

ARTISTIC EVENTS FINAL APPROVED RULE CHANGES - 2024

3.8 Video Transmission and Recording.

Details for video transmission and recording can be found in SC5 5.2.6 as they are common across multiple disciplines.

4.6 Wind tunnel:

~~competitors are not permitted to use a wind tunnel (freefall simulator) after the commencement of the competition, until the end~~

Competitors are permitted to use a wind tunnel (freefall simulator) during the event.

- 5.2.3.3 Executing Compulsory Sequences in a different order than the one submitted, will lead to a score of zero (0) for the sequences that are out of order. The Judges will judge each next Compulsory Sequence in the order submitted. (Any Compulsory Sequence that comes before the next in the submitted order will receive a score of zero (0), but will be counted as presentation.)

6. Judging and Scoring

During the competition, three (3) Judges determine Execution deductions, according to the following table:

Freestyle Skydiving:

0,2 to 1,0 point deduction	For each missing element, or portion of element.
0,1 to 0,3 points deduction	For each instance, an element was executed incorrectly, or the Performer is off heading, off level, wobble, or has poor body form.

Freeflying:

0,2 to 1,0 point deduction	For each missing element, or portion of element.
Up to 0,5 points deduction	For each instance an element was executed incorrectly, or one or both Performers are off heading / off level / wobble
Up to 0,5 points deduction	Team work: Levels between the Performers, synchronisation between members (including camera), proximity between Performers (excluding camera)

6.6 Training jumps:

6.10.1 Each Team in each event will be given the option of two (2) official training jumps prior to the competition. The aircraft type and configuration ~~plus the judging and scoring systems to be used in the competition~~ plus the video dubbing system will be used for the official training jumps.

~~6.10.1 If, for weather reasons, no training jumps are possible, Teams can deliver a maximum of two (2) previous training jumps for scoring and move explanation. For (previous and official) training jumps, no scores for Presentation will be given.~~

6.10.2 ~~Before the start of the training jumps, the Team Captain has the option to explain the delivered Free Routine description sheet(s).~~

ADDENDUM – A1 - Freestyle

FIRST COMPULSORY ROUND (ROUND 2)

FR-2 *Mixed Carve*

Carve

- At the beginning, the Performer must be in a head-down orientation, facing the Videographer.
- The Performer and Videographer must inface carve 180° around an imaginary centre, stop, then make a transition (presenting the side to the camera) to head-up outfacing through the belly-down orientation. (During the stop, the Performer makes a ¼ pirouette before and after the transition through the belly-down orientation.)
- In the head-up orientation, outfacing, the Performer then carves 180° in the opposite direction.

FR-3 *Rebound*

Rebound

- The Performer is in a head-down or angle back-flying orientation, facing the Videographer.
 - ~~The Performer makes a half reverse eagle over the Videographer (“back-layout”) to the belly.~~
 - ~~The Performer then makes a half eagle (“front layout”) to a head-down or angle back-flying, ending on the original heading in the original starting position.~~
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- The Performer travels over the Videographer to the belly-down orientation.
- After a momentary stop, the Performer travels over the Videographer, back to the original starting position.
- The Performer must maintain eye contact with the Videographer throughout the sequence.

Videographer requirements

- The Videographer must show the Performer on the horizon at beginning, middle, and the end of the sequence.

Judging guidelines

- When the Performer loses eye contact, up to 10% will be deducted.

FR-6 *Angle Flying*

Judging guidelines

- When this Compulsory Sequence is performed first in the compulsory routine, 70% will be deducted.
- If the angle-flying is not held for a minimum of two (2) seconds at the beginning or end, 10% will be deducted. If not held for two (2) seconds at both the beginning and end, 20% will be deducted.

FR-7 *Side Flying*

Judging guidelines

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- If the side pose is not held for a minimum of two (2) seconds at the end with the Videographer remaining in place, 15% will be deducted.

FR-8. Head-Up Straddle Spins

Judging guidelines

- When the Videographer passing under the Performer, during the Half Eagle, makes the camera roll to the wrong direction, 30% will be deducted.
- When the Videographer is not passing directly under the Performer, during the Half Eagle, up to 30% will be deducted.
- When the legs are clearly not straddled at least 90° apart, 30% to 50% will be deducted.
- If there is a forward bend (i.e., torso is not vertical) at the waist/hips, 20% to 50% will be deducted.
- If the performer executed less than the required number of spins, 15% will be deducted for each missing spin.
- if no momentary stop is shown at the beginning **or** end, 5% will be deducted.
- If the stop is not shown at the beginning **and** end, 10% will be deducted.
- When the toes are not pointed and/or the knees are not straight, 10% will be deducted.

ADDENDUM – A2 - Freeflying

FF-4 Side-by-Side Mixed Carve (Replacing FF-6 Peekaboo)

Max Value 5 pts: Inface Mixed Carve

Head-Up Carve

- At the beginning, both Performers must be in a head-up orientation, side by side, facing the Videographer. A hand-to-hand grip (left-to-right hand or right-to-left hand) is to be taken and maintained throughout the sequence.
- Both Performers start inface carving around the Videographer.
- A minimum of 180° of head-up inface carving must be performed.
- The carving orbits must be circular (not elliptical).

Transition to Head-Down Carve

- While maintaining the grip, the Performers make a half reverse eagle under the Videographer, to a Head-Down orientation.
- Synchronous with the Performers' half reverse eagle, the Videographer must perform a half eagle passing over the Performers with a half (180°) camera roll at the highest point to show an upright image after the transition.

Head-Down Carve

- Without stopping, both Performers continue to carve in a head-down orientation, side by side, facing the Videographer.
- If the Performers were head-up carving to their right, they must be head-down carving to their right, or vice versa.
A minimum of 180° of head-down inface carving must be performed.
Videographer requirements
- The Videographer must show the front of the Performers throughout the sequence.
- While carving, the Videographer must show an upright image as if the Performers remain static with only the background moving.
- Videographer must be on the same level as the Performers (and show the Performers on the horizon) throughout the sequence, except for the transition.
- Videographer must maintain the same distance from the Performers throughout the sequence.

Max Value 7,5 pts: Inface/Outface Mixed Carve

- The Mixed Carve is performed as described above, but:
- One Performer must show their back to the Videographer, throughout the sequence.
- The grip will be left-to-left hand or right-to-right hand.
- If the inface Performer was headup carving to their right, that inface Performer must be head-down carving to their right, or vice versa.

Max Value 10 pts: Outface Mixed Carve

The Mixed Carve is performed as described for the Max Value 5 pts version, but:

- Both Performers must be outfacing, showing their backs to the Videographer, with their legs straight, throughout the sequence.

Judging guidelines:

- when the legs are not straight, up to 20% will be deducted.

~~FF-6. Peekaboo – Side stalls~~

~~Peekaboo~~

- ~~— At the beginning of the sequence, both Performers are in a head-down orientation, on the same heading facing the same direction, one behind the other, with their heads on the same level.~~

~~Side stalls~~

- ~~— Both Performers make a minimum of two (2) side stalls (one, and then the other to the opposite direction), and end back at the start position with one behind the other.~~
- ~~— Two (2) side stalls in a row should reach an angle of at least 30° with respect to the vertical.~~
- ~~— The torsos and the hips must maintain the same heading throughout the sequence. (The Performers may cross the front leg past the midline of their body over to the side, as long as they do not rotate their hips.)~~
- ~~— The side stalls must be synchronised.~~
- ~~— The proximity between the Performers must be such that the overall sequence appears symmetrical in timing.~~
- ~~— No momentary stop is required at the beginning or at the end.~~

~~Videographer requirements~~

- ~~— The Videographer must show the front of the front Performer.~~
- ~~— The back Performer is hidden by the front Performer at the beginning, and each time while passing the vertical, and at the end of the sequence.~~
- ~~— The Videographer must stay on the same level as the Performers and maintain the same heading throughout the entire sequence.~~

~~Max Value 5 pts: Peekaboo (with Body Head-Tail rotation allowed)~~

- ~~— The Peekaboo is performed as described above, but the Performers may rotate to their belly or back during the side stalls.~~

~~Max Value 10 pts: Peekaboo~~

- ~~— The Peekaboo is performed as described above.~~

FF– 6 *Angle Flying* (New numbering)

Judging guidelines

- When this Compulsory Sequence is performed first in the compulsory routine, 70% will be deducted.
- If any grips are taken, 30% will be deducted.
- If the angle-flying is not held for a minimum of two (2) seconds at the beginning or end, 10% will be deducted. If not held for two (2) seconds at both the beginning and end, 20% will be deducted.

FF-8. *Rebound*

Max Value 5 pts: Half Linked Rebound

- Both Performers are side-by-side in a head-down or angle back-flying orientation, facing the Videographer.
- A hand-to-hand grip (left hand of one Performer with the right hand of the other Performer or vice versa) is taken.
- While maintaining the grip, the Performers ~~travel make a half reverse eagle~~ over the Videographer (~~“back layout”~~) to the belly-down orientation and **release the grip**.
- ~~After a momentary stop in the belly-down orientation~~, the Performers then ~~travel~~ over the Videographer ~~make a half eagle (“front layout”)~~ to a head-down or angle back-flying orientation, ending on the original heading in their original starting position.
- The Performers must maintain eye contact with the Videographer throughout the sequence.

Videographer requirements

- The Videographer is facing the Performers and must show them on the horizon at the beginning, middle, and end of the sequence.

Max Value 7,5 pts: Linked Rebound

The move is performed as described above, But the performers maintaining the grip throughout the sequence.

Max Value 10 pts: Linked Rebound with a Tucked Loop

- Both Performers are side-by-side in a head-down or angle back-flying orientation, facing the Videographer.
- A hand-to-hand grip (left hand of one Performer with the right hand of the other Performer or vice versa) is taken and is maintained throughout the sequence.
- While maintaining the grip, the Performers travel over the Videographer to the belly.
- After a momentary stop in the belly-down orientation, both Performers, while maintaining the grip, then travel over the Videographer back to their original starting position.
- The Performers must perform a linked tight tuck front loop (trick) when they are above the Videographer the second time.
- At the end, both Performers should be in their original starting position.

Judging guidelines

- When the Performers lose eye contact (except for the trick), 20% will be deducted.
- When the tuck is not tight for the front loop, 15% will be deducted. (to be consistent with other judging guidelines on the trick)