

# AE Intermediate Test Event



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# Appendix A.2: Freestyle Skydiving Compulsory Sequences (Intermediate Test Event)

## 1. General

- 1.1. The order in which these Compulsory Sequences can be performed is determined by the team.
- 1.2. The team must submit the order of the Compulsory Sequences and their chosen Max Values before the start of the competition to the Chief Judge. (See Rules Specific to the Event, 3.2.4 and Appendix E.)
- 1.3. If the Judges determine that the Team has performed a lower Max Value of a Compulsory Sequence than the declared Max Value, the maximum score will be 0.5 points less than the lower Max Value actually performed.
- 1.4. The Compulsory Sequences must be performed in the submitted order.
- 1.5. The judging of each sequence begins when the judges see the team beginning the sequence from the described beginning position (after a transition from the previous move with or without a momentary stop).
- 1.6. No static start or stop is required unless indicated within the sequence.
- 1.7. The judging of each sequence ends when the judges see the team completes or abandons the performance requirements of that sequence.
- 1.8. The videographer must maintain proximity to the performer throughout each compulsory sequence, except where the Compulsory Sequence description specifically prescribes otherwise.
- 1.9. The video image must be upright with the sky in the upper portion of the frame throughout each Compulsory Sequence, except where the Sequence description specifically prescribes otherwise. Otherwise, the maximum possible score for the Compulsory Sequence is 85% of the Max Value.
- 1.10. The definition of each body position is described in Addendum B.
- 1.11. The competition for Intermediate follows the same order of jumps as Open: F-C-F-F-C-F-F, where F stands for a free routine round and C stands for compulsory round.
- 1.12. Scoring for Intermediate compulsory rounds will be as follows: The average score for each Compulsory Sequence will be multiplied by 0.3, the average score for Presentation will be multiplied by 0.1, and then the sum of these four (4) values will be rounded to the first decimal place.
- 1.13. B license minimum for performers. C license minimum for videographers.
- 1.14. Video examples of all compulsories can be found here: [www.xpascend.com/ae-intermediate](http://www.xpascend.com/ae-intermediate)

## 2. First FR Intermediate Compulsory Round (Round 2)

### 2.1. FR-11. Belly Carving Sequence with Barrel Roll

- 2.1.1 Sequence requirements:
  - The performer is in the belly-down orientation, facing the videographer.
  - The performer and videographer must orbit 360° around an imaginary center point.
  - During the 360° orbit, the performer must make one (1) full barrel roll.
  - The barrel rolling can be in either direction.
- 2.1.2 Videographer requirements:
  - Videographer must be on the same level as the performer (and show the performer on the horizon throughout the sequence).
  - Videographer must maintain the same distance from the performer throughout the sequence.
- 2.1.3 Max Value 7.5 pts: Belly Carving Sequence is performed as described above.
  - The waist/hips/knees may bend.
- 2.1.4 Max Value 10 pts: Layout Belly Carving Sequence with Barrel Roll
  - The move is performed as described above, and
  - The performer must maintain the layout position without a bend in the waist/hips/knees with the legs together throughout the sequence.

### 2.2. FR-12. Front Looping Sequence

- 2.2.1 Sequence requirements:

- Beginning is in a head-up orientation.
- Two (2) complete 360° front loop rotations, without stopping, must be performed.
- Looping movement must remain about a horizontal axis, without tilting or changing heading.

#### 2.2.2 Videographer requirements:

- Videographer must be on the same level with the performer and show the performer from the side at start of the sequence and must remain in place.

#### 2.2.3 Max Value 7.5 pts: Front Looping Sequence is performed as described above.

- The waist/hips/knees may bend.

#### 2.2.4 Max Value 10 pts: Layout Front Looping Sequence

- The move is performed as described above, and
- The torso must be straight and legs in line with torso, without any bend at the waist/hips/knees.

### 2.3. FR-13. Half Eagle Sequence

#### 2.3.1 Half Eagle Sequence

- The performer is in the belly-down orientation throughout the sequence.
- At the beginning and end, the performer is facing the videographer on the same level.
- The performer goes below the videographer as the videographer goes over the top, moving around an imaginary center between them so that both end up in opposite positions than they originally began.
- The half eagle should be performed as one continuous movement.
- The performer must make a half (180°) flat turn on the belly in the middle of the half eagle (when he/she is below the videographer).

#### 2.3.2 Videographer requirements:

- Synchronous with the performer's rotation, the videographer must perform a half (180°) camera rotation while above the performer in either direction as the Performer's rotation.
- At the beginning and end, the videographer must be on the same level.

#### 2.3.3 Max Value 7.5 pts: The Half Eagle Sequence is performed as described above.

#### 2.3.4 Max Value 10 pts: Half Eagle with 540° Rotation

- While passing underneath, the performer will flat spin 540° on the belly.
- Performer must be in the layout position during the 540° flat spin.

## 3. Second FR Intermediate Compulsory Round (Round 5)

### 3.1. FR-14 Angle Sequence

**This Compulsory Sequence must not be the first one performed, otherwise 70% will be deducted from the score.**

#### 3.1.1 Sequence requirements:

- Performer is flying at a minimum of 20° diagonally off vertical and horizontal compared to the horizon with the head low.
- Videographer must be on the same level as the performer.
- Videographer must show Performer from his/her side.
- The performer is angle-flying facing downward, with the head low, for minimum two (2) seconds.
- The horizon in the video image may be at any angle or level. (The position of the sky is the videographer's discretion.)

#### 3.1.2 Max Value 7.5 pts: Angle Sequence is performed as described above.

#### 3.1.3 Max Value 10 pts: Angle Sequence is performed in the layout position.

- The performer must maintain the layout position with no bend in the waist throughout the sequence.
- The horizon in the video image may be at any angle or level. (The position of the sky is the videographer's discretion.)

### 3.2. FR-15 Flip Through (Horizontal Twisting) Sequence

#### 3.2.1 Sequence requirements:

- At the beginning, the performer is in a belly-down orientation.
- For a complete Flip Through, the torso must roll 360° while simultaneously flat turning through 360° on a horizontal plane.

- The torso must be belly-down at the start of the rotation, on its side when 90° of the turn is complete, back-down when 180° of the turn is complete, and on the other side when 270° of the turn is complete.
- The face must remain facing the same direction (looking into the camera) throughout all the rotations.
- The rotational motion must be smooth and continuous.
- The torso must remain horizontal throughout the rotations.
- Two (2) complete rotations must be performed.

#### 3.2.2 Videographer requirements:

- The videographer must stay on the same level and remain in place.

#### 3.2.3 Max Value 7.5 pts: Flip Through (Horizontal Twisting) Sequence is performed as described above.

- The waist/hips/knees may bend, and the legs may separate more than shoulder width.

#### 3.2.4 Max Value 10 pts: Layout Flip Through (Horizontal Twisting) Sequence

- The move is performed as described above, and
- Legs must remain together and straight.

### 3.3. FR-16 Head-Down Carving Sequence

#### 3.3.1 Sequence requirement

- At the beginning, the performer must be in a head-down orientation, facing the videographer.
- The performer and videographer must orbit 360° around an imaginary center.

#### 3.3.2 Videographer requirements:

- Videographer must show the front of the performer throughout the sequence.
- Videographer must show the image as if the performer remains static with only the background moving.
- Videographer must be on the same level as the performer (and show the performer on the horizon) throughout the sequence.
- Videographer must maintain the same distance from the performer throughout the sequence.
- The sky may be in the upper OR lower portion of the frame throughout the sequence.

#### 3.3.3 Max Value 5.0 pts: Orientation may be back-fly or angle with head slightly low, and the performer must maintain eye contact with the videographer.

#### 3.3.4 Max Value 7.5 pts: Head-Down Carving Sequence is performed as described above in a head-down orientation, facing the videographer.

#### 3.3.5 Max Value 10 pts: Layout Head-Down Carving Sequence

- The move is performed as described above, and
- The performer must maintain the layout position throughout the sequence.

# Appendix B.2: Freeflying Compulsory Sequences (Intermediate Test Event)

## 1. General

- 1.1. The order in which these Compulsory Sequences can be performed is determined by the team.
- 1.2. The team must submit the order of the Compulsory Sequences and their chosen Max Values before the start of the competition to the Chief Judge. (See Rules Specific to the Event, 3.2.4 and Appendix E.)
- 1.3. If the Judges determine that the Team has performed a lower Max Value of a Compulsory Sequence than the declared Max Value, the maximum score will be 0.5 points less than the lower Max Value actually performed.
- 1.4. The Compulsory Sequences must be performed in the submitted order.
- 1.5. When the layout position is specified, both legs must be together (max shoulder width), with the knees straight, without any bend at the waist/hips.
- 1.6. The face-to-face requirement means that the performers must be with their heads at the same level and looking at each other.
- 1.7. Being on the same levels means that the Centers of Gravity (CGs) of the performers are at the same level.
- 1.8. The judging of each sequence begins when the Judges see the team begin the sequence from the described beginning position (after a transition from the previous move with or without a momentary stop).
- 1.9. The judging of each sequence ends when the Judges see the team completes or abandons the performance requirements of that sequence.
- 1.10. The videographer must maintain a consistent distance from the performer's center point throughout each Compulsory Sequence, except where the Compulsory Sequence description specifically prescribes otherwise.
- 1.11. The video image must be upright with the sky in the upper portion of the frame throughout each Compulsory Sequence, except where the Sequence description specifically prescribes otherwise. Otherwise, the maximum possible score for the Compulsory Sequence is 85% of the Max Value.
- 1.12. The competition for Intermediate follows the same order of jumps as Open: F-C-F-F-C-F-F, where F stands for a free routine round and C stands for compulsory round.
- 1.13. Scoring for Intermediate compulsory rounds will be as follows: The average score for each Compulsory Sequence will be multiplied by 0.3, the average score for Presentation will be multiplied by 0.1, and then the sum of these four (4) values will be rounded to the first decimal place.
- 1.14. For whatever is not explained in the Intermediate rules, the USPA Nationals AE Intermediate Test Event would use the Open rules for the answer.
- 1.15. B license minimum for performers. C license minimum for videographers.
- 1.16. Video examples of all compulsories can be found here: [www.xpascend.com/ae-intermediate](http://www.xpascend.com/ae-intermediate)

## 2. First FR Intermediate Compulsory Round (Round 2)

### 2.1. FF-11. Belly Carving Sequence

- 2.1.1 Sequence requirements:
  - Both performers are in the belly-down orientation, facing each other.
  - Both performers start carving around an imaginary center between them.
  - A minimum of 360° of carving must be performed by the performers.
  - The carving orbits must be round circular (not elliptical).
  - The performers must maintain the same distance from each other and remain facing one another throughout the sequence.
- 2.1.2 Videographer requirements:
  - Videographer must be carving around in the opposite direction of the performers, maintaining the same distance and be on the same level as the performers throughout the sequence.
  - A minimum of 360° of carving must be performed by the videographer, at the same angular speed as the performers.
- 2.1.3 Max Value 7.5 pts: Belly Carving Sequence is performed as described above.
  - The waist/hips/knees may bend.

#### 2.1.4 Max Value 10 pts: Layout Belly Carving Sequence

- The move is performed as described above, and
- The performers must maintain the layout position throughout the sequence.

### 2.2. FF-12. Synchronized Somersaults

#### 2.2.1 Sequence requirements:

- At the beginning and end, both performers are in a head-up orientation, side-by-side, on the same level and heading, facing the videographer.
- Both performers simultaneously perform one (1) full 360° back or front loop.
- Looping motion must be smooth, around the same horizontal axis, without wobbling.
- Both performers simultaneously end in a head-up orientation, side-by-side facing the videographer.
- The waist/hips/knees may be bent.

#### 2.2.2 Videographer requirements:

- At the beginning, the videographer must show the front of the performers.
- The videographer must stay on the same level as the performers' center point and remain in place throughout the sequence.
- The videographer must be positioned so that both performers and their grips are visible.

#### 2.2.3 Max Value 7.5 pts: Synchronized Somersaults

- The Synchronized Somersaults are performed as described above.

#### 2.2.4 Max Value 10 pts: Synchronized Somersaults with Grip

- The Synchronized Somersaults are performed as described above, and:
- At the beginning and end, both performers have a hand-to-hand grip (left-to-right, or right-to-left).
- The grip must be maintained throughout the sequence.

#### 2.2.5 Judging guidelines:

- When the grip is not hand-to-hand, 15% will be deducted.

### 2.3. FF-13. Half Eagle Sequence

#### 2.3.1 Sequence requirements:

- The performers are in the belly-down orientation throughout the sequence.
- At the beginning and end, the performers are side-by-side, facing the videographer on the same level.
- The performers go below the videographer as the videographer goes over the top, moving around an imaginary center between them so that both end up on the opposite side than they originally began. Performers may or may not elect to switch places relative to each other.
- The half eagle should be performed as one continuous movement.
- The performers must make a half (180°) flat turn on the belly in the middle of the half eagle (when they are below the videographer).
- Both performers must perform the flat turn in the same direction.

#### 2.3.2 Videographer requirements:

- Synchronous with the performers' rotation, the videographer must perform a half (180°) camera rotation while above the performers.
- The camera rotation may be in either direction.
- At the end, the videographer must be on the same level.

#### 2.3.3 Max Value 7.5 pts: The Half Eagle Sequence is performed as described above.

#### 2.3.4 Max Value 10 pts: Half Eagle Sequence with 540° Rotation

- The Half Eagle Sequence is performed as described above, but:
- While passing underneath, the performers will simultaneously flat spin 540° in the belly.
- Performers must be in the layout position during the 540° flat spins.

## 3. Second FF Intermediate Compulsory Round (Round 5)

### 3.1. FF-14. Angle Sequence

**This Compulsory Sequence must not be the first one performed, otherwise 70% will be deducted from the score.**

### 3.1.1 Sequence requirements:

- Performers are flying at a minimum of 20° diagonally off vertical and horizontal compared to the horizon with the head low.
- Videographer must be on the same level as the performers.
- The performers are angle-flying facing downward, with the head low, for a minimum two (2) seconds.

### 3.1.2 Videographer requirements:

- The videographer must show the side of the performers. The farther performer is hidden by the nearer performer.
- The videographer must be on the same level as the performers.

### 3.1.3 Max Value 7.5 pts: Angle Sequence is performed as described above.

### 3.1.4 Max Value 10 pts: Angle Sequence is performed in the layout position.

- The performers must maintain the layout position throughout the sequence.

## 3.2. FF-15. Single Cat Barrel Roll

### 3.2.1 Sequence requirements:

- Both performers are in belly-down orientation.
- One performer has grips on the lower legs or feet of the other performer, the right hand is on the right lower leg/foot and the left hand is on the left lower leg/foot.
- The upper legs should be in line with the torso.
- Both performers simultaneously perform one (1) full 360° barrel roll along the same axis, maintaining the same heading.
- The barrel rolling can be in either direction.

### 3.2.2 Videographer requirements:

- At the beginning, the videographer must be in line with the body Left-Right axes of the performers showing a side of the performers.
- Videographer must be on the same level as the performers' center point and remain in place throughout the sequence.

### 3.2.3 Max Value 7.5 pts: Single Cat Barrel Roll is performed as described above.

### 3.2.4 Max Value 10 pts: Single Cat Barrel Roll in layout position.

- The move is performed as described above, and
- The performers must maintain the layout position throughout the sequence.

## 3.3. FF-16. 2-way Over/Under

### 3.3.1 Sequence requirements:

- Both performers are in a belly-down orientation throughout the sequence.
- At the beginning and end, both performers are level with each other and on level with the videographer.
- One performer goes below the other performer, as the other performer moves over the top, moving around an imaginary center between them.
- The movement continues until the performers end up in their relative beginning positions.
- The Over/Under should be performed as one continuous movement.
- The Over/Under must remain on the same heading.

### 3.3.2 Videographer requirements:

- The videographer must be on the same level with the performers' center point throughout the sequence.

### 3.3.3 Max Value 7.5 pts: 2-Way Over/Under is performed as described above, and:

- The performers must move sideways as they move over/under one another.
- The videographer must show the Over/Under from the front, with both performers facing the camera throughout the sequence.

### 3.3.4 Max Value 10 pts: 2-Way Over/Under is performed as described above, and:

- At the beginning and end, the performers are facing each other, on level with each other and on level with the videographer.
- While moving over/under one another, the performers must move forward or backward.
- When halfway through the Over/Under, both performers are facing away from each other.
- The videographer must show the performers from their side throughout the sequence.



# Appendix C: Scoring Free Routines

This section includes deductions for the Intermediate Test Event, which overrides the corresponding deductions from Chapter 11, Section “4. Judging And Scoring”.

## 1. Deductions

### 1.1. Skydiving Deductions

1.1.1 When judging Free Routines, three (3) Judges determine Execution deductions, according to the following deductions:

Freestyle Skydiving	
Deduction	Reason
Up to 0.25	For each missing element or portion of an element.
0.01 to 0.1	An element was executed incorrectly, or the Performer is off heading, off level, wobble, or has poor body form.
Freeflying	
Deduction	Reason
Up to 0.25	For each missing element, or portion of element
Up to 0.125	For each instance an element was executed incorrectly, or one or both performers are off heading, off level, wobble
Up to 0.125	Team work: Levels between the performers, synchronization between members (including camera), proximity between performers (excluding camera)

### 1.2. Camera Flyer Deductions

1.2.1 When judging Free Routines, three (3) Judges determine Camera deductions, according to the following guidelines:

Camera Deductions	
Deduction	Reason
Up to 0.5	Proximity overall jump: performer(s) too far away from camera
0.5	For each instance, both performers are completely out of the frame
0.25	For each instance, one performer is completely out of the frame
Up to 0.25	For each instance, performer(s) is(are) off center frame
Up to 0.25	For each instance, unintentional cropping body part(s) off frame
0.025	For each instance, any part of the videographer body/equipment is in the frame