



Competition Rules

Canopy Piloting - Freestyle

2026 Edition
Effective 1 March 2026



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Revisions

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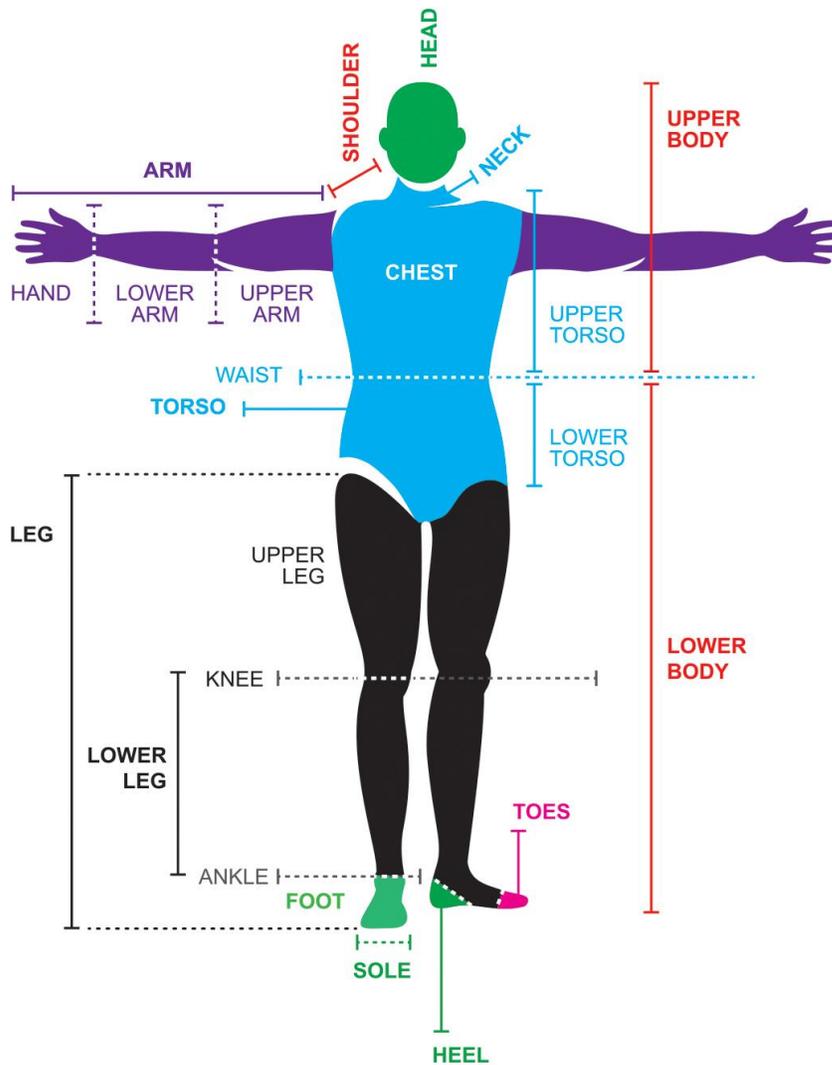
1 FAI AUTHORITY

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 Annex G.

Body—The physical structure of a person, including clothing, footwear and the rig. No extensions of any kind or unnatural forms are considered body. The parachutist's body is defined in specific parts, as follows:



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. The smoke canisters and other indicators must be of the same type as described and used in the course closing drill.

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 person must be named and agreed to in the BID document as per FCEAD. 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.

DWIFE—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 with the ground and ends with a complete stop.

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

Missed entry (ME)—Not touching water.

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, and any other piece of equipment the competitor may be using.

Red card (RC)—A penalty issued by authorised 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 Annex 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 coming to a full stop in the water, without touching any land.

Yellow card (YC)—A penalty, often recognised as a warning, issued by authorised 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 finalised 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 event will run for not less than three days and a maximum of seven days, D1 OPP, D2 OPP and Opening Ceremony, D3 (+ D4 + D5 + D6, +D7) Competition days and Closing Ceremony.
- 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.

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. The score will be directly proportional to the amount of water surface dragged and the time the move is being performed. The water drag must be continuous with minimum skipping.

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 windssock 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 windssock 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 Annex 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. (The 1 Kg deviation is subtracted from the measured weight to give the competitor potentially more extra weight according to Annex D)

- 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 after any competition jump.

5.4 OFFICIAL PRACTICE PERIOD

- 5.4.1 The official practice period (OPP) is the period 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.
- 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 Meet Director, at their discretion, for a pertinent reason, such as weather, or arising from a written request from a competitor.
- 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 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 A person designated by the Meet Director will supervise and record the exit order assignment within each pass as determined by the competitors.
- 5.5.3 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.
- 5.5.4 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 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.
- 5.5.5 The Meet Director may make and use an updated reverse combined jump order for any round of any event if time permits. In this case the 20% rotation is not additionally required.

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.
- 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 utilise 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, as per § 5.8, 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 between when the competitor initiates the turn to final approach and 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. A yellow card may be issued if the competitor navigates the course creating a dangerous situation.
- 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 A move will only be judged for that part of the move in contact with water. Any part of the move performed while not having contact with the water will be disregarded by the judges. The landing should finish in a stand-up landing.
- 6.1.2 Scoring the entry gate (touching water) will yield a default result (DR), unless there is a disqualification.
- 6.1.3 Except in the case of an ME or disqualification, if MF, MV, WL penalty is applied for a jump after entry gate has been scored, the result for the jump will be a DR.
- 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. A move to a previously performed combination is not considered a MV.
- For a six round event, any move or exact combination performed in R1 to R3 may be repeated once only in R4 to R6.
- 6.1.3.3 When landing in water (WL) the score will be a DR.
- 6.1.4 A Minimum Result (MR) applies for a jump in the following situations:
- 6.1.4.1 Missed entry assessed, no matter where the competitor lands.
- 6.1.4.2 Failure to wear a protective helmet or required equipment while navigating the competition course.
- 6.1.4.3 Failure to notify a change in the jump order or creating interference, as determined by the CJ or EJ (see § 5.5.5)
- 6.1.4.4 Exceeding the AIW allowed as per Annex D.

6.2 TECHNICAL SPECIFICATIONS FOR FREESTYLE

- 6.2.1 The first round. Any single move from Annex Freestyle B must be presented.
- 6.2.2 The second round. A single move or a combination of moves may be presented. It may be any move described in Annex Freestyle B or H.
- 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 Annex CP Freestyle - B or any move sufficiently described in the routine description sheet.
- 6.2.4 Combination of moves can be either:
- A sequential, where moves are presented separately from each other clearly (so each move shown separately by itself).
- A fusion is a combination moves, where one move blends into another or moves are performed at the same time.
- 6.2.5 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.
- 6.2.6 A panel of 5 judges evaluate all jumps. Each Judge scores the performance from 0.0 to 10.0 using one (1) decimal place.
- 6.2.7 A penalty will be applied when indicated by a minimum of three judges on the panel (MF, ME, WL, MV)

6.3 SCORING STRUCTURE

- 6.3.1 Five (5) judges will score the presentation of the Freestyle move or moves.
- 6.3.2 At the discretion of the CJ, the expected move or combination of moves, and the direction of approach of the next competitor may be called out.

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 5 judges. $(J1+J2+J3+J4+J5)/5$, multiplied by the Degree of Difficulty (DOD).
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 pre-declared moves, or performing them in a different sequence, from the routine description sheet will yield a DR.

7 JUDGING

7.1 JUDGES CONFERENCE

- 7.1.1 The CJ will organise a judges' conference prior to the start of the competition. All judges shall attend the conference, including any online conference held prior to Judges' travel to the competition.
- 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 Organiser must provide and assign four (4) additional persons to assist the judges during all the competition. They should preferably have at least local CP Judge ratings. If any of those persons is not a CP Judge, they should be vetted before being accepted for the position. These persons must be made available to and approved in advance by the CJ, no later than the day before the OPP starts.
- 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.
- 7.1.6 Judges will be strategically positioned at the course according to the needs of the technical equipment in use as determined by the CJ.
- 7.1.7 The assigned judges will use the respective signals or methods as determined by the CJ to indicate the scores.
 - 7.1.7.1 Scores awarded by the panel of judges are transmitted to the scoring processor by means determined by the CJ.
 - 7.1.7.2 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.
 - 7.1.7.3 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

The presentation 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 a judge could apply.

- | | |
|-------------------------------|--|
| • Up to 5.0 points deduction | for using only a part of the pond while dragging water |
| • 0.1 points deduction | for each minor 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 0.5 points deduction | for non-stand up landing |
| • Up to 1.0 points deduction | for a loss of control |
| • Up to 10.0 points deduction | for no performance at all, or not identifiable |

7.3 MISTAKE EXAMPLES

7.3.1 Minor 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

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

7.3.4 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 Annex B.

7.4 DOD CALCULATION

The DoD of the declared moves are taken from Annex B and for combinations from Annex H. For any move not listed in the annexes, the CJ will assess the DoD on the basis of how difficult the new move or combinations are, considering direction change, rotations, and transitions. The CJ will publish the decision for the competitor's information no later than the 15-minute call before round one of the competition.

8 USE OF VIDEO CAMERAS

8.1 USE OF VIDEO CAMERA SYSTEM

8.1.1 In the freestyle event there must be a video camera system set up covering the performance of the competitor over the water and for landing (panning camera). The camera must be able to record at a minimum of 50 fps and 1080p resolution.

8.1.2 At the discretion of the CJ or EJ, The Video Camera may be used as an additional tool to verify the score by means of video replays.

8.1.3 The positioning of the cameras shall be site related 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. .

8.1.4 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 If the Chief Judge, Event Judge or any Judge on the panel considers that an absolutely incorrect assessment has occurred, the Chief Judge or Event Judge will direct that only that part(s) of the jump in question to be reviewed at the earliest opportunity.

- 8.2.2 The VRP will be made up of the existing panel of judges.
- 8.2.3 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.
- 8.2.4 At any time during the review process and without discussion, the judges will render their decision using the following procedure:
 - 8.2.4.1 Confirmation of the original score.
 - 8.2.4.2 To apply or remove a penalty only, such as ME, WL or MF, a thumbs up or thumbs down voting process will be used to determine the outcome of a VR as per 6.2.6. The exact point in question of what the judges will be voting on must be declared before the voting starts.
 - 8.2.4.3 To review the presentation score only, all members of the judging panel will have an opportunity to submit adjusted scores for that competitor at the end of the video review process.
- 8.2.5 The CJ will review the decision of the video review panel and adjust the competitor's score on the score and result list, if applicable.
- 8.2.6 The scores will not be final until the data and/or recording media are reviewed. 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 for any penalty applied only. Performance scores are not subject to 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 may be found on the FAI Fees Schedule on the FAI website. The CJ will give retained Challenge Fees to the Jury President.
- 8.3.6 The Challenge Form, (Annex G) 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.
 - 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 unjudgeable, 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.

- 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 in a declared sequential order until losing a challenge.
- 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 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.

10 MEDALS AWARDED

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

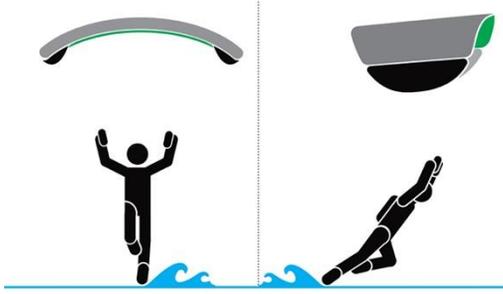
National CP Team Champion: 1st Place, 2nd Place, 3rd Place.

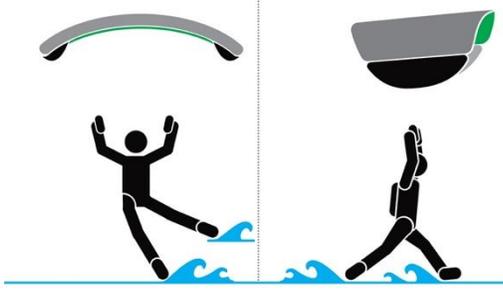
ANNEX A: GENERAL COURSE SPECIFICATIONS

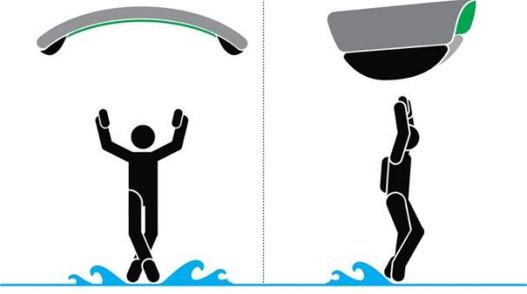
- A.1 All markers must be removed from the body of water.
- A.2 The body of water must be a minimum of 15 metres wide and at least 65 metres long.
- A.3 The body of water must provide a minimum depth of 0.60 metres over the minimum width from the beginning of the pond to G2 in the standard events.
- 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 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.
- 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

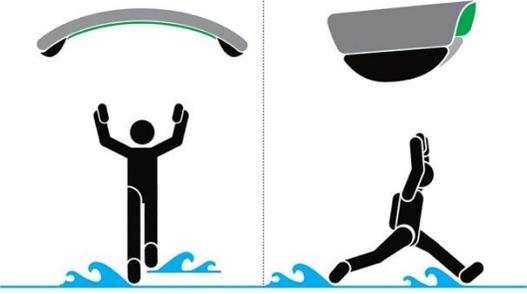
ANNEX B: DESCRIPTION OF FREESTYLE MOVES

Moves not included (new moves), must be described in similar manner, including the minimum requirement and orientation.

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 bent less than 30°	Bent hip, torso bent more than 30°
Orientation	Body leaning forward between 30° and 45°	Leaning forward more than 45°	Leaning forward less than 30°	-
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 of dragging leg as possible 	Foot above knee of dragging leg	<ul style="list-style-type: none"> • Dragging leg bent • Foot below knee of dragging leg 	Non-dragging foot close to surface
Minimum requirement	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, one leg in front, one leg trailing, dragging at least one foot.			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	<ul style="list-style-type: none"> • Upper body facing forward • Upper body square to line of flight 	-	-	-
Orientation	Upper body vertical	-	Less than 30° off vertical orientation	More than 30° off vertical orientation
Legs	<ul style="list-style-type: none"> • Legs to one side straight, knees locked • Feet far apart, one in front of the other • At least one foot dragging 	<ul style="list-style-type: none"> • Legs to the side more than 45° from the vertical axis • Angle between legs more than 45° 	<ul style="list-style-type: none"> • Legs to the side between 15° and 30° from the vertical axis • Angle between legs from 15° to 30° 	<ul style="list-style-type: none"> • Legs to the side less than 15° from the vertical axis • Angle between legs less than 15°
Minimum requirement	Legs to one side, at least one foot dragging			

DOD	1.3			
Cross-up	<p>Body vertical and straight.</p> <p>Both legs crossed and in-line with body, both feet dragging at the same time.</p>			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Upper body straight	-	Bend in hip or torso less than 30°	Bend in hip or torso more than 30°
Orientation	Upper body vertical	-	-	-
Legs	<ul style="list-style-type: none"> • Legs in line with body • Crossed below knees • Both feet dragging 	-	Knees bent more than 30°	Knees bent more than 60°
Minimum requirement	Legs crossed, both feet dragging at the same time			

DOD	1.4			
Nac-Nac	<p>Body vertical and straight.</p> <p>Legs straight, one leg in front, one leg trailing, feet in-line with body.</p> <p>Forward foot dragging the heel, trailing foot dragging the toes.</p> <p>Both feet dragging at the same time.</p>			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Upper body facing forward	-	-	-
Orientation	Vertical	-	Less than 30° off vertical orientation	More than 30° off vertical orientation
Legs	<ul style="list-style-type: none"> • Legs inline straight • Both feet dragging • Front Leg dragging with the heel • Trailing foot dragging with the toes 	Full split	Angle between legs from 30° to 45°	Legs dragging outside shoulder width
Minimum requirement	One leg in front, one leg behind, both feet dragging at the same time			

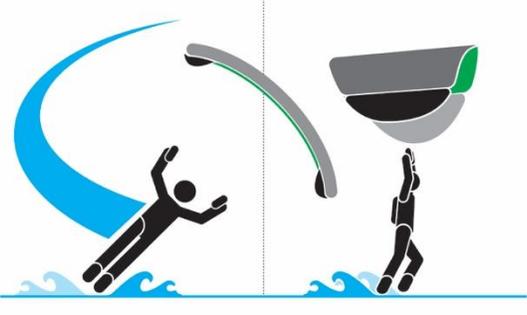
DOD	1.5			
“T”	<p>Body vertical and straight.</p> <p>One leg straight and vertical, foot dragging, other leg straight and horizontal.</p>			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Upper body straight and facing forward	-	-	-
Orientation	Vertical	-	Up to 30° off vertical orientation	More than 30° off vertical orientation
Legs	<ul style="list-style-type: none"> • Dragging leg straight • Foot dragging • Non-dragging leg straight and horizontal 	-	<ul style="list-style-type: none"> • Dragging leg knee bent less than 30° • Non-dragging leg bent less than 30° or angled less than 120° from body 	<ul style="list-style-type: none"> • 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	<p>Upper body vertical and straight, buttocks close to surface.</p> <p>One leg straight in front, dragging heel.</p> <p>Other leg bent at knee close to the chest, dragging foot.</p> <p>Both feet dragging at the same time.</p>			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	<ul style="list-style-type: none"> • Upper body straight and facing forward • Buttocks close to surface 	-	Upper body leaning back slightly	Upper body leaning back significantly
Orientation	Upper body vertical	-	-	-
Legs	<ul style="list-style-type: none"> • Straight leg horizontal (90° to upper body), knee locked, dragging heel • Knee of bent leg close to chest, foot dragging. 	-	<ul style="list-style-type: none"> • Straight leg has knee bent less 30° • Knee of bent leg slightly away from chest 	<ul style="list-style-type: none"> • Straight leg has knee bent more than 30° • Knee of bent leg significantly away from chest
Minimum requirement	Buttocks close to surface, both feet dragging at the same time			

DOD	1.9			
Method	<p>Upper body square to the line of flight (chest facing forward).</p> <p>Lower body rotated 90° from the upper body (torso), feet apart and both feet dragging at the same time.</p>			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	<ul style="list-style-type: none"> Upper body, chest facing forward Lower body rotated 90° degrees from upper body 	-	Rotation less than 75°	Rotation less than 60°
Orientation	Vertical	-	Less than 30° off vertical orientation	More than 30° off vertical orientation
Legs	<ul style="list-style-type: none"> Feet far apart Both dragging 	-	Feet close together	-
Minimum requirement	Lower body rotation minimum of 45°, both feet dragging at the same time			

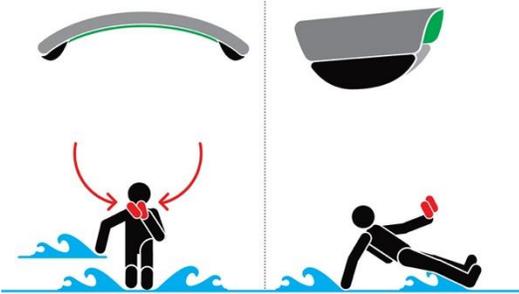
DOD	2.1			
Superman	<p>Body straight, facing and leaning forward.</p> <p>Chest close to surface.</p> <p>Both feet dragging at the same time.</p>			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	<ul style="list-style-type: none"> Body facing forward and straight Rigid from head to feet 	-	<ul style="list-style-type: none"> Bent in knee, hip or torso less than 30° Slightly arched 	Bent in knee, hip or torso more than 30°
Orientation	<ul style="list-style-type: none"> Body almost horizontal, leaning forward As close to surface as possible 	Body less than 30° from surface	Body between 30° and 45° from surface	Body more than 45° from surface
Legs	<ul style="list-style-type: none"> Legs inline Both feet dragging 	Legs locked together	Legs wider than body apart	-
Minimum requirement	Body leaning forward, both feet dragging at the same time			

DOD	2.3			
Walnut	Upper body straight and rigid from knees to the head, facing and leaning forward. Both knees dragging at the same time 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 less than 30°	Bent in hip or torso more than 30°
Orientation	Leaning forward	Leaning forward more than 45°	-	-
Legs	<ul style="list-style-type: none"> • Legs in line with body • Both knees dragging • Knees bent, feet near buttocks 	Knees close together	<ul style="list-style-type: none"> • Knees apart, wider than body width • Feet slightly away from buttocks 	Feet significantly away from buttocks
Minimum requirement	Both knees dragging at the same time			

DOD	2.6			
Boomerang	Body straight and chest facing forward. Carving the wing in a banked turn. At least one foot dragging. Lower body side close to the surface.			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	<ul style="list-style-type: none"> • Upper body square to line of flight • Chest facing forward • Lower body side 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	-	-
Line of flight	Carve with a bank of at least 45°	Carve with a bank of more than 60°	-	-
Minimum requirement	Carve must be shown, at least one foot dragging			

DOD	2.7			
Lazy Boy	<p>Body straight from head to feet and almost horizontal, leaning back.</p> <p>Legs extended out in front, both feet dragging at the same time.</p>	<p>The diagram illustrates the Lazy Boy maneuver. On the left, a silhouette of a person is shown in a horizontal, slightly arched position with arms raised and legs extended forward. Above it is a canopy with a green leading edge. On the right, a silhouette of a person is shown in a more pronounced arch, leaning back. Above it is a canopy with a black leading edge. The background shows blue waves.</p>		
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Body straight and rigid from head to feet	Looking up or to the side	-	-
Orientation	<ul style="list-style-type: none"> • Almost horizontal body facing upwards • Leaning back • As close to surface as possible 	Body less than 30° from surface	Body between 45° and 60° from the surface	-
Legs	<ul style="list-style-type: none"> • Legs and feet together • Knees locked while dragging • Both feet dragging at the same time 	-	<ul style="list-style-type: none"> • Bend in knee, hip, or torso less than 30° • Legs apart wider than body 	Bend in knee, hip or torso more than 30°
Minimum requirement	Body leaning backward, both feet dragging at the same time			

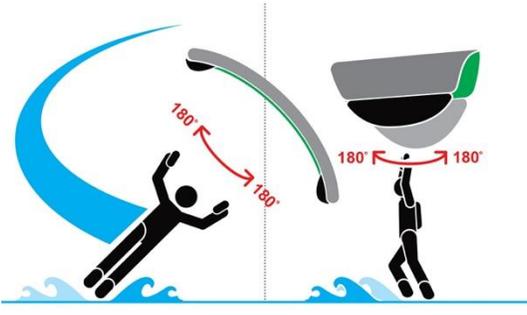
DOD	3.5			
Switchblade	<p>Both toggles in one hand and in front of body.</p> <p>Upper body facing forward in the direction of flight.</p> <p>Dragging at least one foot.</p>	<p>The diagram illustrates the Switchblade maneuver. On the left, a silhouette of a person is shown in a vertical position with both hands holding a red toggle in front of their chest. Red arrows point from the toggles towards the person's chest. Above it is a canopy with a green leading edge. On the right, a silhouette of a person is shown in a vertical position with one hand holding a red toggle. Above it is a canopy with a black leading edge. The background shows blue waves.</p>		
	Details	Increased difficulty	Minor mistake	Major mistake
Body	<ul style="list-style-type: none"> • Upper body square to line of flight • Chest facing forward • Both toggles in one hand and in front of body 	<ul style="list-style-type: none"> • Switch to toggles in both hands • Extra trick (wave, blow kiss, etc.) 	<ul style="list-style-type: none"> • Upper body twisted less than 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, at least one foot dragging			

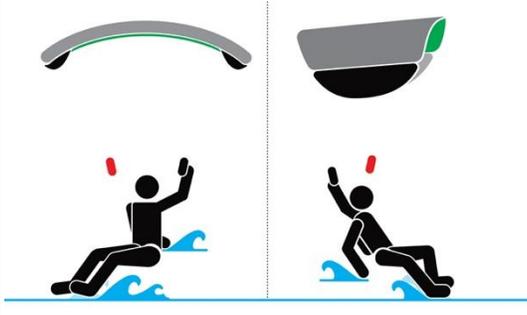
DOD	3.8			
Switchcow	Both toggles in one hand and in front of body. The other hand dragging and at least one foot (heel) dragging. Upper body facing forward, body leaning back.			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	<ul style="list-style-type: none"> Upper body facing forward Both toggles in one hand in front of body, dragging other hand 	<ul style="list-style-type: none"> Switch to toggles in both hands Extra trick (wave, blow kiss, etc.) 	<ul style="list-style-type: none"> 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, other hand dragging, at least one foot dragging			

DOD	4.1			
Lazyswitch	Switchblade while in Lazyboy position. Body straight and rigid from head to feet. Body almost horizontal, leaning back. Legs extended out in front, both feet dragging at the same time. Both toggles in one hand and in front of body.			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	<ul style="list-style-type: none"> Body straight and rigid from head to feet Both toggles in one hand and in front 	<ul style="list-style-type: none"> Looking up or to the side Switch to toggles in both hands Extra trick (wave, blow kiss, etc.) 	-	Toggles in one hand only momentarily
Orientation	<ul style="list-style-type: none"> Almost horizontal and facing upwards Leaning back As close to surface as possible 	Body less than 30° from surface	Body between 45° and 60° from the surface	-
Legs	<ul style="list-style-type: none"> Legs and feet together Knees locked while dragging Both feet dragging at the same time 	-	<ul style="list-style-type: none"> Bend in knee, hip, torso up to 30° Legs wider than body apart 	Bend in knee, hip or torso more than 30°
Minimum requirement	Body leaning backward, both feet dragging at the same time, both toggles in one hand			

DOD	4.3			
Blind Man	Rotating the entire body 180° in either direction. Dragging with at least one foot. Rotation without losing contact with the surface.			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	<ul style="list-style-type: none"> Knees slightly bent. Rotating full 180° from direction of flight while dragging 	-	Rotating 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	-	-	Momentarily losing contact with surface during any part of the rotation
Minimum requirement	Rotation minimum of 120°, at least one foot dragging			

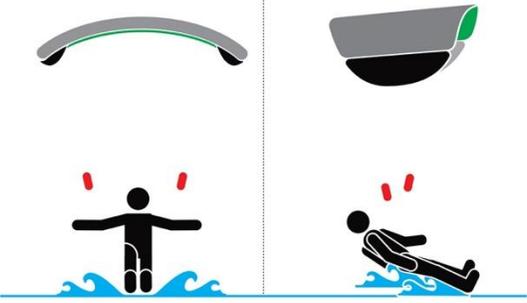
DOD	4.5			
Boomcow	Outside hand on the controls. Inside hand off the controls and dragging. Both legs extended to one side. Dragging at least one foot. Carving the wing in a banked turn. Lower body close to the surface.			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Lower body close to surface	-	-	Hand and feet not dragging at the same time
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	-	-
Line of flight	Carve with bank at least 45°	Carve with bank more than 60°	-	-
Minimum requirement	At least one foot and one hand dragging whilst carving			

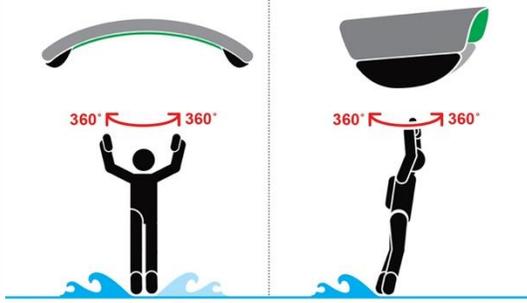
DOD	4.6			
Blindboom	Rotating entire body 180°, while carving with banked wing. Close to the surface. Knees slightly bent. Dragging at least one foot.			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	<ul style="list-style-type: none"> Rotating full 180° from direction of flight Rotating and carving while dragging 	-	Rotating 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	<ul style="list-style-type: none"> Body more than 60° from surface Knees bent more than 45°
Legs	Knees slightly bent	Dragging both feet	-	Momentarily losing contact with surface during any part of the rotation
Line of flight	Carve with banking at least 45°	Carving more than 60°	Carving between 30° and 45°	-
Minimum requirement	Rotation minimum of 120°, carve must be shown, at least one foot dragging			

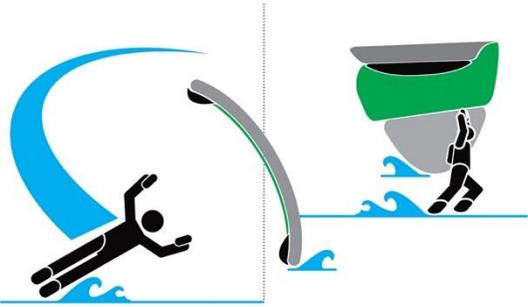
DOD	4.7			
Cowboy	One hand on the controls while the other hand off the controls and dragging. Both legs extended to one side while dragging at least one foot.			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	<ul style="list-style-type: none"> Low to surface Shoulder line horizontal and level One hand off controls dragging, other hand on controls 	-	<ul style="list-style-type: none"> Shoulder level between 15° and 30° off Hand dragging to the side, not behind the body 	<ul style="list-style-type: none"> Shoulder level more than 30° off Both controls in one hand
Orientation	Body leaning slightly backwards	Body vertical	-	-
Legs	<ul style="list-style-type: none"> Legs extended to side One hand and at least one foot dragging simultaneously 	-	-	Legs not to the side of the body
Minimum requirement	One hand on controls, other hand dragging, at least one foot dragging on the same side as the hand			

DOD	4.8			
Ghost Rider	<p>Hands completely off controls (toggles and risers must remain free).</p> <p>Body facing forward.</p> <p>Feet underneath body, dragging at least one foot.</p>			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	<ul style="list-style-type: none"> • Body straight • Both hands off controls • Hands/arms extended to the sides during execution 	<ul style="list-style-type: none"> • Back to toggles • Extra trick (wave, blow kiss, etc.) 	Hands off but close to controls	-
Orientation	Vertical	-	Up to 30° off vertical orientation	More than 30° off vertical orientation
Legs	<ul style="list-style-type: none"> • At least one foot dragging • Legs straight 	-	-	-
Minimum requirement	Both hands off controls, at least one foot dragging			

DOD	4.8			
Tick Jockey	<p>Body arched.</p> <p>Both toggles in one hand and in front of the body.</p> <p>Simultaneously, one foot is held behind the back with the other hand.</p> <p>The other foot dragging.</p>			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	<ul style="list-style-type: none"> • Arched as much as possible • Both toggles in one hand in front of body • Other hand grabbing foot behind body 	Back to both toggles	Body straight	Body de-arched
Orientation	Vertical	-	-	-
Legs	One foot dragging	-	-	-
Minimum Requirement	Both toggles in one hand, other hand holding/grabbing foot, other foot dragging			

DOD	5.0			
Lazyghost	<p>Body horizontal and facing upwards while low to the surface (45° degrees from surface).</p> <p>Body straight from head to feet and leaning back, both feet dragging at the same time.</p> <p>Hands off controls (toggles and risers).</p>			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	<ul style="list-style-type: none"> • Straight and rigid from head to feet • Both hands off and away from controls 	<ul style="list-style-type: none"> • Extra trick (wave, blow kiss, etc.) • Looking up or to the side 	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • Legs and feet together • Knees locked while dragging 	-	Legs wider than body apart	-
Minimum requirement	Body leaning backward, both hands off controls, both feet dragging at the same time			

DOD	5.2			
Miracle Man	<p>Rotation of the entire body (360°), dragging with at least one foot.</p> <p>Knees slightly bent.</p> <p>Rotation without losing contact with the surface.</p>			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Rotating full 360° from direction of flight		Rotating less than 360°	Rotating less than 330°
Orientation	Vertical	-	Body between 15° and 30° off vertical	Body more than 30° off vertical and/or knees bent more than 45°
Legs	<ul style="list-style-type: none"> • Knees slightly bent • Dragging while rotating 	-	-	Momentarily losing contact with surface during any part of the rotation
Minimum requirement	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 dragging.			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	<ul style="list-style-type: none"> • 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
Orientation	Facing forward and	-	-	-
Legs	Dragging at least one foot	Dragging both feet	-	Momentarily losing foot contact with surface during any part of the end-cell dragging
Line of flight	Carve	Carving more than 60°	-	-
Minimum requirement	At least one foot dragging, end-cell dragging			

ANNEX C: ROUTINE DESCRIPTION SHEET FOR THE FREESTYLE EVENT

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.

Competitor Number		Competitor Name		Country	
Round	Option	Move name	Move description	Type of move/s	
1	A.			Single move only	
	B.			Single move only	
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			

ANNEX D: 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 Annexe 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.

ANNEX E: VIDEO REVIEW FORM

<p>VIDEO REVIEW REQUEST</p> <p>Competitor Name:</p> <p>Competitor #: Round #:</p> <p>CP Freestyle Event: <input type="checkbox"/> Penalty <input type="checkbox"/> Scoring</p>	<p>ORIGINAL ASSESSMENT</p> <p>Examples: ME UP, WL DN</p>																		
<p>VIDEO REVIEW PANEL</p> <p>Judge 1: Judge 4:</p> <p>Judge 2: Judge 5:</p> <p>Judge 3: Event Judge:</p>																			
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="background-color: black; color: white; padding: 5px;">VIDEO REVIEW PANEL - PENALTY DECISION</td> <td style="padding: 5px;"> <p><input type="checkbox"/> 5:0 <input type="checkbox"/> 4:1 <input type="checkbox"/> 3:2 VRP Call</p> </td> <td style="padding: 5px;"> <p>DECISION SYSTEM</p> <p><input type="checkbox"/> Thumbs UP/DOWN</p> <p><input type="checkbox"/> Command</p> <p><input type="checkbox"/> YES/NO on paper</p> </td> </tr> <tr> <td colspan="3" style="padding: 5px;"> <p>VIDEO REVIEW PANEL - RESULT</p> <p><input type="checkbox"/> VRP Call same as INITIAL ASSESSMENT → NO CHANGE</p> <p><input type="checkbox"/> VRP Call different from INITIAL ASSESSMENT</p> <p> ↳ <input type="checkbox"/> 5:0 VRP Call → SCORE CHANGE</p> <p> ↳ <input type="checkbox"/> 4:1 / 3:2 VRP Call → NO CHANGE</p> </td> </tr> </table>		VIDEO REVIEW PANEL - PENALTY DECISION	<p><input type="checkbox"/> 5:0 <input type="checkbox"/> 4:1 <input type="checkbox"/> 3:2 VRP Call</p>	<p>DECISION SYSTEM</p> <p><input type="checkbox"/> Thumbs UP/DOWN</p> <p><input type="checkbox"/> Command</p> <p><input type="checkbox"/> YES/NO on paper</p>	<p>VIDEO REVIEW PANEL - RESULT</p> <p><input type="checkbox"/> VRP Call same as INITIAL ASSESSMENT → NO CHANGE</p> <p><input type="checkbox"/> VRP Call different from INITIAL ASSESSMENT</p> <p> ↳ <input type="checkbox"/> 5:0 VRP Call → SCORE CHANGE</p> <p> ↳ <input type="checkbox"/> 4:1 / 3:2 VRP Call → NO CHANGE</p>														
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<p>VIDEO REVIEW PANEL - RESULT</p> <p><input type="checkbox"/> VRP Call same as INITIAL ASSESSMENT → NO CHANGE</p> <p><input type="checkbox"/> VRP Call different from INITIAL ASSESSMENT</p> <p> ↳ <input type="checkbox"/> 5:0 VRP Call → SCORE CHANGE</p> <p> ↳ <input type="checkbox"/> 4:1 / 3:2 VRP Call → NO CHANGE</p>																			
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="background-color: black; color: white; padding: 5px;">VIDEO REVIEW PANEL - SCORING DECISION</td> <td style="width: 20%;"></td> </tr> <tr> <td style="text-align: center; padding: 5px;"><input style="width: 100%; height: 30px;" type="text"/></td> <td style="text-align: center; padding: 5px;"><input style="width: 100%; height: 30px;" type="text"/></td> <td style="text-align: center; padding: 5px;"><input style="width: 100%; height: 30px;" type="text"/></td> <td style="text-align: center; padding: 5px;"><input style="width: 100%; height: 30px;" type="text"/></td> <td style="text-align: center; padding: 5px;"><input style="width: 100%; height: 30px;" type="text"/></td> <td style="text-align: center; padding: 5px;"><input style="width: 100%; height: 30px;" type="text"/></td> </tr> <tr> <td style="text-align: center; padding: 5px;">Judge 1</td> <td style="text-align: center; padding: 5px;">Judge 2</td> <td style="text-align: center; padding: 5px;">Judge 3</td> <td style="text-align: center; padding: 5px;">Judge 4</td> <td style="text-align: center; padding: 5px;">Judge 5</td> <td></td> </tr> </table>		VIDEO REVIEW PANEL - SCORING DECISION						<input style="width: 100%; height: 30px;" type="text"/>	Judge 1	Judge 2	Judge 3	Judge 4	Judge 5						
VIDEO REVIEW PANEL - SCORING DECISION																			
<input style="width: 100%; height: 30px;" type="text"/>	<input style="width: 100%; height: 30px;" type="text"/>	<input style="width: 100%; height: 30px;" type="text"/>	<input style="width: 100%; height: 30px;" type="text"/>	<input style="width: 100%; height: 30px;" type="text"/>	<input style="width: 100%; height: 30px;" type="text"/>														
Judge 1	Judge 2	Judge 3	Judge 4	Judge 5															
<p>CERTIFICATION</p> <p>Chief Judge:</p> <p>Date:</p>	<p>FINAL ACTION</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>																		

ANNEX F: RE-JUMP FORM

Re-Jump Authorisation	Load Information
Competitor Name: _____ Start #: _____ Round #: _____ CJ/EJ Signature: _____	1 st Call Time: _____ Boarding Time: _____ Aircraft: _____

Re-Jump Authorisation	Load Information
Competitor Name: _____ Start #: _____ Round #: _____ CJ/EJ Signature: _____	1 st Call Time: _____ Boarding Time: _____ Aircraft: _____

Re-Jump Authorisation	Load Information
Competitor Name: _____ Start #: _____ Round #: _____ CJ/EJ Signature: _____	1 st Call Time: _____ Boarding Time: _____ Aircraft: _____

ANNEX G: CHALLENGE FORM

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

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

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

CERTIFICATION	
<p>Chief Judge: _____</p> <p>Date: _____</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 _____ CHF (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

ANNEX H: DOD FUSIONS AND SEQUENTIAL MOVES

DOD FUSIONS AND SEQUENTIAL MOVES IN POINTS ORDER

Crane + Superman	2.3	Sequential	
CraneSuper	2.4	Fusion	Crane leaning to Superman
Superman + Cross-up	2.5	Sequential	
SuperWalnut	2.5	Fusion	Superman with knees of Walnut
Superman + Walnut	2.9	Sequential	
Boomerang + Can-Can	2.9	Sequential	
CraneBoom	3.0	Fusion	Crane while in the carve
BoomNac	3.0	Fusion	Legs of a NacNac while carving
NacNac + Superman	3.1	Sequential	
Superman + Method	3.1	Sequential	
Boomerang + Superman	3.2	Sequential	
Superman + Boomerang	3.3	Sequential	
Boomerang + Method	3.4	Sequential	
BoomMeth	3.4	Fusion	While in a Boomerang doing a Method
Method + Superman	3.5	Sequential	
BoomNac + Superman	3.6	Sequential	Fusion plus Sequential
BoomSuper	3.6	Fusion	While in a Boomerang doing a Superman
Nac-Nac + Lazy Boy	3.6	Sequential	
Lazycow	3.6	Fusion	One hand off controls dragging water while in a lazyboy position
Method + Lazy Boy	3.8	Sequential	
Flex Head + Lazy Boy	3.8	Sequential	
Method + Boomerang + Superman	3.8	Sequential	
T + Crane + Superman	3.9	Sequential	
Crane + Switchblade	4.0	Sequential	
Switchblade + Nac Nac	4.0	Sequential	

LazySwitch	4.1	Fusion	Switchblade while in a Lazyboy position
SwitchNac	4.2	Fusion	Switchblade while feet are in Nac-Nac position
BoomMeth + Superman	4.2	Sequential	Fusion plus Sequential
LazySwitchcow	4.3	Fusion	Lazyboy with switchcow hand drag
Switchblade + Method	4.4	Sequential	
Method + Switchblade	4.4	Sequential	
Switchblade + Superman	4.4	Sequential	
SwitchCow + Lazyboy	4.5	Sequential	
Superman + Switchblade	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
Boomerang + Switchcow	5.0	Sequential	
BoomSwitch	5.1	Fusion	Switchblade while carving
Boomerang + Lazyswitch	5.1	Sequential	Sequential plus Fusion
Lazyswitch + Superman	5.2	Sequential	Fusion plus Sequential
Lazycow + Lazyghost	5.2	Sequential	Fusion plus Fusion
Tick Jockey + Superman	5.3	Sequential	
BoomCow	5.3	Fusion	Cowboy while carving
Method + Cowboy	5.3	Sequential	
Blind Man + Jesus	5.3	Sequential	three steps need to be done
BoomSwitchcow	5.4	Fusion	Switchcow while carving
Blind Man + Superman	5.4	Sequential	
Switchblade + Lazy Boy	5.4	Sequential	
BoomMeth + Lazy Boy	5.4	Sequential	Fusion plus Sequential

Boomerang + Lazyboy + Switchcow	5.4	Sequential	
TickSuper	5.5	Fusion	Tick Jockey in superman leaning position
Cowboy + Superman	5.5	Sequential	
Knuckledragger	5.5	Single	
Cowboy + Lazyboy	5.5	Sequential	
Superman + walnut + Lazy Boy	5.6	Sequential	
Superman + Tick Jockey	5.6	Sequential	
Boomerang + Lazyswitch	5.6	Sequential	
Ghost Rider + Superman	5.7	Sequential	
Boomerang + Tick Jockey	5.7	Sequential	
Lazyghost + Method	5.8	Sequential	
Banjo Patterson	5.8	Single	
Knuckledragger / Handyman carve (nofeet) + Superman	6.0	Sequential	
Lazy Boy + Ghost Rider	6.0	Sequential	
Lazy Boy + Tick Jockey	6.1	Sequential	
BoomCow + Superman	6.1	Sequential	Fusion plus Sequential
Blind Man + Lazy Boy	6.3	Sequential	
BlindSwitch	6.3	Fusion	Switchblade flying blind
Method + Cowboy + Superman	6.3	Sequential	
Boomerang + Blind Man	6.4	Sequential	
Superman + Miracle Man	6.4	Sequential	
Double Cowboy	6.5	Sequential	First one side, then the other side
Ghost Rider + Lazy Boy	6.5	Sequential	
Ghostjockey	6.5	Fusion	Tickjockey with both hands of controls
Switchblade + Ghost Rider	6.7	Sequential	
BoomSuper + Tick Jockey	6.8	Sequential	Fusion plus Sequential
BlindSwitchCow	6.8	Fusion	Switchcow flying blind
Wingover + Lazy Boy	6.9	Sequential	
Blind Man + Switchblade	6.9	Sequential	

Cowboy + Ghostrider	6.9	Sequential	
Tick Jockey + Lazy Boy	7.0	Sequential	
Blind Man + Switchcow	7.1	Sequential	
Boomerang + Blindman + Superman	7.2	Sequential	
Ghostjockey + Lazyboy	7.2	Sequential	Fusion plus Sequential
BoomSwitch + Lazy Boy	7.3	Sequential	Fusion plus Sequential
Switchblade + Lazy Boy + Superman	7.3	Sequential	
Boomerang + Switchblade + Lazy Boy	7.5	Sequential	
TickBoy (TickJokey + Lazyboy)	7.5	Fusion	Tickjockey + Switchblade are one already – and all in lazy position
Switchblade + Blind Man	7.6	Sequential	
Banjo Patterson + Superman	7.6	Sequential	
Switchblade + Ghost Rider + Lazy Boy	8.2	Sequential	
BlindBoom + Cowboy	8.3	Sequential	
Miracle Man + Ghost Rider + Lazy Boy	8.5	Sequential	
Blind Man + Miracle Man + Switchblade	8.7	Sequential	

DOD FUSIONS AND SEQUENTIAL MOVES IN ALPHABETICAL ORDER

Banjo Patterson	5.8	Single	
Banjo Patterson + Superman	7.6	Sequential	
Blind Man + Jesus	5.3	Sequential	three steps need to be done
Blind Man + Lazy Boy	6.3	Sequential	
Blind Man + Miracle Man + Switchblade	8.7	Sequential	
Blind Man + Superman	5.4	Sequential	
Blind Man + Switchblade	6.9	Sequential	
Blind Man + Switchcow	7.1	Sequential	
BlindBoom + Cowboy	8.3	Sequential	
BlindSwitch	6.3	Fusion	Switchblade flying blind
BlindSwitchCow	6.8	Fusion	Switchcow flying blind
BoomCow	5.3	Fusion	Cowboy while carving
BoomCow + Superman	6.1	Sequential	Fusion plus Sequential
Boomerang + Blind Man	6.4	Sequential	
Boomerang + Blindman + Superman	7.2	Sequential	
Boomerang + Can-Can	2.9	Sequential	
Boomerang + Lazy Boy	4.8	Sequential	
Boomerang + Lazyboy + Switchcow	5.4	Sequential	
Boomerang + Lazyswitch	5.1	Sequential	Sequential plus Fusion
Boomerang + Lazyswitch	5.6	Sequential	
Boomerang + Method	3.4	Sequential	
Boomerang + Superman	3.2	Sequential	
Boomerang + Switchblade	4.7	Sequential	
Boomerang + Switchblade + Lazy Boy	7.5	Sequential	
Boomerang + Switchcow	5.0	Sequential	
Boomerang + Tick Jockey	5.7	Sequential	
BoomMeth	3.4	Fusion	While in a Boomerang doing a Method
BoomMeth + Lazy Boy	5.4	Sequential	Fusion plus Sequential

BoomMeth + Superman	4.2	Sequential	Fusion plus Sequential
BoomNac	3.0	Fusion	Legs of a NacNac while carving
BoomNac + Superman	3.6	Sequential	Fusion plus Sequential
BoomSuper	3.6	Fusion	While in a Boomerang doing a Superman
BoomSuper + Tick Jockey	6.8	Sequential	Fusion plus Sequential
BoomSwitch	5.1	Fusion	Switchblade while carving
BoomSwitch + Lazy Boy	7.3	Sequential	Fusion plus Sequential
BoomSwitchcow	5.4	Fusion	Switchcow while carving
Cowboy + Ghostrider	6.9	Sequential	
Cowboy + Lazyboy	5.5	Sequential	
Cowboy + Superman	5.5	Sequential	
Crane + Superman	2.3	Sequential	
Crane + Switchblade	4.0	Sequential	
CraneBoom	3.0	Fusion	Crane while in the carve
CraneSuper	2.4	Fusion	Crane leaning to Superman
Double Cowboy	6.5	Sequential	First one side, then the other side
Flex Head + Lazy Boy	3.8	Sequential	
Ghost Rider + Lazy Boy	6.5	Sequential	
Ghost Rider + Superman	5.7	Sequential	
Ghostjockey	6.5	Fusion	Tickjockey with both hands of controls
Ghostjockey + Lazyboy	7.2	Sequential	Fusion plus Sequential
Knuckledragger	5.5	Single	
Knuckledragger / Handyman carve (nofeet) + Superman	6.0	Sequential	
Lazy Boy + Ghost Rider	6.0	Sequential	
Lazy Boy + Superman	4.7	Sequential	
Lazy Boy + Switchblade	4.8	Sequential	
Lazy Boy + Tick Jockey	6.1	Sequential	
Lazycow	3.6	Fusion	One hand off controls dragging water while in a lazyboy position
Lazycow + Lazyghost	5.2	Sequential	Fusion plus Fusion

Lazyghost + Method	5.8	Sequential	
LazySwitch	4.1	Fusion	Switchblade while in a Lazyboy position
Lazyswitch + Superman	5.2	Sequential	Fusion plus Sequential
LazySwitchcow	4.3	Fusion	Lazyboy with switchcow hand drag
Method + Blindman	4.9	Sequential	
Method + Boomerang + Superman	3.8	Sequential	
Method + Cowboy	5.3	Sequential	
Method + Cowboy + Superman	6.3	Sequential	
Method + Lazy Boy	3.8	Sequential	
Method + Superman	3.5	Sequential	
Method + Switchblade	4.4	Sequential	
Miracle Man + Ghost Rider + Lazy Boy	8.5	Sequential	
Nac-Nac + Lazy Boy	3.6	Sequential	
NacNac + Superman	3.1	Sequential	
Superman + Boomerang	3.3	Sequential	
Superman + Cross-up	2.5	Sequential	
Superman + Lazy Boy	4.9	Sequential	
Superman + Method	3.1	Sequential	
Superman + Miracle Man	6.4	Sequential	
Superman + Switchblade	4.6	Sequential	
Superman + Tick Jockey	5.6	Sequential	
Superman + Walnut	2.9	Sequential	
Superman + walnut + Lazy Boy	5.6	Sequential	
SuperWalnut	2.5	Fusion	Superman with knees of Walnut
Switchblade + Blind Man	7.6	Sequential	
Switchblade + Ghost Rider	6.7	Sequential	
Switchblade + Ghost Rider + Lazy Boy	8.2	Sequential	
Switchblade + Lazy Boy	5.4	Sequential	
Switchblade + Lazy Boy + Superman	7.3	Sequential	
Switchblade + Method	4.4	Sequential	

Switchblade + Nac Nac	4.0	Sequential	
Switchblade + Superman	4.4	Sequential	
SwitchCow + Lazyboy	4.5	Sequential	
SwitchNac	4.2	Fusion	Switchblade while feet are in Nac-Nac position
SwitchSuper	5.0	Fusion	Switchblade in a Superman position, with arm extended
T + Crane + Superman	3.9	Sequential	
Tick Jockey + Lazy Boy	7.0	Sequential	
Tick Jockey + Superman	5.3	Sequential	
TickBoy (TickJokey + Lazyboy)	7.5	Fusion	Tickjockey + Switchblade are one already – and all in lazy position
TickSuper	5.5	Fusion	Tick Jockey in superman leaning position
Wingover + Lazy Boy	6.9	Sequential	



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