be at least 45 degrees.
- A wingtip must drag the surface while simultaneously dragging a foot.

## 5.3 Miracle Man (DOD 5.2)

The pilot twists the entire body 360 degrees in the harness while dragging the surface with at least one foot.


- The body should rotate a full 360 degrees in the direction of flight.
- The body should be vertical with knees slightly bent.
- The pilot should rotate without losing contact with the surface.

**ADDENDUM C: DRAMA SHEET FOR THE FREESTYLE EVENT**


Competitor Number:	Competitor name:	Country:
<b><u>CANOPY PILOTING FREESTYLE EVENT</u></b>		
Free Round, Jump n° 1	Description:	
Move Name: (One move only)		
Free Round, Jump n° 2 Option (§ 6.2.4)    A   /   B	Description:	
Move Name:		
Move Name:		
Move Name:		
Free Round, Jump n° 3 Option (§ 6.2.4)    A   /   B	Description:	
Move Name:		
Move Name:		
Move Name:		

## ADDENDUM D: DETAILED DEFINITION OF FREESTYLE MOVES

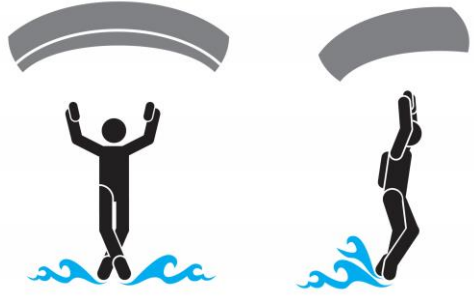
1.

Name	Description	DOD			
<b>Crane</b>	Body straight and leaning forward, one leg straight, foot dragging, other leg bent as much as possible	1.0			
			Details	Minor mistake	Major mistake
Body	Body straight and rigid from head to dragging foot, knee locked	Bent in knee, hip, torso up to 30°	Bent in knee, hip or torso more than 30°	-	
Non-dragging leg	Non-dragging leg bent and pulled up	Foot below the knee	Foot close to surface	Foot above knee (on other leg)	
Body orientation	Body leaning forward between 30° and 45°	Leaning forward less than 30°	Not leaning forward	Leaning forward more than 45°	

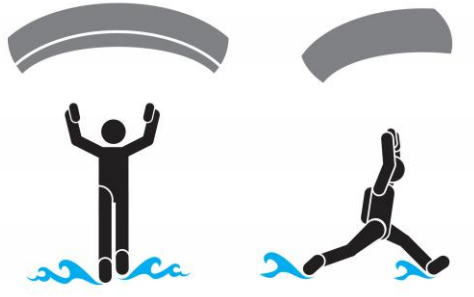
2.

<b>Can-Can</b>	Body vertical and straight, both legs to one side of body, feet apart, dragging at least one foot	1.1			
			Details	Minor mistake	Major mistake
Body	Upper body square to line of flight, chest facing forward	Up to 30° off vertical orientation	More than 30° off vertical orientation	-	
Legs and feet	Legs and feet to one side, legs straight, knees locked	Legs of vertical axis between 15° and 30°	Legs of vertical axis less 15°	Legs of vertical axis more than 45°	
Feet	Feet far apart, at least one foot dragging	Angle between legs from 15° to 30°	Angle between legs less 15°	Angle between legs more than 45°	


3.

<b>Cross-up</b>	Body vertical and straight, both legs crossed and in-line with body, both feet dragging	1.2		
	Details	Minor mistake	Major mistake	Increased difficulty
Body	Upper body straight and vertical to surface	Bent in hip or torso up to 30°	Bent in hip or torso more than 30°	-
Leg	Legs and feet in-line with body		Only one foot dragging, legs not crossed	-
Knees	Knees slightly bent, legs crossed below knees, both feet dragging	Knees bent more than 30°	Knees bent more than 60°	-


4.

<b>Nac-Nac</b>	Body vertical and straight, legs straight, one front one back, feet in-line with body, forward foot dragging heel, trailing foot toe	1.2		
	Details	Minor mistake	Major mistake	Increased difficulty
Body	Upper body vertical to surface, chest facing forward	Up to 30° off vertical orientation	More than 30° off vertical orientation	-
Legs	Both legs straight, in-line with body, no wider than shoulders	Angle between legs from 30° to 45°	Legs dragging outside shoulder width	Full split
Feet	Dragging – forward foot, heel, trailing foot, toe	Dragging other than heel and toe	Dragging only one foot	-

5.


T	Body vertical and straight, one leg straight, foot dragging, other leg straight and horizontal to surface	1.3		
	Details	Minor mistake	Major mistake	Increased difficulty
Body	Body straight and vertical to surface	Up to 30° off vertical orientation	More than 30° off vertical orientation	-
Dragging Leg	Dragging leg vertical, straight and locked at knee	Knee bent up to 30°	Knee bent more than 30°	Full split
Non-dragging leg	Non-dragging leg extended horizontal to surface and locked at knee	Non dragging leg bent up to 30° or angled up to 120° from body	Non dragging leg bent more than 30° or angled more than 120° from body	-

6.

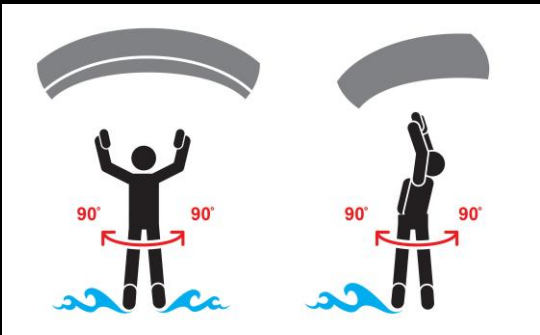
Flex Head	Body vertical and straight, buttocks close to surface, one leg straight in front, dragging heel, other leg bent at knee, dragging foot near buttocks	1.6		
	Details	Minor mistake	Major mistake	Increased difficulty
Body	Upper body vertical, buttocks close to surface	Up to 30° off vertical orientation	More than 30° off vertical orientation	-
Forward leg	Forward leg straight, knee locked, dragging heel	Knee bent up to 30°, angle between leg and body from 120° to 140°	Knee bent more than 30°, angle between leg and body more than 140°, heel not dragging	90° between forward leg and upper body
Other leg	Other leg bent at knee, foot dragging near buttocks	Foot not close to buttocks	Foot away from buttocks, foot not dragging	-



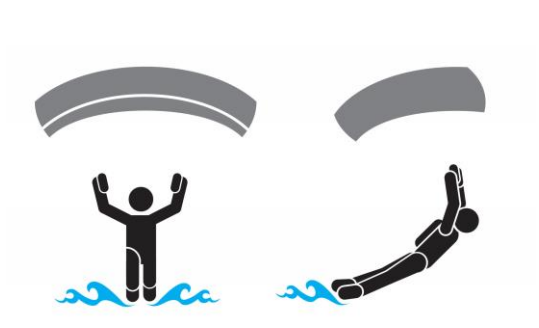
7.

Walnut	Body straight and facing forward, leaning forward, both knees bent and dragging, feet near buttocks	1.7		
	Details	Minor mistake	Major mistake	Increased difficulty
Body	Body facing forward, straight and rigid from head to knees	Bent in hip or torso up to 30°	Bent in hip or torso more than 30°	Leaning forward more than 45°
Legs	Legs in line with body, both knees dragging	Legs wider than body apart	Only one knee dragging	-
Knees	Knees bent, feet near buttocks	Knees angle between 45° and 60° to buttocks	Knees angle more than 60° to buttocks	Knees close together


8.

Method	Lower body twisted 90° from the upper body, feet apart and dragging	1.9		
	Details	Minor mistake	Major mistake	Increased difficulty
Upper body	Upper body square to line of flight, chest facing forward	Up to 30° off vertical orientation	More than 30° off vertical orientation	-
Lower body	Lower body rotated 90° degrees from upper body	Rotation between 45° and 60°	Rotation less 45°	-
Feet	Feet far apart, both dragging	Feet close together	Only one foot dragging	-

9.

<b>Superman</b>	Body straight and facing forward, leaning forward, close to surface, both feet dragging	2.1		
	Details	Minor mistake	Major mistake	Increased difficulty
Body	Body facing forward, straight and rigid from head to feet	Bent in knee, hip or torso up to 30°	Bent in knee, hip or torso more than 30°	-
Body orientation	Body horizontal and low to surface	Body between 30° and 45° from surface	Body more than 45° from surface	Front of body touching surface
Legs	Legs in-line with body, both feet dragging	Legs wider than body apart	Only one foot dragging	Legs locked together

10.

<b>Boomerang</b>	Body straight and facing forward, carving with banking, at least one foot dragging	2.6		
	Details	Minor mistake	Major mistake	Increased difficulty
Upper body	Upper body square to line of flight, chest facing forward	Twist upper body between 30° to 45° from line of flight	Twist upper body more than 45° from line of flight	-
Body	Lower body close to surface	Body between 45° and 60° from surface	Body more than 60° from surface	Body less than 30° from surface
Dragging	Dragging at least one foot	Skipping drag	Loosing water contact	Dragging both feet
Carve	Carving at least 45°	Carving between 30° and 45°	Carving less 30°	Carving more than 60°

11.

<b>Lazy Boy</b>	Body straight from head to feet and horizontal, leaning back, both feet dragging	2.7		
	Details	Minor mistake	Major mistake	Increased difficulty
Body	Body horizontal and facing upwards while low to the surface (60°)	Body between 30° and 45° from vertical	Body less 30° from vertical	Body more than 60° from vertical
Body orientation	Body straight and rigid from head to feet	Bent in knee, hip, torso up to 30°	Bent in knee, hip or torso more than 30°	Line check
Legs and feet	Legs and feet together, knees locked while dragging	Legs wider than body apart	Only one foot dragging	-

12.

<b>Switchblade</b>	Both toggles in one hand and in front of body	3.5		
	Details	Minor mistake	Major mistake	Increased difficulty
Body	Upper body square to line of flight, chest facing forward	Upper body twisted up to 30° from line of flight	Loss of control	Switch back to toggles in both hands
Hands	Both toggles in one hand and in front of body while dragging at least one foot	Hand higher than shoulders or to side	Not dragging foot while both toggles in one hand	Extra trick (wave, blowkiss, etc.)

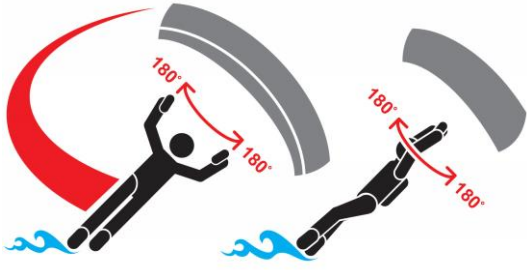
13.

<b>Switchcow</b>	Both toggles in one hand and in front of body, other hand dragging	3.8		
	Details	Minor mistake	Major mistake	Increased difficulty
Body	Upper body facing forward	Hand higher than shoulders	Body not facing forward	Switch back to toggles in both hands
Hands	Both toggles in one hand in front of body, dragging other hand and at least one foot	Short dip instead of hand drag	No hand drag	Extra trick (wave, blowkiss, etc.)

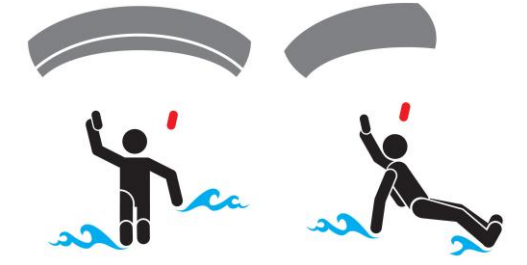
14.

<b>Blind Man</b>	Twisting entire body 180° in harness, while dragging surface with at least one foot	4.3		
	Details	Minor mistake	Major mistake	Increased difficulty
Body rotation	Rotating full 180° from direction of flight	Rotating over or under 180°	Rotating less than 120° or more than 270°	Untwist to straight flight
Body	Body vertical, knees slightly bent	Body between 15° and 30° off vertical	Body more than 30° off vertical and/or knees bent more than 45°	-
Water contact	Rotating while dragging	Skipping drag	Loosing contact with water	-

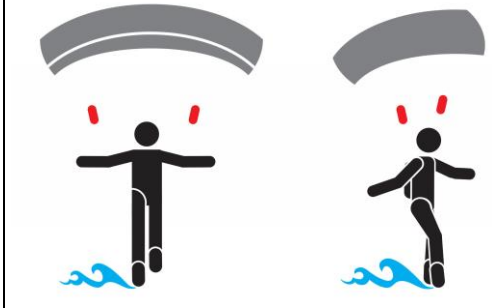
15.

<b>Blindboom</b>	Twisting entire body 180° in harness, carving with banking, dragging at least one foot	4.6		
	Details	Minor mistake	Major mistake	Increased difficulty
Body rotation	Rotating full 180° from direction of flight	Rotating over or under 180°	Rotating less than 120° or more than 270°	Untwist to straight flight
Body	Lower body close to surface, knees slightly bent	Body between 15° and 30° off vertical	Body more than 30° off vertical and/or knees bent more than 45°	Body less than 30° from surface
Water contact	Rotating and carving while dragging	Skipping drag	Loosing contact with water	Dragging both feet
Carve	Carving at least 45°	Carving between 30° and 45°	Carving less 30°	Carving more than 60°

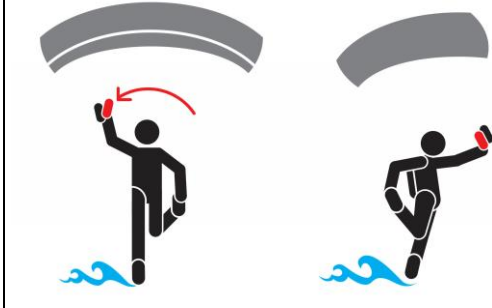
16.

<b>Cowboy</b>	One hand on toggle other hand off toggle dragging, both legs to side, dragging at least one foot	4.7		
	Details	Minor mistake	Major mistake	Increased difficulty
Body	Body vertical and low to surface, shoulders square to direction of flight	Shoulder / chest level between 15° and 30° off	Shoulder / chest level more than 30° off	Body vertical
Hands	One Hand off toggle dragging, other hand on toggle	-	Both controls in one hand	-
Legs	Legs extended to side	Legs bent more than 30°	Legs bent more than 60°	-
Dragging	One hand and at least one foot dragging		No simultaneous dragging of hand and at least one foot	-

17.

<b>Ghost Rider</b>	Hands off toggles (and risers), facing forward, feet underneath body, dragging at least one foot	4.8		
	Details	Minor mistake	Major mistake	Increased difficulty
Upper body	Upper body vertical	Up to 30° off vertical orientation	More than 30° off vertical orientation, loss of control	Back to toggles
Hands	Both hands off and away from toggles	Hands off but close to toggles	One hand in contact with toggle	Extra trick (wave, blowkiss, etc.)

18.


<b>Tick Jockey</b>	Both toggles in one hand in front, other hand grabbing one foot behind body, other foot dragging	4.8		
	Details	Minor mistake	Major mistake	Increased difficulty
Toggles	Both toggles in one hand in front of body	Hand higher than shoulders or to side	Not both toggles in one hand	Back to both toggles
Hands	Other hand grabbing foot behind body	Only touch, not grab foot	No contact with foot	-
Body	Body arched, dragging one foot	No recognizable arch	Body de-arched, not dragging other leg	-

19.

<b>Lazyghost</b>	Body straight from head to feet and horizontal, leaning back, both feet dragging, Hands off toggles (and risers)	5.0		
	Details	Minor mistake	Major mistake	Increased difficulty
Body	Body horizontal and facing upwards while low to the surface (60°)	Body between 30° and 45° from vertical	Body less 30° from vertical	Body more than 60° from vertical
Body orientation	Body straight and rigid from head to feet	Bent in knee, hip, torso up to 30°	Bent in knee, hip or torso more than 30°	Line check
Legs and feet	Legs and feet together, knees locked while dragging	Legs wider than body apart	Only one foot dragging	-
Hands	Both hands off and away from toggles	Hands off but close to toggles	One hand in contact with toggle	Extra trick (wave, blowkiss, etc.)

20.

<b>Miracle Man</b>	Twisting entire body 360° in harness, while dragging surface with at least one foot	5.2		
	Details	Minor mistake	Major mistake	Increased difficulty
Body rotation	Rotating full 360° from direction of flight	Rotating over or under 360°	Rotating less than 300° or more than 420°	Untwist to straight flight
Body	Body vertical, knees slightly bent	Body between 15° and 30° off vertical	Body more than 30° off vertical and/or knees bent more than 45°	-
Water contact	Rotating while dragging	Skipping drag	Loosing contact with water	-

Wingover	Body straight and facing forward, carving with banking, at least one foot dragging, one end-cell of canopy dragging	5.2		
	Details	Minor mistake	Major mistake	Increased difficulty
Upper body	Upper body square to line of flight, chest facing forward	Upper body between 30° to 45° from line of flight	Upper body more than 45° from line of flight	-
Body	Lower body close to surface	Body between 45° and 60° from surface	Body more than 60° from surface	Body less than 30° from surface
Dragging	Dragging at least one foot and end-cell	Skipping either drag	Losing either water contact	Dragging both feet
Carve	Carving at least 45°	Carving between 30° and 45°	Carving less 30°	Carving more than 60°



## Addendum E: List for Dressed Weight (DWIPE) and Additional Individual Weight (AIW)

Note: The maximum AIW allowed is 15.9 Kg.

DWIPE (kg)	AIW (kg)	Total Weight (kg)	DWIPE (kg)	AIW (kg)	Total Weight (kg)
<77.2	15.90	93.10	<89.0	7.60	96.60
<77.6	15.60	93.20	<89.5	7.30	96.80
<78.1	15.30	93.40	<89.9	7.00	96.90
<78.5	15.00	93.50	<90.4	6.70	97.10
<79.0	14.60	93.60	<90.8	6.40	97.20
<79.5	14.30	93.80	<91.3	6.00	97.30
<79.9	14.00	93.90	<91.7	5.70	97.50
<80.4	13.70	94.10	<92.2	5.40	97.60
<80.8	13.40	94.20	<92.6	5.10	97.70
<81.3	13.00	94.30	<93.1	4.80	97.90
<81.7	12.70	94.50	<93.6	4.50	98.00
<82.2	12.40	94.60	<94.0	4.10	98.10
<82.6	12.10	94.70	<94.5	3.80	98.30
<83.1	11.80	94.90	<94.9	3.50	98.40
<83.5	11.50	95.00	<95.4	3.20	98.60
<84.0	11.10	95.10	<95.8	2.90	98.70
<84.5	10.80	95.30	<96.3	2.50	98.80
<84.9	10.50	95.40	<96.7	2.20	99.00
<85.4	10.20	95.60	<97.2	1.90	99.10
<85.8	9.90	95.70	<97.6	1.60	99.20
<86.3	9.50	95.80	<98.1	1.30	99.40
<86.7	9.20	96.00	<98.6	1.00	99.50
<87.2	8.90	96.10	<99.0	0.60	99.60
<87.6	8.60	96.20	<99.5	0.30	99.80
<88.1	8.30	96.40	≤ 99.9	0.00	99.90
<88.6	8.00	96.50	100+	0.00	

### WEIGHING PROCEDURE:

At the time of the Weight check:

1. The competitor's DWIPE less one kilogram allowed for discrepancies is determined.
2. The DWIPE obtained in 1 above is used to determine the AIW allowed per the list in Addendum E.
3. The competitor's AIW is weighed and compared to the AIW determined in 2 above.
4. If the AIW determined in 3 above is more than the AIW determined in 2 above, a MR will be recorded for that round.

**ADDENDUM F: VIDEO REVIEW FORM**

<p><b>VIDEO REVIEW REQUEST</b></p> <p>Competitor Name: _____</p> <p>Competitor #: _____</p> <p>Round #: _____</p> <p>CP Event: Speed <input type="checkbox"/> Distance <input type="checkbox"/> Accuracy <input type="checkbox"/></p>	<p><b>ORIGINAL ASSESSMENT</b></p>
	<p>Examples: ME UP; WL DN;</p>

<p><b>VIDEO REVIEW PANEL</b></p> <p>Requesting Judge: _____</p> <p>CJ or EJ: _____</p> <p>Additional Judge: _____</p>	<p><b>DECISION SYSTEM</b> Determined by CJ</p> <p>Thumbs Up/Down <input type="checkbox"/></p> <p>Paper <input type="checkbox"/></p> <p>Other <input type="checkbox"/></p>
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<p><b>FINAL DECISION</b></p> <p>Majority Vote (2:1) <input type="checkbox"/> <b>No Change</b> to Initial Assessment</p> <p>Unanimous (3:0) <input type="checkbox"/> <b>No Change</b> to Initial Assessment</p> <p>Unanimous (3:0) <input type="checkbox"/> <b>Change</b> to Initial Assessment</p>	<p><b>Original Assessment Exists</b></p>
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<p><b>FINAL DECISION</b></p> <p>Majority Vote (2:1) <input type="checkbox"/> Final Assessment: _____</p> <p>Unanimous (3:0) <input type="checkbox"/> Final Assessment: _____</p> <p><i>Note: A majority decision of a VR leaves the initial assessment unchanged, except in the situation in which initially no assessment has been made for any reason on the scoresheet. Then, the majority vote will make the decision.</i></p>	<p><b>No Original Assessment Exists</b></p>
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<p><b>CERTIFICATION</b></p> <p>Chief Judge: _____</p> <p>Date: _____</p>	<p><b>FINAL ACTION</b></p> <p>CJ Initials</p> <p>In accordance with the decision of the VRP, the CJ has documented the action on the score sheet and on the score list for the round.</p>
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**ADDENDUM G: RE-JUMP FORM**

<b>Re-Jump Authorization</b>	<b>Load Information</b>
Competitor Name: _____ Start #: _____ Round #: _____ CJ/EJ Signature: _____	1 <sup>st</sup> Call Time: _____ Boarding Time: _____ Aircraft: _____

<b>Re-Jump Authorization</b>	<b>Load Information</b>
Competitor Name: _____ Start #: _____ Round #: _____ CJ/EJ Signature: _____	1 <sup>st</sup> Call Time: _____ Boarding Time: _____ Aircraft: _____

<b>Re-Jump Authorization</b>	<b>Load Information</b>
Competitor Name: _____ Start #: _____ Round #: _____ CJ/EJ Signature: _____	1 <sup>st</sup> Call Time: _____ Boarding Time: _____ Aircraft: _____

**ADDENDUM H: CHALLENGE FORM**

<b>CHALLENGE REQUEST</b>	
Competitor Name: _____	Signature
Competitor #: _____	
Round #: _____	
CP Event: _____ Freestyle <input type="checkbox"/>	
Challenge fee: 50 € <input type="checkbox"/>	

<b>ASSESSMENTS CHALLENGED</b>
<ul style="list-style-type: none"> <li>- Competitors must state the single Gate, Zone or Penalty indicator that is being challenged.</li> <li>- Competitors may submit multiple challenges for the same jump for a single fee.</li> <li>- Each separate challenge is processed in the order requested by the competitor.</li> <li>- 8.3.8.2 will apply.</li> </ul>

<b>FINAL DECISION</b>
Majority Vote (2:1) <input type="checkbox"/> <b>No Change</b> to Initial Assessment
Unanimous (3:0) <input type="checkbox"/> <b>No Change</b> to Initial Assessment
Unanimous (3:0) <input type="checkbox"/> <b>Change</b> to Initial Assessment

<b>CERTIFICATION</b>	
<p><b>Chief Judge:</b> _____</p> <p><b>Date:</b> _____</p> <p>In accordance with the final decision of the VRP, the CJ has documented the action on the score sheet and on the score list for the round. The 50 € Challenge fee:</p> <p>Is returned to the Competitor: <input type="checkbox"/></p> <p>Is retained to be deposited to the Jury President: <input type="checkbox"/></p>	Signature



Fédération Aéronautique Internationale  
Avenue de Rhodanie 54  
CH-1007 Lausanne  
Switzerland  
Tel: +41 21 345 10 70  
Fax: +41 21 345 10 77  
[www.fai.org](http://www.fai.org)  
[info@fai.org](mailto:info@fai.org)