DYNAMIC COMMITTEE

PROPOSED RULE CHANGES FOR 2024-2025
(effective May 1st 2024)

1 - Add Solo Speed as a new event

See document "DY Solo Speed event" uploaded to the cloud.

Minor changes to SC5 needed:

Discipline / event : DS (Dynamic - Solo Speed)

Number of Judges : Same as DY for ME <15

For ME ≥ 15 : 1 new judge (same EJ and same CJ as for DY in any case)

2- Mixers - housekeeping

Change wording in M7 to passes through the center underline only (in line with the other mixers)

M-7 Mixed Shuffler (D4W and D2W)
While head-down, each pair of Performers separates into inface carving in opposite directions, with P#1 followed by P#3, crossing a Sideline and P#2 followed by P#4, crossing the other Sideline. Next, P#1, then P#2, then P#3, then P#4, passes through the centre, ~~crossing through the Sidelines~~ while performing one-half inface Eagle to head-up and then perform 180° of inface carving, with P#1, then P#3, crossing a Sideline and P#2, then P#4, crossing the other Sideline. Continuing the Shuffler, while head-up, P#1, then P#2, then P#3, then P#4, passes through the centre, ~~crossing through the Sidelines~~ and performs 180° of outface carving, with P#1, then P#3, crossing a Sideline and P#2, then P#4, crossing the other Sideline. Then, P#1 and P#2 become the leading pair and fly backwards through the Sidelines, followed by P#3 and P#4. Each pair, one after the other, then performs one-half inface Reverse Eagle, crossing through the Sidelines, to head-down. P#1 and P#2 fly forwards, crossing through the Sidelines, followed by P#3 and P#4. Thence...

3 - Renaming Butterfly - housekeeping

Simplification

V-2 Butterfly ~~with Bottom Loops~~ (D4W)

V-2 Butterfly ~~with Bottom Loops~~ (D2W)

4 - Cross reference - housekeeping

5.2.2   Teams must declare to the Chief Judge where the Free Routine starts and where it ends: the Antechamber floor, the cable floor, or from any other pre-determined place in the flight chamber.

5.2.3   Teams may optionally include a written description and/or present and explain their Free Routine(s) to the Judges before the start of the competition. Deviation from the written Free Routine description as set forth in Addendum D form will not influence the scoring.

5.2.4   A standard form (see Addendum D) is provided for ~~this~~ the purposes of para. 5.2.2 and 5.2.3

5 - Free Routine Scoring - housekeeping

Wording in line with current use

Change the wording for wind tunnel speed

6.2.1   Criteria for scoring Free Routines:

6.2.1.1 Technical Difficulty:

- New original Moves/Patterns are performed.
- Moves/Patterns performed require precision, e.g., head touching to head with no other grips.
- Technicality/complexity of Moves/Patterns performed, e.g., complex intermixing and/or embedded moves.
- ~~Wind loading (tunnel speed setting used).~~ Speed Setting used.
- Difficulty of Moves and Patterns.
- See Addendum C.

6 - Clean Rounds in Qualification

5.5.1   For each Battle in the Tournament, ~~the Teams will fly in reverse order of their ranking in the Qualification Rounds.~~ flight order will be determined as it follows:

At the end of the qualifying rounds, and taking into account only the two (2) Speed Routines, teams will be ranked according to the number of five (5) second penalties inflicted by Judges. For the purpose of this paragraph, a twenty (20) second penalty will be counted as four (4) penalties of five (5) seconds.

Teams with the fewest five (5) second penalties will fly second during the tournament battles. In the event of a tie, the Teams will fly in reverse order of their ranking in the Qualification Rounds.

7 - Speed for free routine

Responsibility of performers and organizers for the wind tunnel speed (they enter = they agree). When scoring the free routine, EJ must check the speed and to be taken into account for the scoring.

6.1   General

Once any Performer has entered the flight chamber, the flight must be evaluated and scored.

4.6.5   When the tunnel is at the correct speed, a signal will be given to the Team. Before entering the flight chamber (see para. 6.1), the team must indicate by any means to the organizer if the displayed speed is not consistent with their latest speed Settings. Any entry into the flight chamber must be considered as a validation by the Team of the speed settings.

8 - Juniors and Draw

Rational: During any comp with juniors, juniors should fly first. The draw will be the same as for Open.

This will train the judges for the Open event

Proposal:

4.4.5   For all disciplines, the Open category draw will be applied to the corresponding Junior category.

3.1   Discipline

The Indoor Skydiving Discipline consists in particular of the Dynamic Event, comprising the following categories: Dynamic 2-Way (D2W) Open, Dynamic 2-Way (D2W) Junior, Dynamic 4-Way (D4W) Open, and Dynamic 4-Way (D4W) Junior. There is no gender separation.

   3.1.1   Junior Performers, whose 15th birthday occurs during the calendar year of the competition may, if they choose, enter an open category event. Any competitor may only enter one category (Open or Junior) in D2W and one category (Open or Junior) in D4W.

   3.1.2 In all disciplines, the Junior category must be judged before the corresponding Open category

9 - Scoring free routine : absolutely incorrect assessment

Avoiding WISC 2023 judgement error, similar procedure as FS

6.2.3.5   Once ranking has been completed, the following procedure must be followed:

   ● The Event Judge or the Chief Judge will add up individual votes or points and announce to the judges only who will be the winning team or the ranking of the teams as a result.
   ● If, within one (1) minute of the knowledge of the result, the Chief Judge, Event Judge or any Judge on the panel considers that an absolutely incorrect assessment has occurred, a new viewing of the performances in question will be reviewed by judges under the supervision of the Chief Judge.
   ● Following this review, the votes or points for the performances will be adjusted accordingly, if necessary. Only one review is permitted for each performance.

10 - **Qualifications –** ranking based on Speed Routines only

No scoring of Free Routines during qualification. No videos from the teams to judge before the competition. Technical difficulty is scored by the judges by conference after qualifications.

Qualifications ranking based only on Speed.

During Tournament: then judges judge Win/Loose

5.2.2 ~~Teams must deliver a video of their Free Routine(s) to the Chief Judge at least three (3) days in advance (72 hours) before the start of the competition. The video must be uploaded to the designated ISC Cloud or as is described in Bulletin 2. Competitors are responsible for the quality of the video delivered. The quality should must be at least that described in para. 4.2.8. for a satisfactory scoring of Technical Difficulty by Judges (eg, High Definition and from a static point of view).~~

5.2.3 ~~Failure to provide the video of the Free Routine(s) within the time limit stated in para. 5.2.2 will lead to receiving no credit for Technical Difficulty for all Free Routines. Failure to comply with video quality standards (see para 5.2.2.) will result in a 50% penalty to be deducted from the Technical Difficulty score.~~

5.6.2 Team placings in the Qualification Rounds will be determined as follows:

- Speed Routine : The final time, after all penalties have been applied, will be used for this calculation. The fastest Team of the round will receive 100 points. All other Teams will be awarded points based on their time compared with the fastest Team. The fastest final time will be divided by the Team's final time and multiplied by 100 to determine their points.

- ~~Free Routine: The Team with the highest raw Official Score (see para. 6.2.2.3) will receive 100 points. All other Teams will be awarded a proportional fraction of 100 points based on their raw Official Score as a fraction of that earned by the highest Team. Each Team's raw Official Score will be divided by the highest Team's raw Official Score and multiplied by 100 to determine their points.~~

- Total scores for the Qualification Rounds are calculated by adding ~~(i)~~ the points accrued for the Speed ~~compulsory~~ Rounds. ~~and (ii) the free round points (if any) multiplied by two (2).~~ This total is rounded to the first decimal place. For the rounding, intermediate values must be converted from multiple decimal places to one (1), by rounding to the nearest tenth, except where the second decimal digit is exactly halfway between the two values, where it must be rounded to the higher of the two. The maximum possible points is 2~~4~~00.

- The teams will be placed in descending order according to the number of points accrued, the team with the highest number of points being placed first.

- If two (2) or more Teams have equal points, their placings will be determined by adding their two (2) Speed Routine times. The Team(s) with the fastest accrued times will earn the higher placing(s).

5.6.3   If one or more Team(s) is(are) withdrawn or disqualified during the Qualification Rounds, the Tournament Bracket for the number of remaining Teams will be used.

5.6.4   The Free Routine is only given a Technical Score by Judges as set forth in para 6.2.2

5.6.5   At the end of the Qualification Rounds, only Total Score and the Team placings is published.

6.2.1.1 ~~Technical Difficulty Scoring~~

~~After receiving all or part of the videos (see para 5.2.2), the Chief judge must forward them to the judges. After viewing all the flightsvideos, the judges will hold a conference to assign a technical difficulty score to each team. This same technical difficulty score must be used by the judges throughout the competition (qualification and tournament), unless one of the teams increases or reduces the difficulty of its free routine. In this case, the judges will have to decide unanimously to modify this score.~~

6.2.2.1 After watching all the free routines, judges ~~must~~ will hold a conference to assign a technical difficulty score to each team.

6.2.2.2 This same technical difficulty score must be used by the judges throughout the competition (qualification and tournament), unless one of the teams increases or reduces the difficulty of its free routine. In this case, the judges will have to decide unanimously to modify this score.~~, by conference, take into account the above criteria, and score each Performance between 0.0 to 10.0, rounded to the first decimal.~~

6.2.2.3 For each free routine, the Event Judge must make note of the Speed Setting and communicate it to the judges.

6.2.3   The Free Routine during the Tournament will be evaluated as follows:

6.2.3.1 During the Tournament, at the completion of each Free Routine Battle of two (2) Teams, ~~the Judges~~ each judge, taking into account the above criteria and the Technical Difficulty Score (see para 6.2.2.2), determine, by any means, the winning Team of the Battle.

6.2.3.2   When Scoring each Performance, judges must use the following weightings: 40% for Technical Difficulty (see para 6.2.2.2), 30% for Execution and 30% for Presentation. For Execution and Presentation scores, each judge must take into account the criteria set forth above.

6.2.3.3 Each Team will then be attributed by Judges a score (between 0.0 to 10.0 and rounded to the first decimal) equal to the average scores given by Judges to the Team. The total amount of penalties (see para. 6.2.1.4) is then deducted in order to reach the Official Score given to the Team.

6.2.3.4 Under the supervision of the Event Judge, during a Free Routine Battle of more than two Teams, the Judges, taking into account the above criteria and the

Technical Difficulty Score (see para 6.2.2.2), determine the ranking of the Battle as it follows:

6.4.1   At the end of each Qualification Round, the final time for each Speed Routine will be published, including the raw Speed Routine completion time, time penalties, infringement types and any omissions.

6.4.2   For the Free Round in the Qualification Rounds (para 6.2.2), the Technical Scores given to the Teams are only published at the end of the competition. ~~final score for each Free Routine will be published. 5.7.7),~~ For each Free Routine during the Tournament (para 5.7), the decision of each Judge will be published, but only indicating which team each judge voted for, and when applicable the ranking given.

11 - Limit the number of categories one competitor can enter

Each competitor may enter in maximum two (2) categories per First Category Event in DY (D4W and Solo, D4W and D2W or D2W and Solo)

12 - Free routine video quality
(only applies if 10 above is not voted in favour)

Some videos of the scoring of technical difficulty were shot from a cell phone with very low quality.

Replace in 5.2.2 "should" with "must" and add a penalty if not compliant : 50 % deducted from the difficulty score given by judges.

5.2.2   Teams must deliver a video of their Free Routine(s) to the Chief Judge at least three (3) days in advance (72 hours) before the start of the competition. The video must be uploaded to the designated ISC Cloud or as is described in Bulletin 2. Competitors are responsible for the quality of the video delivered. The quality ~~should~~ must be at least that described in para. 4.2.8. for a satisfactory scoring of Technical Difficulty by Judges (eg, High Definition and from a static point of view).

5.2.3   Failure to provide the video of the Free Routine(s) within the time limit stated in para. 5.2.2 will lead to receiving no credit for Technical Difficulty for all Free Routines. Failure to comply with video quality standards (see para 5.2.2.) will result in a 50% penalty to be deducted from the Technical Difficulty score.