

## CHANGES COMPETITION RULES ARTISTIC EVENTS 2012 (updated version)

**Bold and underlined = change or new**

- 4.2. **Jump order. The jump order for the first competition round of each event will be in the reverse order of the placings in that event at the most recent IPC sanctioned World Parachuting Championships or World Cup of Artistic Events. All teams not covered by this procedure will jump at the beginning of the round, with their jump order determined by a draw.** NEW
- 4.4.3. For the purpose of these rules, "freefall video equipment" shall consist of the complete video system used to record the video evidence of the Team's freefall performance, including only one camera, recording media, cables and battery. The freefall video equipment must be able to deliver a **High Definition (HD 1080i AVCHD)** PAL digital signal through a compatible video connection approved by the Video Controller. NEW
- 4.4.8 **The Videographer must record, just before exit, a slate inside the airplane with the relevant round number and date. The recording should continue with the jump without a stop in recording. Failure to meet this requirement will lead to a score of zero (0) points.** NEW
- 4.4.9. **The Organizer must provide the Teams with a way of identification of the Team showing the team number to be recorded by the Videographer just before exit. The recording should continue with the jump without a stop in recording.** NEW
- 6.3. Scoring Compulsory Routines.  
Presentation in the Compulsory Routines is scored for the **beginning** and the end of the routine, and move(s) performed between the Compulsory Sequences. **A Compulsory Routine without any additional moves for presentation will result in a score of zero (0) for presentation.** NEW
- 6.3.1. The Judges will only score the Compulsory Sequences they recognize. If an attempt is made for a Compulsory Sequence and the Judges recognize this as such, scoring for that **sequence** will commence. A second attempt will not receive a score. **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).**  
**The judging of each sequence ends when the Judges see the Team completes or abandons the performance requirements of that sequence.** NEW

ADDENDA A-1 and A-2.

All compulsories: Rewording "start / stop" to "beginning / end".

ADDENDUM A-1 Freestyle

**FR-3. Straddle Loops Sequence** NEW

### **Back Layout Half Loop**

- **Beginning shall be from the straddle position in a head-up orientation facing the Videographer.**
- **One complete 180° back layout rotation must be performed in the layout position.**
- **Half loop must be about a horizontal axis, without tilting or changing the heading. Looping motion must be smooth.**

- A momentary stop in a head-down orientation in the straddle position should follow the half loop, without changing heading.

**Back Layout One and Half Loop**

- After the momentary stop, one and half 540° back layout rotation must be performed in the layout position.
- One and half loop must be about the same horizontal axis as the first half loop, without tilting or changing the heading. Looping motion must be smooth.
- The sequence must end in a straddle position in a head-up orientation, facing the Videographer.

**Camera requirements**

- Camera must show Performer from his/her front at the beginning of the sequence and must stay in place and on the same level with the Performer throughout the sequence.

*FF-7. Rock the Cradle* REWORDING

Beginning is when both Performers are in a head-up orientation facing each other.

One Performer initiates an arc motion (feet first) under the other Performer, as the other Performer performs a half front loop in place, so that both Performers end facing each other in the head-down orientation with their heads level.

After a momentary stop in the head-down orientation, the Performer that initiated the feet first arc, now initiates an arc motion (head first) under the other Performer, as the other Performer performs half a back loop in place, so that both Performers end facing each other on the original heading in the head-up orientation with their heads level.

The distance between the Performers must remain the same during the sequence.

Camera must show the side of the Performers at the beginning, on the same level and remain in place.

ADDENDUM A-2 Freelying

*FF-4. Double Joker Reverse* REWORDING

One Performer is in a head-up orientation, the other in a head-down orientation, facing each other.

A hand-to-hand grip is taken and must be maintained during the entire sequence.

The formation is rotated 180° over the top, i.e. the head-up Performer moves directly over the other Performer into a head-down orientation. At the same time, the head-down Performer moves directly underneath into a head-up orientation. (No sideways rotation is allowed.) This 180° rotation must be continuous.

The Performers end in the opposite orientations and on the opposite heading.

After this 180° rotation (the stop in between is only momentary), the formation is rotated in the reverse direction, (180° over the top) until the Performers end on the original heading in their original orientations.

*FF-5. Head-up Head-down Carve* CHANGE

One Performer is in head-down orientation, the other Performer is in head-up orientation, facing each other.

Both Performers start carving around an imaginary center between them.

A minimum **720°** rotation must be performed by the carving Performers.

The carving orbits must be round (not elliptical).

The carving Performers must stay on level **(head to feet)**, maintain the same distance from each other and must keep facing each other during the move.  
Camera must be carving around in the **same direction as the Performer who is in head-down orientation, staying in line behind this Performer during the whole carve,** maintaining the same distance.

ADDENDUM B Orientations

B-1. **Belly-down** Orientation    CHANGE OF WORDING

ADDENDUM C Difficulty

New Freestyle Skydiving Move: Billman – Difficulty level Easy.    NEW