

CP Rule changes proposals APPROVED ISP Plenary 2024

2. ABBREVIATIONS, DEFINITIONS AND PHRASES USED IN THESE RULES

3.4.5. After the start of the first round of a competition, any jumps that are not exclusively part of that competition are not permitted until that competition has been completed. In an instance where a Canopy Piloting Classic Competition and Canopy Piloting Freestyle competition are held within the same event, training jumps for the competition not yet started may only take place upon completion of the first competition along with permission of both the MD and CJ. Indoor skydiving is allowed during Canopy Piloting competitions.

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.

5.5.5. 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~~ passes, excluding rejump passes, and placing them at the end of the jump order. The Meet Director may also use the same procedure to rotate the order of exit passes when starting a different event on the same day.

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

6.5.1. The competitor must drag water at some point before or at the leading edge of G1, otherwise no water drag (NW) applies.

6.6.3.1. 35 metres if the landing is between G1 and ~~G5~~ 50 m or having surface contact with the land portion of the course before ~~G5-50 m~~.

6.6.3.2. 50 metres if the landing is at ~~G5~~ 50 m.

6.6.3.4 At the discretion of the CJ/EJ, and depending on the wind speed, the judges will award 55m for landing between 50 and 60m, 66m for landing between 60 and 70m, 77m for landing between 70 and 80m, and a landing of more than 80 metres to the point on the course that has been touched during landing which is closest to G1, will be measured in metres to the second decimal

7.1.7.2. Scores for the landing in Zone Accuracy, including UP, and in drag distance are noted on independent score sheets ~~by two different scorers~~. They are transmitted to the scoring processor by means determined by the CJ.

9.3.4. ~~Combined~~ Overall Champion: 1st Place, 2nd Place, 3rd Place

ADDENDUM A:

A.5 A minimum safety zone of 5 metres must be along all sides of the course and pond. This may be indicated by marking devices, which shall not be higher than 5 metres and be acceptable to the CJ and CTD.

ADDENDUM B:

B.1.7 After the G5 a sufficient amount of landing area must be available to allow for safe landings. The size of the landing area must be acceptable to the CJ.

ADDENDUM G:

Eliminate Down landing (DN) signal and merge it with the Canopy Down (CD) to avoid confusion with other signals that have a hand raised.

FULL DRAG DISTANCE COURSE

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This new format named FULL DRAG DISTANCE will be introduced as an alternate format for a distance course but will not be used in RSA this year.

The drawing will be introduced in F.2.3

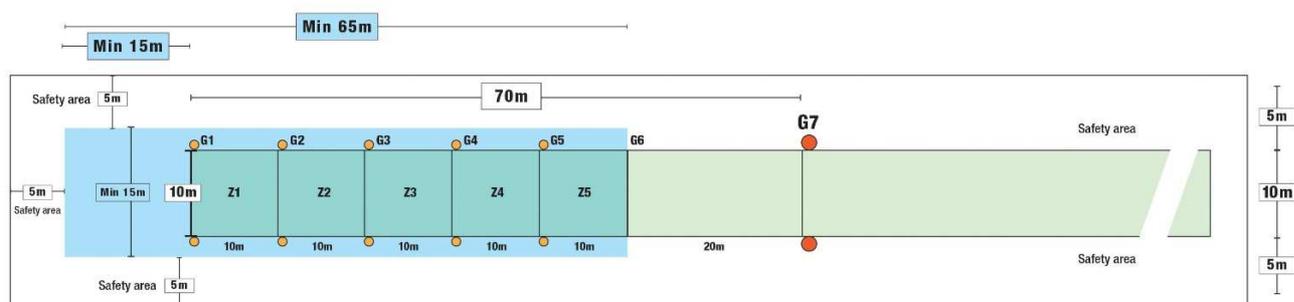
1.1. Scoring in Full Drag Distance

- 1.1.1. Touching water before or at the entry of the course G1 is mandatory otherwise a ME will be applied.
- 1.1.2. A WZ is defined as the area from the leading edge of the marking buoys to the following zone, in WZ5 to the marked water line and within the boundaries of the course. There are 5 water zones, 10 metres long each.
- 1.1.3. Vertical extension (VE) will be applied at G1 and G7. G7 is positioned on the course 20 metres after the end of Water Zone 5.
- 1.1.4. After scoring all Water Zones, the competitor's landing must start and come to a complete stop within the boundaries of the course. Off-course landing (OC) applies if surface contact occurs outside of the course and no part of the competitor's body remains in surface contact within the boundaries of the course at the same time.
- 1.1.5. If a competitor fails to drag WZ1, WZ2, WZ3, WZ4 or WZ5 the score will be DR.
- 1.1.6. The measured distance for landing is the distance from G1, to the point on the course that has been touched during landing closest to the waterline, measured in metres to the second decimal.
- 1.1.7. 35 metres if the landing is between G1 and G6.

ADDENDUM X: FULL DRAG DISTANCE COURSE SPECIFICATIONS

C.1 FULL DRAG DISTANCE COURSE SPECIFICATIONS

- C.1.1 Beginning at the water line, at the end of WZ5, a metric measurement tape having a minimum length of 200 metres, showing increments of 1 cm, must run down one side of the course, being flat on the surface, and if applicable, on top of the course marking device. The Waterline is defined as the line at the end of WZ5.
- C.1.2 Each water zone from WZ1 to WZ5 will be 10 meters long. The distance from G1 to G7 will be 70 meters.
- C.1.3 At 70 metres from G1, course markers with a height of 1.5 metres +/- 5 cm and a minimum diameter of 0.20 metres shall mark Gate 7 (G7).
- C.1.4 Attachment devices used on the course shall be placed in such a way that no obstacle or hazard is created for anyone on or around the course.
- C.1.5 All devices and the positioning of them must be acceptable to the CJ.



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Landing—A landing starts when any part of the competitor's body makes surface contact with the ground, ~~excluding contact due to water drag,~~ and ends with a complete stop. ~~Any surface contact counts as landing for scoring purposes.~~

No water drag (NW)—~~Not clearly showing surface contact with the water with any part of the body. Water movement due to compressed air or water dropping from the competitor are not considered water drag.~~

3.4.5. After the start of the first round of a competition, any jumps that are not exclusively part of that competition are not permitted until that competition has been completed. In an instance where a Canopy Piloting Classic Competition and Canopy Piloting Freestyle competition are held within the same event, training jumps for the competition not yet started may only take place upon completion of the first competition along with permission of both the MD and CJ. Indoor skydiving is allowed during Canopy Piloting competitions.

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 organiser 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. Only the announced event may be trained in the announced times. Free time may be also announced for competitors to train any event of their choice.~~

5.5.1 The jump order for the first round will be determined by the DoD of the declared A move of the first round ordered from easy DoD jumping first to highest DoD jumping at the end.

5.5.2

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~~ passes, ~~excluding rejump passes,~~ and placing them at the end of the jump order. The Meet Director may also use the same procedure to rotate the order of exit passes when starting a different event on the same day.

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

6.1.3.1. Move Failure (MF),

- Failure to perform **one or**, any move of the pre-declared moves,
- Or performing them in the wrong order,
- Or performing them in such a way that the move cannot be recognised.
- **Or failing to demonstrate the minimum requirement of the move.**

6.1.3.2. Move Variation Failure (MV)

- For a three round event, **no performance for a round may be repeated in another round. A performance is considered a repetition only if a single move or an exact combination (same moves in same order) is repeated in a subsequent jump.**
- For a six round event, any move or exact combination performed in R1 to R3 may be repeated once only in R4 to R6.

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~~ Below 5.0).

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6.2.4. All moves have to be pre-declared on the routine description sheet and presented to the CJ. The routine description sheet for all the rounds must be presented to the CJ at least 48 hours before the start, as announced by the MD, of the official Team Managers/Competitor meeting 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 **or at the 15-minute call prior to** the start of the relevant round, otherwise A will be considered. If the competitor does not present the routine description sheet at the designated time, the DoD for each of their rounds will be 1.2.

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.~~

- Every presentation Judge scores the performance from 0.0 to 10.0 using one (1) decimal place.
- Every technical Judge scores the performance from -10 (+25%) to +10 (25%) in 1 point increments of the DoD (2.5%)

6.2.6. A ~~DR~~ penalty will be **awarded applied** when indicated by a minimum of **any** three judges ~~of~~ on the panel.

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

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.~~ At the discretion of the CJ, the expected move or combination of moves, and the direction of approach of the next competitor will be called out.

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 make water contact is indicated by the assigned judge with the respective signal.~~

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.~~ is scored out of a maximum of 10.0 points. The performance should end in a stand-up landing. The following table shows the possible deductions ~~to~~ a judge could apply.

- Up to 5.0 points deduction for using only a part of the pond while dragging water
- 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 ~~4.0~~ 0.5 points deduction for non-stand up landing
- Up to ~~2.0~~ 1.0 points deduction for an uncontrolled landing

Up to 10.0 points deduction for no performance at all, or not identifiable

7.2.1 MISTAKE EXAMPLES

7.2.1.1 Small mistake examples

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

7.2.1.2. Medium mistake examples

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

7.2.1.3. Major mistake example

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

7.2.1.4 The longer and clearer the move is presented, the better the presentation score will be. For example, displaying of the move elements only for a split second will be considered a medium mistake

7.3.5 All moves are performed in a straight line of flight unless otherwise specified in addendum B.

7.4. TECHNICAL SCORE

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

7.4.1. The Degree of Difficulty (DoD) ~~presents~~ is the base for the technical score.

7.4.2. The DoD of the declared moves are taken from Addendum B and for combinations from Addendum H. for any move not listed in the addendums the CJ will assess the DoD on the basis of how difficult the new move or combinations are, considering direction change, rotations, and transitions and publish the decision for the competitor's information.

7.4.3. The technical score may be adjusted by up to +/- 25% to reflect the differences of difficulty between the definition of the declared performance and the actual execution.

8.1.1. In the freestyle event there must be a video camera system set up, which must be capable of reduced speed playback and be accessible instantly. The system must include audio and record ~~all cameras~~ on a hard drive. ~~The images from any camera must be synchronised and be accessible instantly.~~ It must be a secure closed system with access limited to the Judges Panel.

8.1.2. ~~At the discretion of the CJ or EJ,~~ The Video Camera System or electronic system will be used as an additional tool to verify ~~the~~ and score. ~~at the discretion of the CJ or EJ.~~

8.1.3. The positioning of the cameras shall be site related ~~for course surveillance in general and for the specific requirements in each event for entries into the course and landing areas.~~ and placed near to the judges so that the view is similar to that of the judging panel. The positioning of the cameras will not be grounds for protest.

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 must be positioned on the VF-System during all the competition jumps to cross check and verify, and inform the CJ in cases where a CP-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. 8.2.2.~~ The VRP of three persons is ~~composed~~ selected by of the CJ ~~and/or EJ,~~ and if possible, the panel member that requested the review, ~~and/or one other judge.~~

~~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".~~ A thumbs up or thumbs down voting process will be used to determine the outcome of a VR. The exact point in question of what the judges will be voting on must be declared before the voting starts.

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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.

8.3.7.3. 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.~~

9.2. TIE-BREAKS

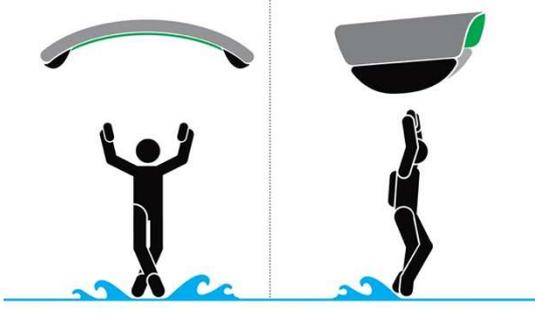
In the freestyle event, if two or more competitors have the same cumulative total number of points in the first 3 places of ~~an~~ the event, the higher placing in the completed rounds in the event will have the higher standing (i.e. two first-place ranks and a third-place rank beat one first-place rank 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.

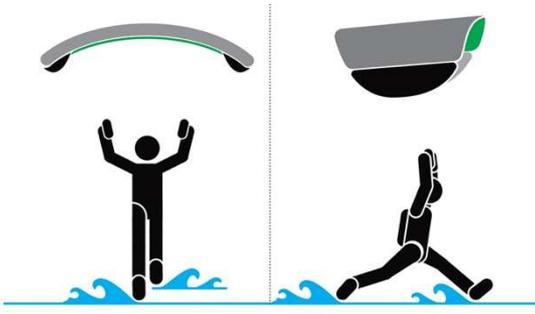
A.7 A minimum safety zone of 5 metres must be along all sides of the course and pond. This may be indicated by marking devices, which shall not be higher than 5 metres and be acceptable to the CJ and CTD.

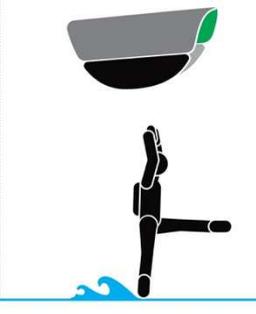
ADDENDUM B: DESCRIPTION OF FREESTYLE MOVES

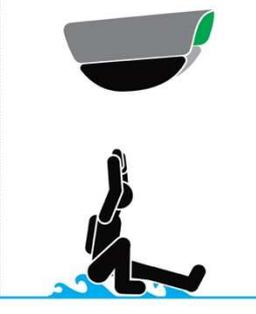
DOD	1.2			
Crane	Body straight, leaning forward; one leg straight, foot dragging, other leg bent as much as possible, foot above the surface.			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Body straight and rigid from head to dragging foot	-	Bent hip, torso up to 30°	Bent hip, torso more than 30°
Orientation	Body leaning forward between 30° and 45°	Leaning forward more than 45°	Leaning forward less than 30°	Not leaning forward
Legs	<ul style="list-style-type: none"> Dragging leg straight, knee locked, dragging with foot Non-dragging leg bent at knee; foot as close to knee as possible 	Foot above knee of dragging leg	Dragging leg bent Foot below the knee	Non-dragging foot close to surface
Minimum requirement	One foot off water (not dragging) Body leaning forward, only one foot dragging			

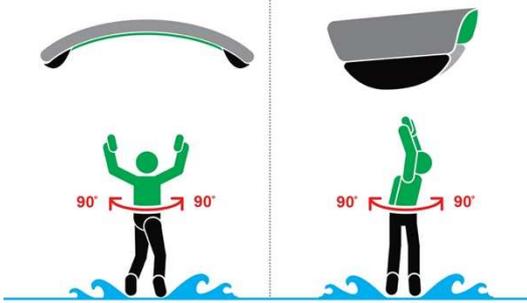
DOD	1.3			
Can-Can	Body vertical and straight; both legs to one side of body, feet apart, dragging at least one foot			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Upper body facing forward Upper body square to line of flight	-	-	-
Orientation	Vertical	-	Up to 30° off vertical orientation	More than 30° off vertical orientation
Legs	Legs to one side straight, knees locked Feet far apart At least one foot dragging	Legs to the side more than 45° from the vertical axis Angle between legs more than 45°	Legs of vertical axis between 15° and 30° Angle between legs from 15° to 30°	Legs of vertical axis less 15° Angle between legs less 15°
Minimum requirement	Legs to one side —dragging surface with one foot , at least one foot dragging			

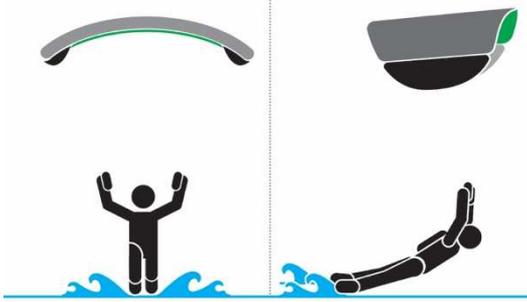
DOD	1.4			
Cross-up	Body vertical and straight; both legs crossed and in-line with body, both feet dragging			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Upper body straight	-	Bend in hip or torso up to 30°	Bend in hip or torso more than 30°
Orientation	Upper body vertical	-	-	-
Legs	Legs in line with body Crossed below knees Both feet drag	-	Knees bent more than 30°	Knees bent more than 60° Only one foot dragging, legs not crossed
Minimum requirement	Legs crossed while , both feet dragging			

DOD	1.4			
Nac-Nac	Body vertical and straight; legs straight, one front one back, feet in-line with body; forward foot dragging heel, trailing foot dragging toe			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Upper body facing forward	-	-	-
Orientation	Vertical	-	Up to 30° off vertical orientation	More than 30° off vertical orientation
Legs	Legs inline straight Both feet dragging Dragging forward foot – heel Dragging trailing foot – toe	Full split	Angle between legs from 30° to 45° Dragging other than heel and toe	Legs dragging outside shoulder width
Minimum requirement	Dragging both feet at the same time Heel and toe dragging			

DOD	1.4			
"T"	Body vertical and straight; one leg straight, foot dragging, other leg straight and horizontal to surface			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Upper body straight	-	-	-
Orientation	Vertical	-	Up to 30° off vertical orientation	More than 30° off vertical orientation
Legs	Dragging leg straight Foot dragging Non-dragging leg straight horizontal	Full split	Dragging leg knee bent up to 30° Non-dragging leg bent up to 30° or angled up to 120° from body	Dragging leg knee bent more than 30° Non-dragging leg bent more than 30° or angled more than 120° from body
Minimum requirement	At least 45° angle between the legs, only one foot dragging			

DOD	1.6			
Flex Head	Upper body vertical and straight, buttocks close to surface; one leg straight in front, dragging heel; other leg bent at knee close to the chest, dragging foot; both feet dragging			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Upper body straight Buttocks close to surface	-	-	-
Orientation	Upper body vertical	-	Up to 30° off vertical orientation	More than 30° off vertical orientation
Legs	Forward leg straight and horizontal, knee locked, dragging heel. Other leg bent at knee close to the chest, foot dragging.	90° between forward leg and upper body	Forward leg knee bent up to 30° Angle between forward leg and body from 120° to 140° Other Bent leg foot not close to buttocks	Forward leg knee bent more than 30° Angle between forward leg and body more than 140° Heel not dragging (forward leg) Other Foot of Bent leg foot away from buttocks
Minimum requirement	Both feet dragging, buttocks close to surface Buttocks close to surface, both feet dragging			

DOD	1.9			
Method	Upper body square to the line of flight with chest facing forward; lower body rotated either direction 90° from the upper body (torso), feet apart and both feet dragging			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Upper body, chest facing forward Lower body rotated 90° degrees from upper body	-	Rotation between 60° and less than 75°	Rotation less than 60°
Orientation	Horizontal Vertical	-	Up to 30° off vertical orientation	More than 30° off vertical orientation
Legs	Feet far apart Both dragging	-	Feet close together	Only one foot dragging
Minimum requirement	Lower body rotation minimum of 45°, both feet dragging			

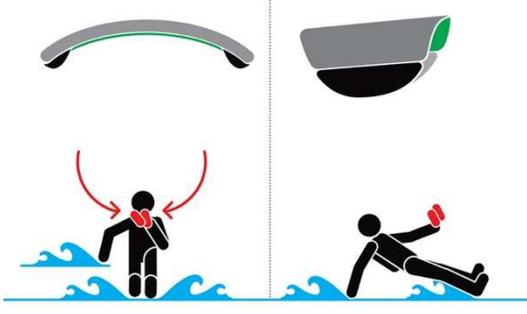
DOD	2.1			
Superman	Body straight, facing and leaning forward, close to surface, both feet dragging			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Body facing forward and straight Rigid from head to feet	-	Bent in knee, hip or torso up to 30° Slightly arched	Bent in knee, hip or torso more than 30°
Orientation	Body horizontal and low to surface Horizontal less than 30° from surface	Face close to surface	Body between 30° and 45° from surface	Body more than 45° from surface
Legs	Legs inline Both feet dragging	Legs locked together	Legs wider than body apart	Only one foot dragging
Minimum requirement	Body 45° from surface Body leaning forward, both feet dragging			

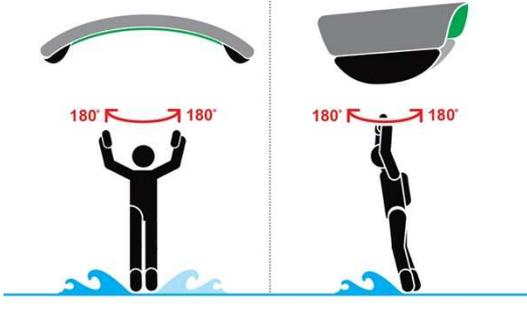
DOD	2.3			
Walnut	Upper body straight from knees to the head, facing and leaning forward; both knees dragging and bent as much as possible, feet near buttocks			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Facing forward and straight from head to knees	-	Bent in hip or torso up to 30°	Bent in hip or torso more than 30°
Orientation	Leaning forward	Leaning forward more than 45°	-	-
Legs	Legs in line with body Both knees dragging Knees bent, feet near buttocks	Knees close together	Legs wider than body apart Knees angle between 45° and 60° to buttocks	Knees angle more than 60° to buttocks
Minimum requirement	One-knee Both knees dragging			

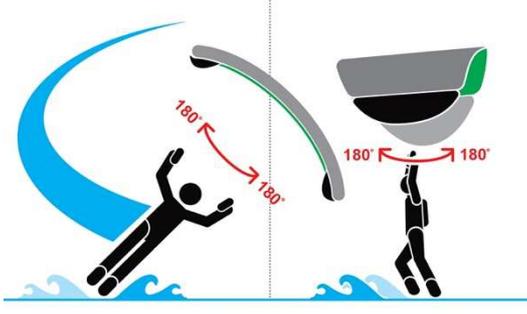
DOD	2.6			
Boomerang	Body straight and chest facing forward, carving the wing with banking turn while at least one foot dragging; lower body close to the surface			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Upper body square to line of flight Chest facing forward Lower body close to surface	-	Twist upper body between 30° to 45° from line of flight	Twist upper body more than 45° from line of flight
Orientation	Facing forward and banking	Body less than 30° from surface	Body between 45° and 60° from surface	Body more than 60° from surface
Legs	Dragging at least one foot	Dragging both feet	-	-
Carve (line of flight) Line of flight	Carve with banking at least 45°	Carving more than 60°	-	-
Minimum requirement	Carve minimum 45°, at least one foot dragging			

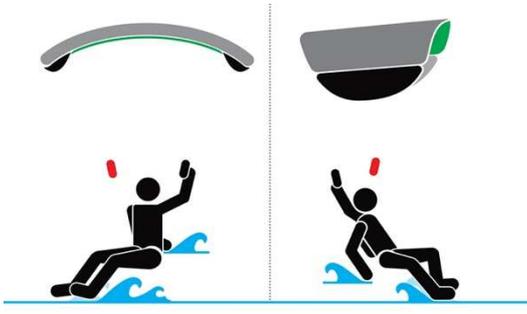
DOD	2.7			
Lazy Boy	Body straight from head to feet and horizontal, leaning back; legs extended out in front, both feet dragging			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Body straight and rigid from head to feet	Looking up <i>or to the side</i> <i>Looking to the side</i>	-	-
Orientation	Horizontal and facing upwards Leaning back As close to surface as possible	Body less than 30° from surface	<i>Body between 30° and 45° from surface</i> <i>Body between 45° and 60° from the surface</i>	-
Legs	Legs and feet together Knees locked while dragging Both feet dragging	-	Bent in knee, hip, torso up to 30° Legs wider than body apart	Bent in knee, hip or torso more than 30° <i>Only one foot dragging</i>
Minimum requirement	<i>Body 45° from surface</i> <i>Body leaning backward, both feet dragging</i>			

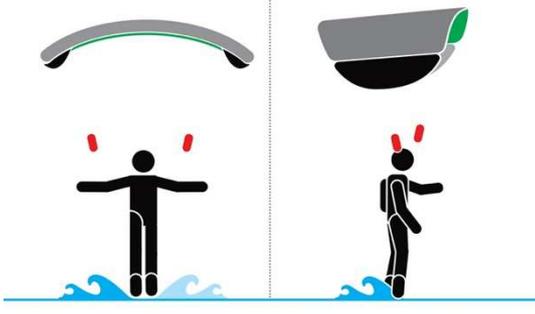
DOD	3.5			
Switchblade	Both toggles in one hand and in front of body; upper body facing forward of the direction of flight; dragging at least one foot.			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Upper body square to line of flight Chest facing forward Both toggles in one hand and in front of body	Switch back to toggles in both hands Extra trick (wave, blow kiss, etc.)	Upper body twisted up to 30° from line of flight Hand higher than shoulders or to side	Toggles in one hand only momentarily
Orientation	Vertical	-	-	-
Legs	At least one foot dragging	-	-	-
Minimum requirement	Both toggles in one hand, <i>at least one foot dragging</i>			

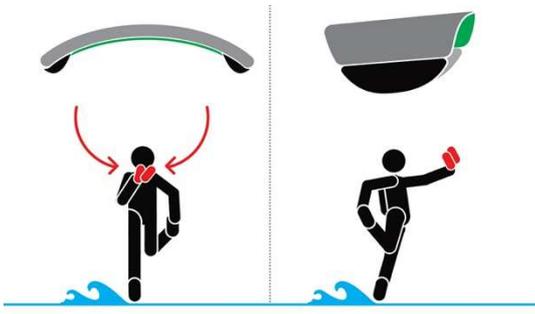
DOD	3.8			
Switchcow	Both toggles in one hand and in front of the body, while the other hand dragging and at least one foot (heel) dragging the surface ; upper body face forward, body leaning back			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Upper body facing forward Both toggles in one hand in front of body, dragging other hand	Switch back to toggles in both hands Extra trick (wave, blow kiss, etc.)	Hand higher than shoulders Short dip instead of hand drag	Body not facing forward
Orientation	Leaning back	-	-	-
Legs	At least one foot dragging	-	-	-
Minimum requirement	Both toggles in one hand, surface contact with other hand other hand dragging, at least one foot dragging			

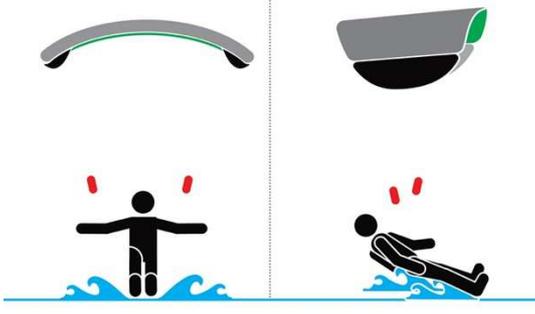
DOD	4.3			
Blind Man	Rotating the entire body 180° either direction, while dragging the surface with at least one foot; rotation without losing contact with the surface.			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Knees slightly bent. Rotating full 180° from direction of flight while dragging	Untwist to straight flight	Rotating under less than 180°	Rotating less than 150°
Orientation	Vertical	-	Body between 15° and 30° off vertical	Body more than 30° off vertical and/or knees bent more than 45°
Legs	At least one foot dragging during the rotation	-	Skipping drag	Loosing contact with surface while rotating Momentarily losing contact with surface during any part of the rotation
Minimum requirement	Rotation minimum of 120°, at least one foot dragging			

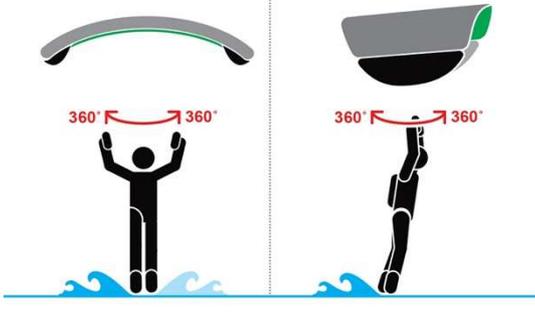
DOD	4.6			
Blindboom	Rotating entire body 180°, while carving with banking wing, close to the surface; knees slightly bent, while dragging at least one foot.			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Rotating full 180° from direction of flight Rotating and carving while dragging	Untwist to straight flight	Rotating under less than 180°	Rotating less than 120°
Orientation	Close to the surface	Body less than 30° from surface	Body between 45° and 60° from surface	Body more than 60° from surface Knees bent more than 45°
Legs	Knees slightly bent	Dragging both feet	Skipping drag	Loosing contact with surface while rotating Momentarily losing contact with surface during any part of the rotation
Carve (line of flight) Line of flight	Carve with banking at least 45°	Carving more than 60°	Carving between 30° and 45°	-
Minimum requirement	Carve minimum 30° while rotated 120° Rotation minimum of 120°, carve minimum 30°, at least one foot dragging			

DOD	4.7			
Cowboy	One hand on the controls while the other hand off the controls and dragging it on the surface ; both legs extended to one side while dragging at least one foot; the hand off controls is dragging surface behind the body and on the same side as legs			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Low to surface Shoulder line horizontal and level One hand off controls dragging, other hand on controls	-	Shoulder level between 15° and 30° off Hand dragging to the side, not behind the body	Shoulder level more than 30° off Both controls in one hand
Orientation	Leaning slightly backwards	Body vertical	-	-
Legs	Legs extended to side One hand and at least one foot dragging simultaneously	-	-	No simultaneous dragging of hand and at least one foot Legs not to the side of the body
Minimum requirement	One hand with no controls and touching surface One hand on controls, other hand dragging, at least one foot dragging			

DOD	4.8			
Ghost Rider	Hands completely off controls (toggles and risers must remain free), while facing forward; feet underneath body, dragging at least one foot			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Body straight Both hands off controls Hands/arms extended to the sides during execution	Back to toggles Extra trick (wave, blow kiss, etc.)	Hands off but close to toggles controls	One hand in contact with toggle -
Orientation	Vertical	-	Up to 30° off vertical orientation	More than 30° off vertical orientation Loss of control
Legs	At least one foot dragging Legs straight	-	-	-
Minimum requirement	Both hands show clear separation from controls Both hands off controls, at least one foot dragging			

DOD	4.8			
Tick Jockey	Body arched, both toggles in one hand and in front of the body with a simultaneous foot-grab behind the back with the other hand; the other foot dragging			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Arched as much as possible Both toggles in one hand in front of body Other hand grabbing foot behind body	Back to both toggles	Hand higher than shoulders or to side Only touch, not grab foot No recognisable arch Body straight	Body de-arched
Orientation	Vertical	-	-	-
Legs	One foot dragging	-	-	-
Minimum Requirement	Both controls in one hand and foot touch Both toggles in one hand, other hand touching foot, one foot dragging			

DOD	5.0			
Lazyghost	Body horizontal and facing upwards while low to the surface (45° degrees from surface); body straight from head to feet and leaning back; both feet dragging; hands off controls (toggles and risers)			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Straight and rigid from head to feet Both hands off and away from toggles controls	Body less than 30° from the surface Extra trick (wave, blow kiss, etc.) Looking up or to the side Looking to the side	Body between 45° and 60° from the surface Bend in knee, hip, torso up to 30° Hands off but close to toggles controls	Bend in knee, hip or torso more than 30°
Orientation	Horizontal, leaning back, facing upwards Low to the surface, at least 45° from surface	Body less than 30° from the surface	Body between 45° and 60° from the surface	-
Legs	Legs and feet together Knees locked while dragging	-	Legs wider than body apart	Only one foot dragging
Minimum requirement	Both hands off controls and body 45° from surface Body leaning backward, both hands off controls, both feet dragging			

DOD	5.2			
Miracle Man	Rotating the entire body 360°, while dragging the surface with at least one foot; knees slightly bent; rotation without losing contact with the surface			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Rotating full 360° from direction of flight	Return to straight flight after completion	Rotating under less than 360°	Rotating less than 330°
Orientation	Vertical	-	Body between 15° and 30° off vertical	Body more than 30° off vertical Knees bent more than 45° Body more than 30° off vertical and/or knees bent more than 45°
Legs	Knees slightly bent Dragging while rotating	-	Skipping drag	Loosing contact with surface while rotating Momentarily losing contact with surface during any part of the rotation
Minimum requirement	Rotation of 300° Rotation minimum of 270°, at least one foot dragging			

DOD	5.2			
Wingover	Body straight and facing forward, carving with banking wing while at least one foot is dragging; at least end-cell of canopy in contact with surface dragging			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Upper body square to line of flight Chest facing forward Lower body close to surface	-	Upper body between 30° to 45° from line of flight	Upper body more than 45° from line of flight
Orientation	Facing forward and banking	Body less than 30° from surface -	Body between 45° and 60° from surface -	Body more than 60° from surface -
Legs	Dragging at least one foot and end-cell	Dragging both feet	-	Momentarily losing foot contact with surface during any part of the end-cell dragging
Carve (line of flight) Line of flight	Carving at least 45° Carve	Carving more than 60°	Carving between 30° and 45°	Carving less 30°
Minimum requirement	Carve minimum 15°, end-cell must make contact with surface At least one foot dragging, end-cell dragging			

FREESTYLE ROUTINE DESCRIPTION FORM

6.2.4. All moves have to be pre-declared on the routine description sheet and presented to the CJ. The routine description sheet for all the rounds must be presented to the CJ at least 48 hours before the start, as announced by the MD, of the official Team Managers/Competitor meeting 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 15-minute call prior to the start of the relevant round, otherwise A will be considered. If the competitor does not present the routine description sheet at the designated time, the DoD for each of their rounds will be 1.2.

Competitor Number	Competitor Name	Country

Round	Option	Move name	Move description	Type of move/s
1	A.			Single move only DoD below 5.0
	B.			Single move only DoD below 5.0
2	A.			<input type="checkbox"/> Single move <input type="checkbox"/> Fusion move <input type="checkbox"/> Sequential move <input type="checkbox"/> New move
	B.			<input type="checkbox"/> Single move <input type="checkbox"/> Fusion move <input type="checkbox"/> Sequential move <input type="checkbox"/> New move
3	A.			<input type="checkbox"/> Single move <input type="checkbox"/> Fusion move <input type="checkbox"/> Sequential move <input type="checkbox"/> New move
	B.			<input type="checkbox"/> Single move <input type="checkbox"/> Fusion move <input type="checkbox"/> Sequential move <input type="checkbox"/> New move

Date	Competitor Signature

ADDENDUM H: DOD FUSIONS AND SEQUENTIAL MOVES

Crane + Superman	2,3	Sequential	
CraneSuper	2,6	Fusion	Crane leaning to Superman
Superman + Cross-up	2,6	Sequential	
Superman + Walnut	2,6	Sequential	
SuperWalnut	2,8	Fusion	Superman with knees of Walnut
Boomerang + Can-Can	2,9	Sequential	
CraneBoom	3,0	Fusion	Crane while in the carve
NacSuper	3,1	Fusion	Front leg and upper body moving together while in constant water contact
NacNac + Superman	3,1	Sequential	
Boomerang + Superman	3,2	Sequential	
Superman + Boomerang	3,2	Sequential	
BoomNac + Superman	3,3	Sequential	
Boomerang + Method	3,4	Sequential	
Method + Superman	3,5	Sequential	
BoomSuper	3,6	Fusion	While in a Boomerang doing a Superman
BoomMeth	3,6	Fusion	While in a Boomerang doing a Method
Nac-Nac + Lazy Boy	3,6	Sequential	
Method + Lazy Boy	3,6	Sequential	
Crane + Switchblade	4,0	Sequential	
Flex Head + Lazy Boy	4,0	Sequential	
Switchblade + Nac Nac	4,0	Sequential	
T + Crane + Superman	4,0	Sequential	
LazySwitch	4,1	Fusion	Switchblade while in a Lazy Boy position
SwitchNac	4,2	Fusion	Switchblade while feet are in Nac-Nac position
LazySwitchcow	4,3	Fusion	Lazyboy with Switchcow hand drag
Lazy Boy + Switchcow	4,3	Sequential	
Switchblade + Method	4,4	Sequential	
Method + Switchblade	4,4	Sequential	
Superman + Switchblade	4,6	Sequential	
Switchblade + Superman	4,6	Sequential	
Boomerang + Switchblade	4,7	Sequential	
Lazy Boy + Superman	4,7	Sequential	
Boomerang + Lazy Boy	4,8	Sequential	
Lazy Boy + Switchblade	4,8	Sequential	
Superman + Lazy Boy	4,9	Sequential	
Method + Blindman	4,9	Sequential	
SwitchSuper	5,0	Fusion	Switchblade in a Superman position, with arm extended
CowCan	5,0	Fusion	Cowboy position, both feet apart to the side and dragging
BoomSwitch	5,1	Fusion	Switchblade while carving
Superman + walnut + Lazy Boy	5,1	Sequential	
Tick Jockey + Superman	5,3	Sequential	
BoomCow	5,3	Fusion	Cowboy while carving
Method + Cowboy	5,3	Sequential	

BoomSwitchcow	5,4	Fusion	Switchcow while carving
Blind Man + Superman	5,4	Sequential	
Switchblade + Lazy Boy	5,4	Sequential	
TickSuper	5,5	Fusion	Tick Jockey in Superman leaning position
Superman + Tick Jockey	5,6	Sequential	
Cowboy + Superman	5,6	Sequential	
Ghost Rider + Superman	5,7	Sequential	
Boomerang + Tick Jockey	5,7	Sequential	
BoomMeth + Lazy Boy	5,8	Sequential	
Lazy Boy + Tick Jockey	5,9	Sequential	
Double Cowboy (First left, then right)	5,9	Sequential	
Lazy Boy + Ghost Rider	6,0	Sequential	
BoomCow + Superman	6,2	Sequential	
Blind Man + Lazy Boy	6,3	Sequential	
BlindSwitch	6,3	Fusion	Switchblade flying blind
Boomerang + Blind Man	6,4	Sequential	
Lazyghost + Method	6,4	Sequential	
Lazyswitch + Superman	6,4	Sequential	
Ghost Rider + Lazy Boy	6,5	Sequential	
BoomSuper + Tick Jockey	6,8	Sequential	
BlindSwitchCow	6,8	Fusion	Switchcow flying blind
Blind Man + Jesus	6,8	Sequential	
Boomerang + Lazyswitch	6,8	Sequential	
Wingover + Lazy Boy	6,9	Sequential	
Blind Man + Switchblade	6,9	Sequential	
Tick Jockey + Lazy Boy	7,0	Sequential	
Blind Man + Switchcow	7,1	Sequential	
Boomerang + Blindman + Superman	7,2	Sequential	
Method + Cowboy + Superman	7,2	Sequential	
BoomSwitch + Lazy Boy	7,3	Sequential	
Switchblade + Ghost Rider	7,3	Sequential	
Switchblade + Lazy Boy + Superman	7,3	Sequential	
Boomerang + Switchblade + Lazy Boy	7,5	Sequential	
BlindTick	7,6	Fusion	Tick Jockey flying blind
Switchblade + Blind Man	7,6	Sequential	
Switchblade + Ghost Rider + Lazy Boy	8,2	Sequential	
BlindBoom + Cowboy	8,3	Sequential	
Blind Man + Miracle Man + Switchblade	8,7	Sequential	
Miracle Man + Ghost Rider + Lazy Boy	8,7	Sequential	