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## USPA National Canopy Piloting – Freestyle Championships Rules



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## 1. Rules Specific To The Competition

### 1.1. Aims of the Competition

- 1.1.1 To determine the champions of Canopy Piloting – Freestyle.
- 1.1.2 To promote safety and develop Canopy Piloting – Freestyle training and competition.
- 1.1.3 To exchange ideas and strengthen friendly relations between USPA members, judges, support personnel and guest participants from other nations.
- 1.1.4 To allow participants to share and exchange experience, knowledge, and information.
- 1.1.5 To improve judging methods and practices.

### 1.2. Program of Events

- 1.2.1 The competition shall be comprised of three rounds.
- 1.2.2 The minimum number of rounds required for a valid event is one.

## 2. Event Descriptions, Objectives, and Definitions

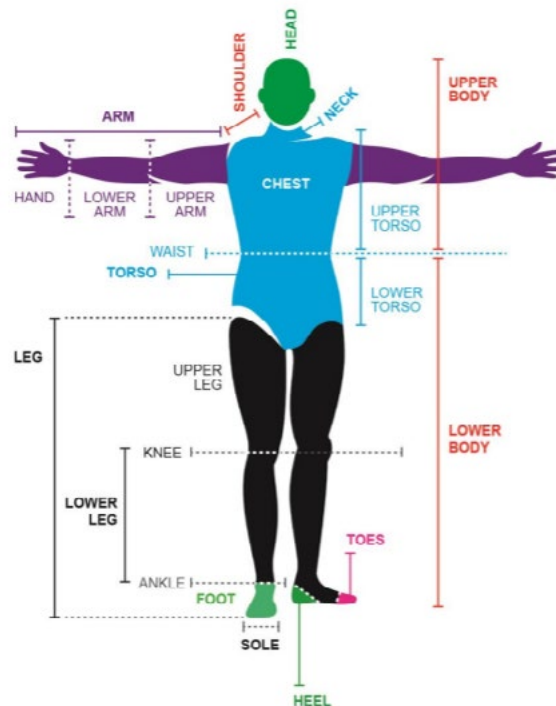
### 2.1. Standard Competition Format Events

- 2.1.1 In the Freestyle event, the competitor navigates his parachute through the course executing pre-determined or free moves. The competitor's objective is to navigate a parachute through 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.

### 2.2. Definitions

**AIW**—Additional individual weight that a competitor can carry as determined by the chart in addendum D.

**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:



**Body orientations**—The relative orientation of the competitor's body as follows:

- Vertical – body or upper body (torso) perpendicular to the surface of the water
- Horizontal – body or upper body (torso) parallel to the surface of the water
- Leaning forward – body or upper body (torso) facing down towards the surface
- Leaning back/backwards – body or upper body (torso) leaning with back to the direction of water surface
- Facing upwards – body or upper body (torso) leaning back with face upwards

- Banking – diagonal tipping with respect to the surface of the water

**Closed course**—If for any reason the Chief Judge (CJ), Event judge (EJ), or the Meet Director (MD) 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 proficient in course planning, appointed by the organizer and accepted by the Chief Judge and Meet Director for that position. The course technical director is responsible for the planning, setup and maintenance of the course before and during the competition. The CTD shall be given equal treatment as a judge with respect to all the rules in Chapter 5, 2.11 (Judges' Travel Accommodations).

**Default result (DR)**—A DR is three points.

**Degree of Difficulty (DOD)**—The degree of difficulty assigned to a freestyle move which presents the base for a technical score

**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.

**MF**—Move Failure

- 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 recognized.
- Or failing to demonstrate the minimum requirement of the move

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

**Missed entry (ME)**—Not touching water.

**MV**—Move Variation

**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 authorized persons during the competition for actions that are or flying that is deemed unsafe or for unsporting behavior as described in these rules.

**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 Addendum A.

**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.

**Yellow card (YC)**—A penalty indicator—often recognized as a warning—is issued by authorized persons during the competition for violations of safety issues or for unsporting behavior as described in these rules. A YC may—but is not required to—be issued before a red card. Two yellow cards issued during a single competition will act as a red card. See also: red card.

## 3. General Rules

### 3.1. Wind Conditions and Indicators

- 3.1.1 The maximum allowable wind speed as measured by an anemometer is seven (7) m/s in any direction on the competition course.

- 3.1.2 The speed of the wind must be indicated by an anemometric system, which must function without interruption and must be installed in the most appropriate position. The location and height of the anemometer head is decided by the Chief Judge, and must be at a minimum height of 6 m above ground level. The Chief Judge must consider possible environmental influences. This decision is no grounds for a protest.
  - 3.1.2.1 The anemometer shall be checked at 10-minute intervals. If the winds exceed five (5) m/s, it shall be monitored constantly until the winds have remained below five (5) m/s for at least five (5) minutes.
- 3.1.3 A windsock capable of responding to winds of at least two (2) m/s shall be positioned within 50 meters of the course.
- 3.1.4 A wind direction indicator (streamer) capable of responding to winds of less than two (2) m/s shall be mounted on a pole within 20 meters of the pond.
- 3.1.5 The Chief Judge will decide the positions of the windsock and wind direction indicator, ensuring that both are fully visible for competitors approaching the course. This decision is not subject to protest.

### 3.2. Minimum Exit Altitude on One Pass

- 3.2.1 1200 meters AGL with 1 or 2 competitors
- 3.2.2 1500 meters AGL with 3 or 4 competitors
- 3.2.3 2000 meters AGL with 5 or 6 competitors

### 3.3. Equipment and Weights

- 3.3.1 All competitors must wear a hard-shell protective head cover.
- 3.3.2 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 Meet Director.
- 3.3.3 DWIPE: At the time of the weighing carried out by the Meet Director, or a person designated by the Meet Director, 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 Addendum D.
- 3.3.4 A deviation of one kilogram on DWIPE measured in §3.3.3 is allowed to cover discrepancies between different scales used or the event of a competitor being wet if weighed after the jump.
- 3.3.5 All 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 quickly operated by a rescue person in case of an emergency. It must not come loose by itself and must be acceptable to the Meet Director.
- 3.3.6 A scale capable of indicating the weight in increments of 1/10 of a kilogram must be provided. A second identical scale must be available at the request of the Meet Director, depending on the competition set-up (e.g., if the boarding area is far from the course).
- 3.3.7 The Meet Director will determine random-competitor-weight-check selection prior to and during the competition.

### 3.4. Official Practice Period

- 3.4.1 The official practice period (OPP) is the period of two days before the official start date of the competition.
  - 3.4.1.1 In the event that Canopy Piloting is held immediately prior to Canopy Piloting – Freestyle, the CP-F OPP may be held during the CP OPP. This decision must be agreed upon by the Meet Director and USPA Controller.
- 3.4.2 The organizer must provide the opportunity for practice jumps for the competitors during the OPP. The schedule and details must be agreed upon by the Chief Judge and the Meet Director and be announced at the beginning of each day so that competitors and judges may take advantage of the training period.
- 3.4.3 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 Meet Director, the Chief Judge, and the USPA Controller.
- 3.4.4 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 USPA Controller must approve of the system that was practiced and report the results to the Jury prior to the start of the competition.

### 3.5. Jump Order and Exit Assignment

- 3.5.1 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.
- 3.5.2 A person designated by the Chief Judge will supervise and record the exit order assignment as determined by the competitors within each pass.

- 3.5.3 The competitors involved will receive a minimum result if the Event Judge or Chief Judge is not notified of any change to the exit order assignment before the 15-minute call prior to boarding.
- 3.5.4 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 Chief Judge may also use the same procedure to rotate the order of exit passes when starting a different event on the same day.
- 3.5.5 The Chief Judge may make an updated overall reverse order of standing for any round. If time permits, the Chief Judge may change jump order, in coordination with the Meet Director, to reflect the new overall reverse order of standing.

### 3.6. Safety Violations

- 3.6.1 Competitors shall exit the course immediately after landing. A yellow card may be issued for failing to comply with this rule and consequently creating a hazard for another competitor, unless the Chief Judge or Event Judge determines the circumstances were beyond the competitor's control.
- 3.6.2 A Chief Judge 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.
- 3.6.3 A second yellow card is the equivalent of the issuance of a red card.
- 3.6.4 The Chief Judge and the Meet Director 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.
- 3.6.5 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.

### 3.7. Safety Issues

- 3.7.1 The Chief Judge or the Meet Director 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.
- 3.7.2 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.
- 3.7.3 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 Chief Judge or Event Judge of any such changes or stopping of jumping.
- 3.7.4 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. Otherwise, §3.5.4 will be applied.
- 3.7.5 During all events, a person, appointed by the Chief Judge, shall be equipped with an audible warning device in order to make competition personnel aware of approaching competitors by the following signals:
  - 3.7.5.1 Three (3) short signals indicating the exit of competitors from the aircraft
  - 3.7.5.2 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.
- 3.7.6 A certified medically trained person must be available and on the course during all scheduled competition jumps, including the official practice days.
  - 3.7.6.1 Medical equipment must be available to this certified medically trained person, to include a medical backboard, cervical collar and a telephone capable of dialing 911.

### 3.8. Equipment Control Problem

- 3.8.1 A competitor experiencing a control problem or malfunction requiring the use of the reserve canopy must not navigate the course and must utilize an alternate landing area if safe to do so.
- 3.8.2 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.
- 3.8.3 A qualified person shall be appointed by the Chief Judge 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.

### 3.9. Rejumps Due to Equipment Problems

- 3.9.1 A competitor experiencing a control problem or malfunction, not created by the competitor himself will be granted only one re-jump during the competition, otherwise the actual score of the affected jump will be applied.

### 3.10. Rejumps Due to Weather Conditions

- 3.10.1 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:
- 3.10.1.1 The competitor must accept the achieved score within 10 seconds after receiving the assessments from the jump from the Chief Judge or Event Judge; otherwise a re-jump for this round shall be made.
- 3.10.1.2 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 Chief Judge or Event Judge. 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.
- 3.10.2 If a competitor experiences adverse weather conditions as determined by the Chief Judge or Event Judge, 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.

### 3.11. Rejumps Due to Outside Interference

- 3.11.1 A competitor who suffers interference, on the ground or in the air from other competitors, jumpers, or temporary objects, as determined by the Chief Judge or Event Judge, will be offered a re-jump.
- 3.11.2 At the sole discretion of the Chief Judge or Event Judge, any other competitor suffering interference as a result of a competitor not clearing the course will be offered a rejump.
- 3.11.3 At the sole discretion of the Chief Judge or Event Judge, if two or more competitors approach and/or enter the course close together and in the process create interference between each other, a rejump may be offered to one, both or neither competitors.
- 3.11.4 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.

### 3.12. Rejumps Due to Technical Factors

- 3.12.1 In the event of a closed course, competitors are not allowed to enter or navigate the course.
- 3.12.2 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.
- 3.12.3 A competitor complying with the above will be granted a re-jump as decided by the Chief Judge or Event Judge, otherwise an minimum result will be applied for that jump.

### 3.13. Rejump Procedures

- 3.13.1 Each competitor who is granted a rejump must receive a Rejump Form from the Event Judge or Chief Judge to be handed in to the Meet Director.
- 3.13.2 The competitor must make the re-jump at the earliest opportunity as determined by the Meet Director, who will inform the Chief Judge, before the 15-minute-call is made, on which load and in which exit order the re-jump will be performed.

## 4. Scoring

### 4.1. Technical Specifications for Freestyle

- 4.1.1 Open Class
- 4.1.1.1 Round 1: Only a single move may be presented. It must be a move described in Addendum B with a DoD less than 5.0.
- 4.1.1.2 Round 2: A single move or a combination of moves may be presented. It may be any move described in Addendum B.
- 4.1.1.3 Round 3: A single move or a combination of moves may be presented. It may be any move described in Addendum B or any move sufficiently described in the routine description sheet.
- 4.1.2 Intermediate Class
- 4.1.2.1 Round 1: Only a single move may be presented. It must be a move described in Addendum B with a DoD less than 2.0.
- 4.1.2.2 Round 2: Only a single move may be presented. It must be a move described in Addendum B with a DoD less than 3.0.
- 4.1.2.3 Round 3: Only a single move may be presented. It must be a move described in Addendum B with a DoD less than 4.0.
- 4.1.3 All moves have to be pre-declared on the drama sheet and presented to the Chief Judge. The drama sheet for all the rounds must be presented to the Chief Judge at least 48 hours before the start, as announced by the MD, of the official 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 Chief Judge 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 drama sheet at the designated time, the DoD for each of their rounds will be 1.2.

- 4.1.4 A move will only be judged for that part of the move, while in contact with water. Any part of the move performed, while not having contact with water will be disregarded by the judges.
- 4.1.5 Scoring the entry gate (touching water) will yield at least a default result (DR), unless there is a disqualification.
- 4.1.6 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.
  - 4.1.6.1 MV (Move variation failure) For a three round event, no performance for a round may be repeated in another round. A performance is considered a repetition only if a single move or an exact combination (same moves in same order) is repeated in a subsequent jump. For a six round event, any move or exact combination performed in R1 to R3 may be repeated once only in R4 to R6.
  - 4.1.6.2 When landing in water (WL) the score will be a DR
- 4.1.7 A panel of 5 judges evaluate all jumps. Each Judge scores the performance from 0.0 to 10.0 using one (1) decimal place.
- 4.1.8 A penalty will be applied when indicated by a minimum of three judges on the panel (MF, ME, WL, MV).

### 4.2. Scoring Structure

- 4.2.1 Five (5) judges will score the presentation of the Freestyle move or moves.
- 4.2.2 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.

### 4.3. Calculation of Points

- 4.3.1 The calculation to turn scores of each round into points (result) is as follows:
  - 4.3.1.1 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.
  - 4.3.1.2 The competitors are ranked in each round in order of the actual score collated for this round (highest score first).
  - 4.3.1.3 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.
- 4.3.2 Contact with water, with no other performance will yield a Default Result.
- 4.3.3 Failure to perform any one of the predeclared moves, performing them in a different sequence, or performing them in such way, that the move cannot be recognized from the drama sheet will yield a Default Result.

### 4.4. Minimum result (MR)

- 4.4.1 A minimum result applies for a round in the following situations:
  - 4.4.1.1 Failure to wear a protective helmet while navigating the competition course.
  - 4.4.1.2 Failure to notify a change in the jump order or creating interference as determined by the Chief Judge or Event Judge (see §3.5.4).
  - 4.4.1.3 Exceeding the Additional Individual Weight allowed as per Addendum C.
  - 4.4.1.4 Missed entry (ME)-Not touching water.

## 5. Judging

### 5.1. Judges' Conference

- 5.1.1 The Chief Judge will organize a judges' conference prior to the start of the competition. All judges shall attend the conference, including any online conference held prior to Judge's travel to the competition.
- 5.1.2 All members of the panel of judges must be USPA National Canopy Piloting judges.
- 5.1.3 Judges-in-training may be used to assist with tasks that do not include the assessment of competitors' performances. They must be under the direct supervision of the Chief Judge, and must have attended the judge's conference.
  - 5.1.3.1 The Host must provide and assign 2 additional persons to assist the judges during all the competition. At least one of these helpers must be able to set up and operate the video judging system. They should preferably have at least a local CP judge rating. If any of these persons are not a CP judge, they should be vetted before being accepted for the position. These persons must be made available to and approved by the CJ, no later than the day before the OPP starts.



- 5.1.4 Practice jumps will be judged at the discretion of the Chief Judge.
- 5.1.5 Judges will be strategically positioned at the course according to the needs of the technical equipment in use as determined by the Chief Judge.
- 5.1.6 The assigned judges will use the respective signals or methods as determined by the Chief Judge to indicate the scores.
  - 5.1.6.1 Scores awarded by the panel of judges are transmitted to the scoring processor by means determined by the Chief Judge.
  - 5.1.6.2 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.
- 5.1.7 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.

### 5.2. Point Guidelines for Presentation

- 5.2.1 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

### 5.3. Mistake Examples

- 5.3.1 Minor mistake examples
  - slight loss of direction control, slight wobble, etc.
  - toes not pointed; knees bent
- 5.3.2 Medium mistake examples
  - significant loss of direction control, wobble, not enough rotation, etc.
  - required elements performed incorrect, turning the wrong direction, etc.
- 5.3.3 Major mistake examples
  - missing elements or
  - move performed so poorly that the move is barely recognizable
- 5.3.4 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
- 5.3.5 All moves are performed in a straight line of flight unless otherwise specified in Addendum B.

### 5.4. Technical Score

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

The following judging criteria applies to the technical score:

- 5.4.1 The Degree of Difficulty (DoD) is the base for the technical score.
- 5.4.2 The DoD of the declared moves are taken from Addendum B and for combinations from Addendum G. For any move not listed in the addendums the CJ will assess the DoD on the basis of how difficult the new move or combinations are, considering direction change, rotations, and transitions and publish the decision for the competitor's information no later than the 15-minute call before round one of the competition.
- 5.4.3 The technical score may be adjusted by up to +/- 25% to reflect the differences of difficulty between the definition of the declared performance and the actual execution.
- 5.4.4 The landing should finish in a stand-up landing.
- 5.4.5 When landing in the water, the score will be DR.

## 6. Use Of Video Cameras

### 6.1. Use of Video Camera System

- 6.1.1 In the freestyle event there must be a video camera system set up, which must be capable of reduced speed playback and be accessible instantly. The system must include audio and record on a hard drive. It must be a secure closed system with access limited to the Judges Panel.
- 6.1.2 At the discretion of the CJ or EJ, The Video Camera System or electronic system will be used as an additional tool to verify and score.
- 6.1.3 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.
- 6.1.4 If the Chief Judge or Event Judge decides that the video set-up at the course allows for video judging of all or parts of the course, the minimum valuation principles apply for video judging.

### 6.2. Video Review

- 6.2.1 At the request of a member of the judging panel, and if the VR has been recorded on the judge's score sheet, the Chief Judge shall order a review of the jump in question at the earliest opportunity.
- 6.2.2 The video review panel of three persons is selected by of the Chief Judge and/or Event Judge.
- 6.2.3 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.
- 6.2.4 At any time during the review process and without discussion, the judges will render their decision using the following procedure:
  - 6.2.4.1 Confirmation of the assessment on the judge's original score sheet
  - 6.2.4.2 A thumbs up or thumbs down voting process will be used to determine the outcome of a VR. The exact point in question of what the judges will be voting on must be declared before the voting starts. The initial assessment on the score sheet can only be changed with a unanimous decision of the video review panel.
  - 6.2.4.3 A majority decision of a video review panel leaves the initial assessment unchanged. If no initial assessment was made for any reason on the score sheet, the majority vote will be used as the decision.
- 6.2.5 The Chief Judge will review the decision of the video review panel and adjust the competitor's score on the score and result list, if applicable.
- 6.2.6 The scores will not be final until the data and/or recording media are reviewed. The Chief Judge shall be responsible for determining a competitor's final result and place.

### 6.3. Challenges

- 6.3.1 Competitors shall be entitled to invoke a video review challenge.
- 6.3.2 Competitors may only challenge judging calls assessed to their own performance.
- 6.3.3 The challenge must state the single assessment that is being challenged.
- 6.3.4 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 assesment by request of a judge before the official score was posted, it cannot be challenged by the competitor.
- 6.3.5 The fee to invoke a challenge is \$75.00. The Chief Judge will give the Challenge fees retained to the USPA Controller.
- 6.3.6 The Challenge Form, (Addendum G) and fee must be submitted to the chief judge within one hour of posting of the relevant score.
- 6.3.7 The video review for a challenge will be conducted in accordance with section 6.2. regarding Video Review
  - 6.3.7.1 The competitor will be given the opportunity to watch the video(s) in question after the completion of the review.
  - 6.3.7.2 If during the review process, the video cannot be retrieved or is deemed un-judgeable, the score will remain unchanged, the fee returned to the competitor, and the competitor shall retain their right to further challenges during the competition.
  - 6.3.7.3 If the judges' decision is upheld by the review, the score shall remain unchanged, the challenge fee shall be donated to the U.S. Team Trust Fund, and the competitor will no longer have the right to invoke further video review challenges again during the competition.
  - 6.3.7.4 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.
- 6.3.8 Competitors may submit multiple challenges for the same jump for the single fee.
  - 6.3.8.1 Each separate challenge is processed in the order requested by the competitor.

6.3.8.2 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 6.3.7.3 will apply.

6.3.8.3 If all challenges are successful, 6.3.7.4 will apply.

## 7. Determination Of Champions

### 7.1. Champions

7.1.1 The Champion 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.

### 7.2. Tie-Breaks

7.2.1 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.

### 7.3. Medals Awarded

7.3.1 Medals will be awarded for both Open and Intermediate classes.


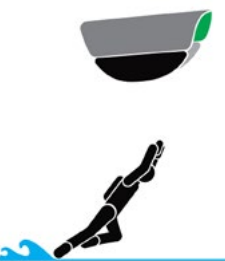
7.3.2 Champion: 1st Place, 2nd Place, 3rd Place

## Addendum A: General Course Specifications



- 1.1.1 All markers must be removed from the body of water.
- 1.1.2 The body of water must be a minimum of 15 metres wide and at least 65 metres long.
- 1.1.3 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.
- 1.1.4 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.
- 1.1.5 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).
- 1.1.6 If the water is deeper than 1.5 metres, suitably equipped rescue personnel are required.
- 1.1.7 The course must have a safety zone of 5 metres along both sides, and at the end of the course between the course sidelines and the spectator areas, indicated by marking devices, which shall not be higher than 5 metres and acceptable to the Chief Judge and CTD.
- 1.1.8 The course and video cameras/systems must be acceptable to the Chief Judge.
- 1.1.9 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 Chief Judge (multiple landings zones, at different sides of the water section) may be declared..

# Addendum B: Detailed Definitions of Freestyle Moves



## GROUP 1 Degree of Difficulty (DOD)


Crane DOD: 1.2			 	
Body straight and leaning forward, one leg straight, foot dragging, tother leg bent as much as possible				
Minimum Requirement: Body leaning forward, only one foot dragging				
	Details	Increased Difficulty	Minor Mistake	Major Mistake
Body	Body straight and rigid from head to dragging foot	-	Bent hip, torso up to 30°	Bent hip, torso more than 30°
Orientation	Body leaning forward between 30° and 45°	Leaning forward more than 45°	Leaning forward less than 30°	-
Legs	<ul style="list-style-type: none"> <li>• Dragging leg straight, kneelocked, dragging with foot</li> <li>• Non-dragging leg bent at knee; foot as close to knee as possible</li> </ul>	Foot above knee of dragging leg	<ul style="list-style-type: none"> <li>• Dragging leg bent</li> <li>• Foot below the knee</li> </ul>	Non-dragging foot close to surface


  

Can-Can DOD: 1.3			 	
Body vertical and straight; both legs to one side of body, feet apart, dragging at least one foot				
Minimum Requirement: Legs to one side, at least one foot dragging				
	Details	Increased Difficulty	Minor Mistake	Major Mistake
Body	<ul style="list-style-type: none"> <li>• Upper body facing forward</li> <li>• Upper body square to line of flight</li> </ul>	-	-	-
Orientation	Vertical	-	Up to 30° off vertical orientation	More than 30° off vertical orientation
Legs	<ul style="list-style-type: none"> <li>• Legs to one side straight, knees locked</li> <li>• Feet far apart</li> <li>• At least one foot dragging</li> </ul>	<ul style="list-style-type: none"> <li>• Legs to the side more than 45° from the vertical axis</li> <li>• Angle between legs more than 45°</li> </ul>	<ul style="list-style-type: none"> <li>• Legs of vertical axis between 15° and 30°</li> <li>• Angle between legs from 15° to 30°</li> </ul>	<ul style="list-style-type: none"> <li>• Legs of vertical axis less 15°</li> <li>• Angle between legs less 15°</li> </ul>


  

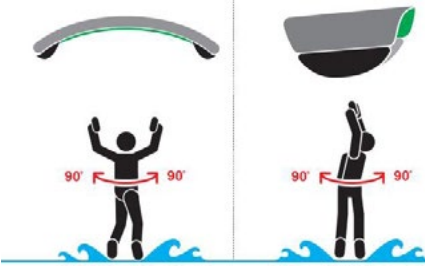
Cross-up DOD: 1.3			 	
Body vertical and straight; both legs crossed and in-line with body, both feet dragging <u>at the same time</u> .				
Minimum Requirement: Legs crossed, both feet dragging both feet dragging at the same time				
	Details	Increased Difficulty	Minor Mistake	Major Mistake
Body	Upper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

Nac-Nac			DOD: 1.4	
Body vertical and straight; legs straight, one leg in front, one leg trailing, feet in-line with body; <u>forward foot dragging the heel, trailing foot dragging the toes both feet dragging at the same time</u>				
<b>Minimum Requirement:</b> Heel and toe dragging both feet dragging at the same time				
	Details	Increased Difficulty	Minor Mistake	Major Mistake
Body	Upper body facing forward	-	-	-
Orientation	Vertical	-	-	More than 30° off vertical orientation
Legs	<ul style="list-style-type: none"> <li>• Legs inline straight</li> <li>• Both feet dragging</li> <li>• Dragging forward foot – heel</li> <li>• Dragging trailing foot – toe</li> <li>• <u>Front Leg dragging with the heel</u></li> <li>• <u>Trailing foot dragging with the toes</u></li> </ul>	Full split	<ul style="list-style-type: none"> <li>• Angle between legs from 30° to 45°</li> </ul>	Legs dragging outside shoulder width

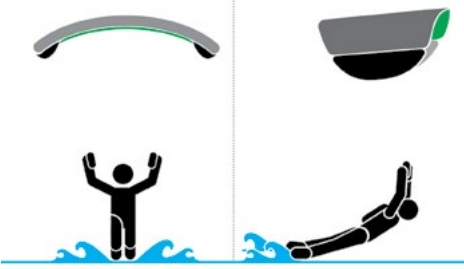
“T”			DOD: 1.5	
Body vertical and straight; one leg straight, foot dragging, other leg straight and horizontal to surface				
<b>Minimum Requirement:</b> At least 45° angle between the legs, only one foot dragging				
	Details	Increased Difficulty	Minor Mistake	Major Mistake
Body	Upper body straight			
Orientation	Vertical		Up to 30° off vertical orientation	More than 30° off vertical orientation
Legs	<ul style="list-style-type: none"> <li>• Dragging leg straight</li> <li>• Foot dragging</li> <li>• Non-dragging leg straight horizontal</li> </ul>	Full split	<ul style="list-style-type: none"> <li>• Dragging leg knee bent up to 30°</li> <li>• Non-dragging leg bent up to 30° or angled up to 120° from body</li> </ul>	<ul style="list-style-type: none"> <li>• Dragging leg knee bent more than 30°</li> <li>• Non-dragging leg bent more than 30° or angled more than 120° from body</li> </ul>





Flex Head			DOD: 1.6	
Upper body vertical and straight, buttocks close to surface; one leg straight in front, dragging heel; other leg bent at knee close to the chest, dragging foot; <u>both feet dragging at the same time</u>				
<b>Minimum Requirement:</b> Buttocks close to surface, <u>both feet dragging at the same time</u>				
	Details	Increased Difficulty	Minor Mistake	Major Mistake
Body	<ul style="list-style-type: none"> <li>• Upper body straight</li> <li>• Buttocks close to surface</li> </ul>	-	-	-
Orientation	Upper body vertical	-	Up to 30° off vertical orientation	More than 30° off vertical orientation
Legs	<ul style="list-style-type: none"> <li>• Forward leg straight and horizontal, knee locked, dragging heel.</li> <li>• Other leg bent at knee close to the chest, foot dragging.</li> </ul>	90° between forward leg and upper body	<ul style="list-style-type: none"> <li>• Forward leg knee bent up to 30°</li> <li>• Angle between forward leg and body from 120° to 140°</li> <li>• Other leg foot not close to buttocks</li> </ul>	<ul style="list-style-type: none"> <li>• Forward leg knee bent more than 30°</li> <li>• Angle between forward leg and body more than 140°</li> <li>• Heel not dragging (forward leg)</li> <li>• Other leg foot away from buttocks</li> </ul>

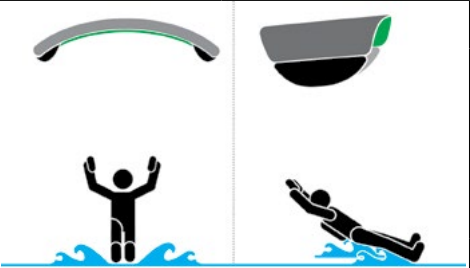
Method			DOD: 1.9	
Upper body square to the line of flight with chest facing forward; lower body rotated either direction 90° from the upper body (torso), feet apart and both feet dragging at the same time				
<b>Minimum Requirement:</b> <u>Lower body rotation minimum of 45°, both feet dragging at the same time</u>				
	Details	Increased Difficulty	Minor Mistake	Major Mistake
Body	<ul style="list-style-type: none"> <li>• Upper body, chest facing forward</li> <li>• Lower body rotated 90° degrees from upper body</li> </ul>	-	Rotation less than 75°	Rotation less 60°
Orientation	Vertical	-	Up to 30° off vertical orientation	More than 30° off vertical orientation
Legs	<ul style="list-style-type: none"> <li>• Feet far apart</li> <li>• Both dragging</li> </ul>		Feet close together	Only one foot dragging

**GROUP 2** Degree of Difficulty (DOD)

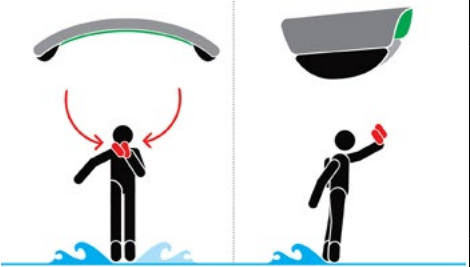
<b>Superman</b>			<b>DOD: 2.1</b>	
Body straight, facing and leaning forward, close to surface, both feet dragging <u>at the same time</u>				
<b>Minimum Requirement:</b> Body leaning forward, both feet dragging <u>at the same time</u>				
	Details	Increased Difficulty	Minor Mistake	Major Mistake
<b>Body</b>	<ul style="list-style-type: none"> <li>• Body facing forward and straight</li> <li>• Rigid from head to feet</li> </ul>		<ul style="list-style-type: none"> <li>• Bent in knee, hip or torso up to 30°</li> <li>• Slightly arched</li> </ul>	Bent in knee, hip or torso more than 30°
<b>Orientation</b>	<ul style="list-style-type: none"> <li>• Body horizontal and low to surface</li> <li>• Horizontal less than 30° from surface</li> </ul>	Face close to surface	Body between 30° and 45° from surface	Body more than 45° from surface
<b>Legs</b>	<ul style="list-style-type: none"> <li>• Legs inline</li> <li>• Both feet dragging</li> </ul>	Legs locked together	Legs wider than body apart	-

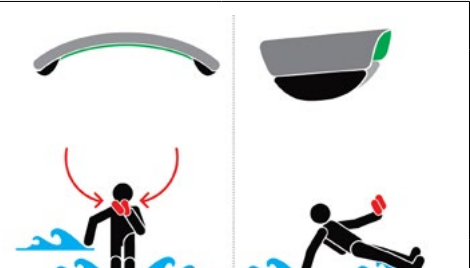
<b>Walnut</b>			<b>DOD: 2.3</b>	
Upper body straight from knees to the head, facing and leaning forward; both knees dragging <u>at the same time</u> and bent as much as possible, feet near buttocks				
<b>Minimum Requirement:</b> Both knees dragging <u>at the same time</u>				
	Details	Increased Difficulty	Minor Mistake	Major Mistake
<b>Body</b>	Facing forward and straight from head to knees	-	Bent in hip or torso up to 30°	Bent in hip or torso more than 30°
<b>Orientation</b>	Leaning forward	Leaning forward more than 45°	-	-
<b>Legs</b>	<ul style="list-style-type: none"> <li>• Legs in line with body</li> <li>• Both knees dragging</li> <li>• Knees bent, feet near buttocks</li> </ul>	Knees close together	<ul style="list-style-type: none"> <li>• Legs wider than body apart</li> <li>• Knees angle between 45° and 60° to buttocks</li> </ul>	Knees angle more than 60° to buttocks

<b>Boomerang</b>			<b>DOD: 2.6</b>	
Body straight and chest facing forward, carving the wing with banking turn while at least one foot dragging; lower body close to the surface				
<b>Minimum Requirement:</b> Carve must be shown, <u>at least one foot dragging</u>				
	Details	Increased Difficulty	Minor Mistake	Major Mistake
<b>Body</b>	<ul style="list-style-type: none"> <li>• Upper body square to line of flight</li> <li>• Chest facing forward</li> <li>• Lower body close to surface</li> </ul>	-	Twist upper body between 30° to 45° from line of flight	Twist upper body more than 45° from line of flight
<b>Orientation</b>	Facing forward and banking	Body less than 30° from surface	Body between 45° and 60° from surface	Body more than 60° from surface
<b>Legs</b>	Dragging at least one foot	Dragging both feet	-	-
<b>Line of flight</b>	Carve with banking at least 45°	Carving more than 60°	-	-

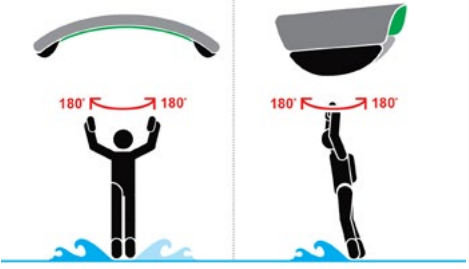
Lazy Boy			DOD: 2.7	
Body straight from head to feet and horizontal, leaning back; legs extended out in front, <u>both feet dragging at the same time</u>				
<b>Minimum Requirement:</b> Body leaning backward, both feet dragging <u>at the same time</u>				
	Details	Increased Difficulty	Minor Mistake	Major Mistake
Body	Body straight and rigid from head to feet	Looking up or to the side	-	-
Orientation	<ul style="list-style-type: none"> <li>Horizontal and facing upwards</li> <li>Leaning back</li> <li>As close to surface as possible</li> </ul>	Body less than 30° from surface	Body between 45° and 60° from the surface	-
Legs	<ul style="list-style-type: none"> <li>Legs and feet together</li> <li>Knees locked while dragging</li> <li>Both feet dragging <u>at the same time</u></li> </ul>	-	<ul style="list-style-type: none"> <li>Bent in knee, hip, torso up to 30°</li> <li>Legs wider than body apart</li> </ul>	Bent in knee, hip or torso more than 30°

## GROUP 3 Degree of Difficulty (DOD)

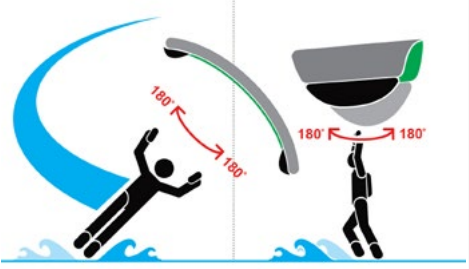
Switchblade			DOD: 3.5	
Both toggles in one hand and in front of body; upper body facing forward of the direction of flight; dragging at least one foot.				
<b>Minimum Requirement:</b> Both toggles in one hand, at least one foot dragging				
	Details	Increased Difficulty	Minor Mistake	Major Mistake
Body	<ul style="list-style-type: none"> <li>Upper body square to line of flight</li> <li>Chest facing forward</li> <li>Both toggles in one hand and in front of body</li> </ul>	<ul style="list-style-type: none"> <li>Switch back to toggles in both hands</li> <li>Extra trick (wave, blow kiss, etc.)</li> </ul>	<ul style="list-style-type: none"> <li>Upper body twisted up to 30° from line of flight</li> </ul>	Toggles in one hand only momentarily
Orientation	Vertical	-	-	-
Legs	At least one foot dragging	-	-	-

Switchcow			DOD: 3.8	
Both toggles in one hand and in front of the body, while the other hand dragging and at least one foot (heel) dragging; upper body face forward, body leaning back				
<b>Minimum Requirement:</b> Both toggles in one hand, other hand dragging, at least one foot dragging				
	Details	Increased Difficulty	Minor Mistake	Major Mistake
Body	<ul style="list-style-type: none"> <li>Upper body facing forward</li> <li>Both toggles in one hand in front of body, dragging other hand</li> </ul>	<ul style="list-style-type: none"> <li>Switch back to toggles in both hands</li> <li>Extra trick (wave, blow kiss, etc.)</li> </ul>	<ul style="list-style-type: none"> <li>Short dip instead of hand drag</li> </ul>	Body not facing forward
Orientation	Leaning back	-	-	-
Legs	At least one foot dragging	-	-	-

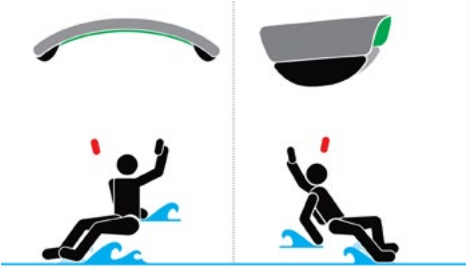
**GROUP 4** Degree of Difficulty (DOD)

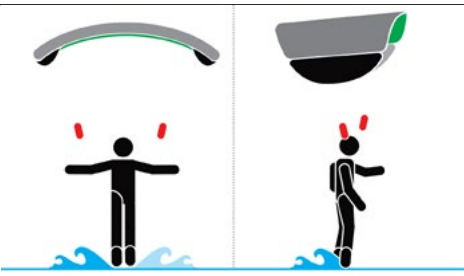
<b>Blind Man</b>			<b>DOD: 4.3</b>	
Rotating the entire body 180° either direction, while dragging with at least one foot; rotation without losing contact with the surface.				
<b>Minimum Requirement:</b> Rotation minimum of 120°, at least one foot dragging				
	Details	Increased Difficulty	Minor Mistake	Major Mistake
<b>Body</b>	<ul style="list-style-type: none"> <li>• Knees slightly bent.</li> <li>• Rotating full 180° from direction of flight while dragging</li> </ul>	Untwist to straight flight	Rotating less than 180°	Rotating less than 150°
<b>Orientation</b>	Vertical	-	Body between 15° and 30° off vertical	Body more than 30° off vertical and/or knees bent more than 45°
<b>Legs</b>	At least one foot dragging during the rotation	-	-	Momentarily losing contact with surface during any part of the rotation

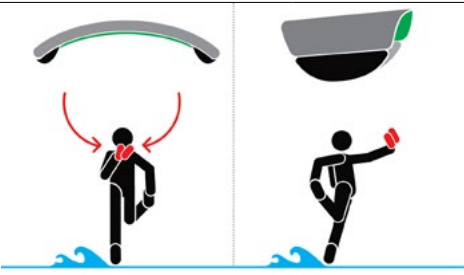
  

<b>Blindboom</b>			<b>DOD: 4.6</b>	
Rotating entire body 180°, while carving with banking wing, close to the surface; knees slightly bent, while dragging at least one foot.				
<b>Minimum Requirement:</b> Rotation minimum of 120°, <u>carve must be shown</u> , at least one foot dragging				
	Details	Increased Difficulty	Minor Mistake	Major Mistake
<b>Body</b>	<ul style="list-style-type: none"> <li>• Rotating full 180° from direction of flight</li> <li>• Rotating and carving while dragging</li> </ul>	Untwist to straight flight	Rotating less than 180°	Rotating less than <u>150°</u>
<b>Orientation</b>	Close to the surface	Body less than 30° from surface	Body between 45° and 60° from surface	<ul style="list-style-type: none"> <li>• Body more than 60° from surface</li> <li>• Knees bent more than 45°</li> </ul>
<b>Legs</b>	Knees slightly bent	Dragging both feet	-	Momentarily losing contact with surface during any part of the rotation
<b>Carve (line of flight)</b>	Carve with banking at least 45°	Carving more than 60°	Carving between 30° and 45°	-

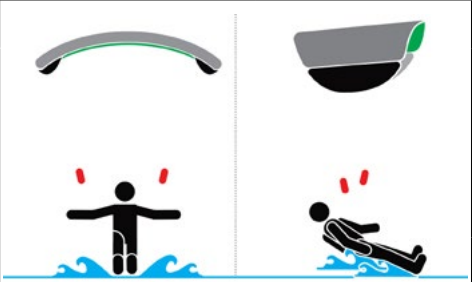
  

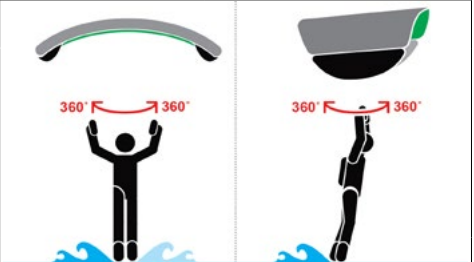
<b>Cowboy</b>			<b>DOD: 4.7</b>	
One hand on the controls while the other hand off the controls and dragging; both legs extended to one side while dragging at least one foot; the hand off controls is dragging behind the body and on the same side as legs				
<b>Minimum Requirement:</b> <u>One hand on controls, other hand dragging, at least one foot dragging on the same side as the hand</u>				
	Details	Increased Difficulty	Minor Mistake	Major Mistake
<b>Body</b>	<ul style="list-style-type: none"> <li>• Low to surface</li> <li>• Shoulder line horizontal and level</li> <li>• One hand off controls dragging, other hand on controls</li> </ul>	-	<ul style="list-style-type: none"> <li>• Shoulder level between 15° and 30° off</li> <li>• Hand dragging to the side, not behind the body</li> </ul>	<ul style="list-style-type: none"> <li>• Shoulder level more than 30° off</li> <li>• Both controls in one hand</li> </ul>
<b>Orientation</b>	Leaning slightly backwards	Body vertical	-	-
<b>Legs</b>	<ul style="list-style-type: none"> <li>• Legs extended to side</li> <li>• One hand and at least one foot dragging simultaneously</li> </ul>	-	-	Legs not to the side of the body

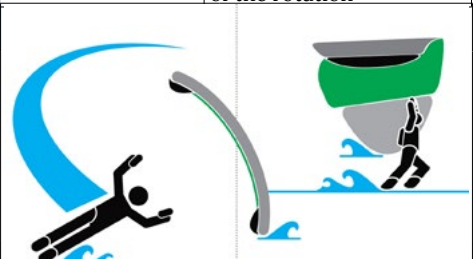
Ghost Rider			DOD: 4.8	
Hands completely off controls (toggles and risers must remain free), while facing forward; feet underneath body, dragging at least one foot				
<b>Minimum Requirement:</b> Both hands off controls, at least one foot dragging				
	Details	Increased Difficulty	Minor Mistake	Major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

Tick Jockey			DOD: 4.8	
Body arched, both toggles in one hand and in front of the body with a simultaneous foot-grab behind the back with the other hand; the other foot dragging				
<b>Minimum Requirement:</b> Both toggles in one hand, other hand touching foot, one foot dragging				
	Details	Increased Difficulty	Minor Mistake	Major Mistake
<b>Body</b>	<ul style="list-style-type: none"> <li>• Arched as much as possible</li> <li>• Both toggles in one hand in front of body</li> <li>• Other hand grabbing foot behind body</li> </ul>	Back to both toggles	• Body straight	Body de-arched
<b>Orientation</b>	Vertical	-	-	-
<b>Legs</b>	One foot dragging	-	-	-

**GROUP 5** Degree of Difficulty (DOD)

Lazyghost			DOD: 5.0			
Body horizontal and facing upwards while low to the surface (45° degrees from surface); body straight from head to feet and leaning back, both feet dragging <u>at the same time</u> ; hands off controls (toggles and risers)						
Minimum Requirement: Body leaning backward, both hands off controls, both feet dragging <u>at the same time</u>						
	Details	Increased Difficulty	Minor Mistake	Major Mistake		
Body	<ul style="list-style-type: none"><li>• Straight and rigid from head to feet</li><li>• Both hands off and away from toggles</li></ul>	<ul style="list-style-type: none"><li>• Extra trick (wave, blow kiss, etc.)</li><li>• Looking up or to the side</li></ul>	<ul style="list-style-type: none"><li>• Bend in knee, hip, torso up to 30°</li><li>• Hands off but close to toggles controls</li></ul>	Bend in knee, hip or torso more than 30°		
Orientation	<ul style="list-style-type: none"><li>• Horizontal, leaning back, facing upwards</li><li>• Low to the surface, at least 45° from surface</li></ul>	Body less than 30° from the surface	Body between 45° and 60° from the surface	-		
Legs	<ul style="list-style-type: none"><li>• Legs and feet together</li><li>• Knees locked while dragging</li></ul>	-	Legs wider than body apart	-		

Miracle Man			DOD: 5.2			
Rotating the entire body 360°, while dragging with at least one foot; knees slightly bent; rotation without losing contact with the surface						
Minimum Requirement: Rotation minimum of 270°, at least one foot dragging						
	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"><li>• Knees slightly bent</li><li>• Dragging while rotating</li></ul>	-	-	Momentarily losing contact with surface during any part of the rotation		

Wingover			DOD: 5.2			
Body straight and facing forward, carving with banking wing while at least one foot is dragging; at least end-cell of canopy dragging						
Minimum Requirement: At least one foot dragging, end-cell dragging						
	Details	Increased Difficulty	Minor Mistake	Major Mistake		
Body	<ul style="list-style-type: none"><li>• Upper body square to line of flight</li><li>• Chest facing forward</li></ul>	-	Upper body between 30° to 45° from line of flight	Upper body more than 45° from line of flight		
Orientation	Facing forward and banking	-	-	-		
Legs	Dragging at least one foot and endcell	Dragging both feet	-	Momentarily losing foot contact with surface during any part of the end-cell dragging		
Carve (line of flight)	Carve	Carving more than 60°	-	-		



# Addendum C: 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)
<77.2	15.9	93.1
<77.6	15.6	93.2
<78.1	15.3	93.4
<78.5	15	93.5
<79.0	14.6	93.6
<79.5	14.3	93.8
<79.9	14	93.9
<80.4	13.7	94.1
<80.8	13.4	94.2
<81.3	13	94.3
<81.7	12.7	94.5
<82.2	12.4	94.6
<82.6	12.1	94.7
<83.1	11.8	94.9
<83.5	11.5	95
<84.0	11.1	95.1
<84.5	10.8	95.3
<84.9	10.5	95.4
<85.4	10.2	95.6
<85.8	9.9	95.7
<86.3	9.5	95.8
<86.7	9.2	96
<87.2	8.9	96.1
<87.6	8.6	96.2
<88.1	8.3	96.4
<88.6	8	96.5

DWIPE (kg)	AIW (kg)	Total Weight (kg)
<89.0	7.6	96.6
<89.5	7.3	96.8
<89.9	7	96.9
<90.4	6.7	97.1
<90.8	6.4	97.2
<91.3	6	97.3
<91.7	5.7	97.5
<92.2	5.4	97.6
<92.6	5.1	97.7
<93.1	4.8	97.9
<93.6	4.5	98
<94.0	4.1	98.1
<94.5	3.8	98.3
<94.9	3.5	98.4
<95.4	3.2	98.6
<95.8	2.9	98.7
<96.3	2.5	98.8
<96.7	2.2	99
<97.2	1.9	99.1
<97.6	1.6	99.2
<98.1	1.3	99.4
<98.6	1	99.5
<99.0	0.6	99.6
<99.5	0.3	99.8
≤ 99.9	0	99.9
100+	0	

## WEIGHING PROCEDURE:

At the time of the random weight check:

- 1.1.1 A competitor will first be weighed with all AIW removed.
- 1.1.2 With this DWIPE determined, the Addendum D chart is then used to determine the maximum AIW allowed.
- 1.1.3 If the AIW is in excess of that allowed per Addendum D, then the 1 Kg of deviation allowance will be used.
- 1.1.4 In this case, 1 kg is subtracted from the DWIPE and the new DWIPE is used to determine the new AIW.
- 1.1.5 Check that the actual AIW is within or above the limits of the new AIW.
- 1.1.6 If the new AIW is above this determination, MR will apply for that round.

# Addendum D: Rejump Form

Rejump Authorization	Load Information
Competitor Name:_____	1st Call Time:_____
Start #:_____	Boarding Time:_____
Round #:_____	Aircraft:_____
CJ/EJ Signature:_____	

Rejump Authorization	Load Information
Competitor Name:_____	1st Call Time:_____
Start #:_____	Boarding Time:_____
Round #:_____	Aircraft:_____
CJ/EJ Signature:_____	

Rejump Authorization	Load Information
Competitor Name:_____	1st Call Time:_____
Start #:_____	Boarding Time:_____
Round #:_____	Aircraft:_____
CJ/EJ Signature:_____	

Rejump Authorization	Load Information
Competitor Name:_____	1st Call Time:_____
Start #:_____	Boarding Time:_____
Round #:_____	Aircraft:_____
CJ/EJ Signature:_____	

# Addendum E: Competitor Routine Description Sheet

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 Competitor meeting so that the judges may assign the DoD of the combination of moves and announce it to the competitors. Competitors may present a move or combination of moves per round (A and B) and must announce to the CJ which one (A or B) they will be performing before the 15-minute call prior to the start of the relevant round, otherwise A will be considered. If the competitor does not present the routine description sheet at the designated time, the DoD for each of their rounds will be 1.2.

Competitor Number	Competitor Name	Country

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

Date	Competitor Signature

# Addendum F: Competitor Challenge Form

Challenge Request			
<b>Competitor Name:</b>	_____	<b>Signature:</b> _____	
<b>Competitor Number:</b>	_____		
<b>Round #:</b>	_____		
<b>Challenge Fee:</b>	\$75.00	Collected	

Assessments Challenged
- Competitors must state the single Gate, Zone or Penalty indicator 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.
- 6.3.8.2 will apply.

Final Decision	
Majority Vote (2:1)	<input type="checkbox"/> <b>NO CHANGE</b> to Initial Assessment
Unanimous (3:0)	<input type="checkbox"/> <b>NO CHANGE</b> to Initial Assessment
Unanimous (3:0)	<input type="checkbox"/> <b>CHANGE</b> to Initial Assessment

Certification	
<b>Chief Judge:</b>	_____
	(Print Name)
<b>Chief Judge:</b>	_____
	(Signature)
<b>Date:</b>	_____
<p>In accordance with the final decision of the VRP, the Chief Judge has documented the action on the score sheet and on the score list for the round. The \$75.00 challenge fee is:</p> <p><input type="checkbox"/> Returned to the Competitor</p> <p><input type="checkbox"/> Retained to be donated to the USTTF</p>	

# Addendum G: DOD Fusions and Sequential Moves

Crane + Superman	2.3	Sequential	
CraneSuper	2.6	Fusion	Crane leaning to Superman
Superman + Cross-up	2.6	Sequential	
Superman + Walnut	2.6	Sequential	
SuperWalnut	2.8	Fusion	Superman with knees of Walnut
Boomerang + Can-Can	2.9	Sequential	
CraneBoom	3.0	Fusion	Crane while in the carve
NacSuper	3.1	Fusion	Front leg and upper body moving together while in constant water contact
NacNac + Superman	3.1	Sequential	
Boomerang + Superman	3.2	Sequential	
Superman + Boomerang	3.2	Sequential	
BoomNac + Superman	3.3	Sequential	
Boomerang + Method	3.4	Sequential	
Method + Superman	3.5	Sequential	
BoomSuper	3.6	Fusion	While in a Boomerang doing a Superman
BoomMeth	3.6	Fusion	While in a Boomerang doing a Method
Nac-Nac + Lazy Boy	3.6	Sequential	
Method + Lazy Boy	3.6	Sequential	
Crane + Switchblade	4.0	Sequential	
Flex Head + Lazy Boy	4.0	Sequential	
Switchblade + Nac Nac	4.0	Sequential	
T + Crane + Superman	4.0	Sequential	
LazySwitch	4.1	Fusion	Switchblade while in a Lazy Boy position
SwitchNac	4.2	Fusion	Switchblade while feet are in Nac-Nac position
LazySwitchcow	4.3	Fusion	Lazyboy with Switchcow hand drag
Lazy Boy + Switchcow	4.3	Sequential	
Switchblade + Method	4.4	Sequential	
Method + Switchblade	4.4	Sequential	
Superman + Switchblade	4.6	Sequential	
Switchblade + Superman	4.6	Sequential	
Boomerang + Switchblade	4.7	Sequential	
Lazy Boy + Superman	4.7	Sequential	
Boomerang + Lazy Boy	4.8	Sequential	
Lazy Boy + Switchblade	4.8	Sequential	
Superman + Lazy Boy	4.9	Sequential	
Method + Blindman	4.9	Sequential	
SwitchSuper	5.0	Fusion	Switchblade in a Superman position, with arm extended
CowCan	5.0	Fusion	Cowboy position, both feet apart to the side and dragging
BoomSwitch	5.1	Fusion	Switchblade while carving
Superman + walnut + Lazy Boy	5.1	Sequential	
Tick Jockey + Superman	5.3	Sequential	
BoomCow	5.3	Fusion	Cowboy while carving
Method + Cowboy	5.3	Sequential	
BoomSwitchcow	5.4	Fusion	Switchcow while carving
Blind Man + Superman	5.4	Sequential	

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Switchblade + Lazy Boy	5.4	Sequential	
TickSuper	5.5	Fusion	Tick Jockey in Superman leaning position
Superman + Tick Jockey	5.6	Sequential	
Cowboy + Superman	5.6	Sequential	
Ghost Rider + Superman	5.7	Sequential	
Boomerang + Tick Jockey	5.7	Sequential	
BoomMeth + Lazy Boy	5.8	Sequential	
Lazy Boy + Tick Jockey	5.9	Sequential	
Double Cowboy (First left, then right)	5.9	Sequential	
Lazy Boy + Ghost Rider	6.0	Sequential	
BoomCow + Superman	6.2	Sequential	
Blind Man + Lazy Boy	6.3	Sequential	
BlindSwitch	6.3	Fusion	Switchblade flying blind
Boomerang + Blind Man	6.4	Sequential	
Lazyghost + Method	6.4	Sequential	
Lazyswitch + Superman	6.4	Sequential	
Ghost Rider + Lazy Boy	6.5	Sequential	
BoomSuper + Tick Jockey	6.8	Sequential	
BlindSwitchCow	6.8	Fusion	Switchcow flying blind
Blind Man + Jesus	6.8	Sequential	
Boomerang + Lazyswitch	6.8	Sequential	
Wingover + Lazy Boy	6.9	Sequential	
Blind Man + Switchblade	6.9	Sequential	
Tick Jockey + Lazy Boy	7.0	Sequential	
Blind Man + Switchcow	7.1	Sequential	
Boomerang + Blindman + Superman	7.2	Sequential	
Method + Cowboy + Superman	7.2	Sequential	
BoomSwitch + Lazy Boy	7.3	Sequential	
Switchblade + Ghost Rider	7.3	Sequential	
Switchblade + Lazy Boy + Superman	7.3	Sequential	
Boomerang + Switchblade + Lazy Boy	7.5	Sequential	
BlindTick	7.6	Fusion	Tick Jockey flying blind
Switchblade + Blind Man	7.6	Sequential	
Switchblade + Ghost Rider + Lazy Boy	8.2	Sequential	
BlindBoom + Cowboy	8.3	Sequential	
Blind Man + Miracle Man + Switchblade	8.7	Sequential	
Miracle Man + Ghost Rider + Lazy Boy	8.7	Sequential	