Fédération
Aéronautique
Internationale

The World Games
Wroclaw, Poland

Competition Rules
For
Canopy Piloting

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RIGHTS TO FAI INTERNATIONAL SPORTING EVENTS

All international sporting events organised wholly or partly under the rules of the Fédération Aéronautique Internationale (FAI) Sporting Code[1] are termed *FAI International Sporting Events*[2]. Under the FAI Statutes[3], FAI owns and controls all rights relating to FAI International Sporting Events. FAI Members[4] shall, within their national territories[5], enforce FAI ownership of FAI International Sporting Events and require them to be registered in the FAI Sporting Calendar[6].

An event organiser who wishes to exploit rights to any commercial activity at such events shall seek prior agreement with FAI. The rights owned by FAI which may, by agreement, be transferred to event organisers include, but are not limited to advertising at or for FAI events, use of the event name or logo for merchandising purposes and use of any sound, image, program and/or data, whether recorded electronically or otherwise or transmitted in real time. This includes specifically all rights to the use of any material, electronic or other, including software, that forms part of any method or system for judging, scoring, performance evaluation or information utilised in any FAI International Sporting Event[7].

Each FAI Air Sport Commission[8] may negotiate agreements, with FAI Members or other entities authorised by the appropriate FAI Member, for the transfer of all or parts of the rights to any FAI International Sporting Event (except World Air Games events[9]) in the discipline[10], for which it is responsible[11] or waive the rights. Any such agreement or waiver, after approval by the appropriate Air Sport Commission President, shall be signed by FAI Officers[12].

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1 FAI Statutes, ... Chapter 1, ... para 1.6
2 FAI Sporting Code, Gen. Section, ... Chapter 4, ... para 4.1.2
3 FAI Statutes, ... Chapter 1, ... para 1.8.1
4 FAI Statutes, ... Chapter 2, ... para 2.1.1; 2.4.2; 2.5.2 and 2.7.2
5 FAI By-Laws, ... Chapter 1, ... para 1.2.1
6 FAI Statutes, ... Chapter 2, ... para 2.4.2.2.5
7 FAI By-Laws, ... Chapter 1, ... paras 1.2.2 to 1.2.5
8 FAI Statutes, ... Chapter 5, ... paras 5.1.1, 5.2, 5.2.3 and 5.2.3.3
9 FAI Sporting Code, Gen. Section, ... Chapter 4, ... para 4.1.5
10 FAI Sporting Code, Gen. Section, ... Chapter 2, ... para 2.2.
11 FAI Statutes, ... Chapter 5, ... para 5.2.3.3.7
12 FAI Statutes, ... Chapter 6, ... para 6.1.2.1.3

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1. FAI AUTHORITY

The competition will be conducted under the authority granted by the FAI, according to the regulations of the Sporting Code of the FAI, General Section, and Section 5 as approved by the IPC and validated by the FAI, and these rules. All participants accept these rules and the FAI regulations as binding by registering in the competition.

2. ABBREVIATIONS, DEFINITIONS AND PHRASES USED IN THESE RULES

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

Body—The physical structure of a person, including clothing and footwear.

Canopy down (CD)—A situation in the Speed Event when a competitor's canopy makes surface contact prior to the competitor stopping the timing by breaking the sensor beam at G5 with his body. A pilot chute is not considered part of the canopy.

Closed course—If for any reason the Chief Judge (CJ), Event Judge (EJ) or the FAI Controller decides to close the course, an orange smoke canister and/or other suitable indicators will be placed at the beginning of the course or in another appropriate location. The indicator type and location will be described during the pre-event competitors' briefing.

Control problem—A condition of the parachute that makes it impossible to attempt a safe approach to the course.

Course—The designated path that competitors must navigate that is formed by gates and marked by sidelines in accordance with the details in Addenda A, B, C and D. Sidelines are part of the course.

Course marker—Devices that mark and indicate the boundaries of the course as shown in Addendum A.

Course Technical Director (CTD)—A person appointed by the Organiser and accepted by the IPC Canopy Piloting Committee for that position. The CTD is responsible for the planning, setup and maintenance of the courses before and during the competition.

Default result (DR)—A DR in all events is three points.

Down-landing (DN)—A landing where surface contact is made during the landing by any part of the body, other than the feet.

DWIPE—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 (G1) —See gate. The first gate on the course. In Freestyle, the water surface is the entrance to the course.

Exit gate (G5 or G6)—See gate. The last gate on the course.

Gate—Consists of two course markers or electronic sensors separated laterally by a variable distance as specified in Addendum A.

Kiting/Kited—The competitor keeps the canopy (excluding the pilot chute) flying without any surface contact by the canopy.

Landing—A landing starts when any part of the competitor's body makes surface contact, excluding contact due to water drag, and ends with a complete stop.

Landing zone—In the Zone Accuracy event, landing zones, denoted as Z1-Z9 and CZ, are defined areas within the boundaries of the course with assigned point values as specified in Addendum D.

Marker Strike (MS)—In all events, when any part of the competitor's body or equipment comes into contact with a course marker, sensor, transmitter or any other fixed judging device and causes it to become non-functional or to need repair of any kind, as determined by the CJ or EJ.

Minimum result (MR)—The MR in all events is zero points.

Missed entry (ME)—Not scoring G1 for any reason, or in the Freestyle event, not touching water.

Missed Exit (MX) —Not scoring the Exit Gate for any reason.

No water drag (NW)—Not clearly showing surface contact with the water with any part of the body.

Off-course landing (OC)—A situation when part of a competitor's body makes surface contact outside the course while not simultaneously maintaining surface contact within the course.

OPP—Official practice period

Out-flying (OF)—A situation when no part of a competitor's body remains within the course and no surface contact occurs.

Parachute equipment—For the purpose of weight calculations described in §5.3.3., the parachute equipment is the parachute system (rig) and helmet.

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 behaviour as described in these rules and in The Sporting Code: General Section.

Result—The point value of a score, after applying the calculation procedure in §6.8 or the points resulting from a DR or MR.

Safety zone—The areas outside the course as specified in Addendum A5.

Score—An evaluation by the judges of a competitor's achievement while navigating the course; e.g. time in seconds in Speed, distance in metres in Distance, points in Zone Accuracy, and points in Freestyle. The minimum score is zero (0).

Scoring a gate—A gate is scored when any part of the competitor's body breaks the imaginary plane between the course markers that make up the gate, or breaks the gate's electronic sensor beam.

Scoring a water gate—To clearly show uninterrupted surface contact by performing a water drag with any part of the body, when passing through the imaginary line running between the leading (front) edge of the course marker of a water gate.

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.

Vertical extension (VE)—When a competitor passes between, but above the course markers that make up a gate, failing to score a gate. VE applies to gates as specified in the rules in paragraphs 6.1 to 6.7.

VR—video review.

VRP—video review panel.

Water gate (G1-G4)— The gates located on the water portion of the course.

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.

Yellow card (YC)—A penalty, often recognized as a warning, issued by authorized persons during the competition for actions or flying that is deemed unsafe or for unsporting behaviour as described in these rules and in the Sporting Code: General Section. A YC may, but is not required to, be issued before a red card. Two yellow cards issued during a single competition are equivalent to and will have the same result as the issuance of a red card.

3. RULES SPECIFIC TO THE COMPETITION

3.1. Aims of the Competition

3.1.1. To determine the champions of canopy piloting.

3.1.2. To promote safety and develop canopy piloting training and competition.

3.1.3. To exchange ideas and strengthen friendly relations between sport parachutists, judges and support personnel of all nations.

3.1.4. To allow participants to share and exchange experience, knowledge, and information.

3.1.5. To improve judging methods and practices.

3.2. Composition of Delegations

Each delegation may be comprised of:

3.2.1. One Head of Delegation

3.2.2. One Team Manager

3.2.3. A World Games delegation will comprise competitors and other delegation members officially invited in accordance with FAI WG protocols

3.2.4. Team Coaches - see SC5 4.4.2

3.3. Composition of a National Canopy Piloting Team

3.3.1. For delegations with three registered competitors, the competitors will automatically form the national CP team upon registration unless the Head of Delegation or Team Manager disagrees.

3.3.2. For delegations with more than three registered competitors, the delegation may nominate three of its competitors to form the national CP team. This must be done before the exit order is finalized at the competitors meeting.

3.4. Program of Events

3.4.1. The competition shall be comprised of three rounds in each of the events Speed, Distance and Zone Accuracy, as described in §4 and Freestyle as described in Addendum J.

3.4.2. The minimum number of rounds required for a valid event is one round.

4. EVENT DESCRIPTIONS AND OBJECTIVES

4.1. Competition-Format Events

4.1.1. Carved Speed 70m: To navigate a parachute in as fast a time as possible through G1 to G5 while remaining within the boundaries of the carved course. See §6.1 and §6.2 for additional requirements regarding scoring.

4.1.2. No-Drag Distance 70m: To navigate a parachute as far as possible from the entry gate, flying through G1 and G6 (70m), and landing within the boundaries of the course. See §6.1 and §6.5 for additional requirements regarding scoring.

4.1.3. Zone Accuracy: To navigate a parachute through G1, perform a water drag through as many of the water gates as possible, and continue on to land precisely within a landing zone. See §6.1 and §6.7 for additional requirements regarding scoring.

4.1.4 Freestyle: To navigate a parachute through the course performing Freestyle manoeuvres.

5. GENERAL RULES

5.1. Wind Conditions and Indicators

5.1.1. The maximum allowable wind speed as measured by an anemometer is 7 m/s in any direction, except for Zone Accuracy where it is 5 m/s in any direction.

5.1.2. There must be an anemometric wind-measuring system, located in accordance with SC5, §4.3.5, which shall be checked at 10-minute intervals. If the winds exceed 5 m/s, it shall be monitored constantly until the winds have remained below 5 m/s for at least 5 minutes. In Zone Accuracy, if the winds exceed 3m/s, it shall be monitored constantly until the winds have remained below 3m/s for at least 5 minutes.

5.1.3. A windsock capable of responding to winds of at least 2 m/s shall be positioned within 50 metres of the course.

5.1.4. A wind direction indicator (streamer) capable of responding to winds of less than 2 m/s shall be mounted on a pole within 20 metres of G1.

5.1.5. The CJ will determine the positions of the windsock and wind direction indicator, ensuring that both are fully visible for competitors approaching the course. This determination is not subject to protest.

5.2. The Minimum Exit Altitude On One Pass is

5.2.1. 1200 metres AGL with 1 or 2 competitors

5.2.2. 1500 metres AGL with 3 or 4 competitors

5.2.3. 1750 metres AGL with 5 or 6 competitors

5.3. Equipment and Weights

5.3.1. All competitors must wear a hard-shell protective head cover.

5.3.2. Protective equipment may be worn and is strongly recommended. It must not hinder the competitor's parachute equipment or compromise safety, as determined by the FAI Controller.

5.3.3. At the time of the weighing carried out by the FAI Controller, or a person designated by the FAI Controller, 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 E.

5.3.4. A deviation of one kilogram on DWIPE measured in 5.3.3 will be allowed. This deviation is allowed to cover discrepancies between different scales used or a competitor being wet if weighed after the jump.

5.3.5. Any additional weight components must have a single-handle quick-release system. The release handle must be located on the front part of the competitor's torso, be freely accessible and be made in such a way as to allow it to be easily operated by a rescue person in case of an emergency. It must not come loose by itself and must be acceptable to the FAI Controller.

5.3.6. A scale capable of indicating the weight in increments of 1/10 of a kilogram must be provided to the competitors. A second identical scale must be available to the FAI Controller, if requested.

5.3.7. The FAI Controller will determine random-competitor-weight-check selection prior to and during the competition.

5.4. Official Practice Period

5.4.1. The official practice period (OPP) is the period of two days before the official start date of the competition. The dates and other details pertaining to the OPP must be included in the Official Information Bulletins.

5.4.2. The organizer must provide the opportunity for practice jumps for the competitors on all event courses during the OPP.

5.4.3. During the OPP all competitors must make at least one training jump on the course. It is the responsibility of the competitor to comply with this rule in order to compete. This rule may be waived by mutual agreement of the FAI Controller, Chief Judge and the Jury for a pertinent reason.

5.4.4. During the Official Practice Period and before the start of the competition, an official course closing drill must be conducted by the CJ. The time of which must be announced in advance, so that all officials and competitors can attend. This must be a full practice, and is mandatory for all Judges and Officials, including the use of the smoke, the emergency medical personnel, and a simulated call to the ambulance. The FAI Controller must approve of the system that was practiced and report the results to the Jury prior to the start of the competition.

5.5. Jump Order and Exit Assignment

5.5.1. The results of the most recent FCE will determine the jump order for the first round. Those competitors will be grouped in reverse order of the Combined FCE placings and will jump at the end of the round.

5.5.2. Individual Competitors who did not compete in the most recent FCE will have their jump order determined by random draw, made by the Chief Judge, will be positioned into the remaining open slots and will jump at the beginning of the round.

5.5.3. A person designated by the Meet Director will supervise and record the exit order assignment within each pass as determined by the competitors.

5.5.4. The competitors involved will receive an MR if the EJ or CJ is not notified of any change to the exit order assignment before the 15-minute call prior to boarding.

5.5.5. 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 jump order and placing them at the end of the jump order. The Event Director may also use the same procedure to rotate the order of exit passes when starting a different event on the same day.

5.5.6. The Meet Director may make and use an updated reverse combined jump order for any round of any event if time permits.

5.5.7. By mutual agreement of the Meet Director and CJ, one event may begin prior to the completion of another event. The unfinished event may be completed later in the competition. No event holds a higher priority over any other event.

5.5.8. Where there is the option of a dual-entry setup into the course, one that permits navigating the course in more than one direction, the option can be selected for a complete round only. The course configuration must remain as described in the bid.

5.6. Safety Violations

5.6.1. Competitors shall exit the course immediately after landing. A yellow card may be issued by the CJ or EJ for failing to comply with this rule and consequently creating a hazard for another competitor unless the circumstances are beyond the competitor's control as determined by the CJ or EJ.

5.6.2. A CJ may issue a yellow card to a competitor for a safety violation. They will be issued in general for unsafe actions, lack of sufficient canopy control, or erratic canopy handling.

5.6.3. A second yellow card is the equivalent of the issuance of a red card as per 5.6.5.

5.6.4. The CJ and the FAI Controller together, by mutual agreement, may issue a red card without a prior yellow card for any action that presents immediate danger and safety hazard to the competitor or others on the ground. Examples of this include, but are not limited to low approaches over the crowd or flying the canopy in an uncontrolled manner into any person or objects inside or outside of the course.

5.6.5. The issuance of a red card will result in the disqualification of the competitor from further participation in the competition, including the deletion of any results already achieved during the competition. The competitor will be marked as "disqualified" and will be listed in the ranking list after all other competitors.

5.7. Safety Issues

5.7.1. The CJ or the FAI Controller may suspend a competition at any time if wind or weather conditions are deemed to pose a safety hazard to the competitors even if the conditions are within the wind limits. The Meet Director must then notify the pilot to stop dropping competitors.

5.7.2. The aircraft pilot will signal the competitors when they are clear to exit. All the competitors will be briefed on the specific exit and spotting signals at the pre-event competitors' meeting.

5.7.3. The Meet Director will inform the competitors via the pilot of any exit order or exit altitude changes or that the dropping of competitors must be stopped. The Meet Director must inform the CJ/EJ of any such changes or stopping of jumping.

5.7.4. Competitors must enter the course in order of exit. There must be sufficient exit delay between competitors to ensure safe separation and allow time for any judging and course maintenance. However, if it is not possible to enter the course in order of exit due to circumstances beyond the control of the competitor, the competitor may enter the course (provided there is no conflict with other competitors) and receive the assessed score as determined by the Judges. Otherwise, §5.5.6 will be applied.

5.7.5. During all events, a person, appointed by the CJ, shall be equipped with an audible warning device in order to make competition personnel aware of approaching competitors by the following signals:

5.7.5.1. Three (3) short signals indicating the exit of competitors from the aircraft

5.7.5.2. One (1) long signal, when each competitor initiates the turn into the final approach. At this time, competition personnel must clear the course and take positions alongside the course.

5.8. Equipment Control Problem

5.8.1. A competitor experiencing a control problem or malfunction requiring the use of the reserve canopy must not navigate the course and must utilize an alternate landing area if safe to do so.

5.8.2. A competitor experiencing a malfunction of the main parachute canopy that creates a control problem without requiring a canopy release shall not land on the course.

5.8.3. A qualified person shall be appointed by the CJ and will make an inspection of the equipment immediately after the competitor has landed to confirm that the competitor did suffer a malfunction that was not created by the competitor himself (e.g., packing error). The competitor must not disturb the canopy condition or equipment prior to inspection.

5.9. Re-Jumps Due To Equipment Problems

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

5.10. Re-Jumps Due To Weather Conditions

5.10.1. If the wind exceeds the maximum limit at any time in the period from when the competitor initiates the turn to final approach to when the landing of the competitor ends, the following applies:

5.10.1.1. In Distance and in Speed, no score will be awarded and the competitor shall make a re-jump.

5.10.1.2. In Zone Accuracy and Freestyle, the competitor must accept the achieved score within 10 seconds after receiving this information; otherwise a re-jump for this round shall be made.

5.10.1.3. If winds exceed 5 m/s in Speed and Distance or 3 m/s in Zone Accuracy 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 EJ or CJ. The competitor's decision for the re-jump must be made within 10 seconds of being advised of this offer; otherwise the score for the jump is automatically accepted and recorded.

5.10.2. If a competitor experiences adverse weather conditions as determined by the CJ or EJ, the competitor will be offered a re-jump. The competitor's decision for the re-jump must be made within 10 seconds of being advised of this offer; otherwise the score for the jump is automatically accepted and recorded.

5.11. Re-Jumps Due To Outside Interference

5.11.1. A competitor who suffers interference, on the ground or in the air from other competitors, jumpers, or temporary objects, as determined by the CJ or EJ, will be offered a re-jump.

5.11.2. At the sole discretion of the CJ or EJ, any other competitor suffering interference as a result of a competitor not clearing the course will be offered a re-jump.

5.11.3. At the sole discretion of the CJ or EJ if two or more competitors approach and/or enter the course close together and in the process create interference between each other, a re-jump may be offered to one, both or neither competitors.

5.11.4. The competitor's decision for the re-jump must be made within 10 seconds of being advised of this offer; otherwise the score for the jump is automatically accepted and recorded.

5.12. Re-Jumps Due To Technical Factors

5.12.1. If the electronic timing and scoring system in the Speed event malfunctions and is unable to produce a score, a re-jump will be awarded to those competitors affected.

5.12.2. If a course marker or any technical scoring equipment has been rendered non-functional for any reason and cannot be repaired before the next competitor navigates the course, the next competitor(s) will be awarded a re-jump only if the damaged course marker or technical scoring equipment adversely affects the scoring process for a competitor as determined by the CJ or EJ.

5.12.3. In the event of a closed course, competitors are not allowed to enter or navigate the course.

5.12.4. 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.

5.12.5. A competitor complying with the above will be granted a re-jump as decided by the EJ or CJ, otherwise an MR will be applied for that jump.

5.13. Re-Jump Procedures

5.13.1. Each competitor who is granted a re-jump must receive a Re-Jump Form from the EJ or CJ to be handed in to the Meet Director.

5.13.2. The competitor must make the re-jump at the earliest opportunity as determined by the Meet Director, who will inform the CJ, before the 15-minute-call is made, on which load and in which exit order the re-jump will be performed.

6. SCORING

6.1. Scoring in All Events

6.1.1. If not otherwise specified, §6.1 applies to all events.

6.1.2. Scoring G1 in all events will yield at least a default result (DR), unless there is a disqualification.

6.1.3. Except in the case of an ME or disqualification, if out flying, marker strike, off-course landing, canopy down, vertical extension, or no water drag (OF, MS, OC, CD, VE, NW) penalty is applied for a jump after G1 has been scored, the result for the jump will be a DR.

6.1.4. A Minimum result (MR) applies for a jump in the following situations:

6.1.4.1. Missed entry (ME), no matter where the competitor lands

6.1.4.2. Failure to wear a protective helmet while navigating the competition course

6.1.4.3. Failure to notify a change in the jump order or creating interference, as determined by the CJ or EJ (see §5.5.6)

6.1.4.4. Exceeding the AIW allowed as per Addendum E

6.2. Scoring in Carved Speed 70 metres

6.2.1. The competitor must break the sensor beam(s) with some part(s) of the body at G1 to start and at G5 to stop the timing and at least some part of the competitor's body must remain within the boundaries of the Carved Speed course from G1 through G5. Out flying (OF) and vertical extension (VE) will be applied at gates G2 through G5 and off-course landing (OC) applies after G1 has been scored, but before G5 has been scored.

6.2.2. Surface contact by the competitor within the boundaries of the course is permitted as long as the competitor keeps the canopy kited so that no canopy down (CD) occurs before the competitor has scored G5 with some part of the body. CD after G5 has been scored does not affect the score achieved.

6.2.3. A competitor's score for the jump is the time taken to navigate the course and is measured to the thousandth of a second.

6.3. Scoring in No Drag Distance 70 metres

6.3.1. Touching water before and within the course is allowed but not required.

6.3.2. After scoring G1, the competitor's landing must start and come to a complete stop within the boundaries of the course. Off-course landing (OC) applies if surface contact occurs outside of the course and no part of the competitor's body remains in surface contact within the boundaries of the course at the same time.

6.3.3. Touching water within the course is allowed.

6.3.4. Vertical extension (VE) will be applied at G6 at 70 metres.

6.3.5. The competitor's landing must start and come to a complete stop within the boundaries of the course. Off-course landing (OC) applies if surface contact occurs outside of the course and no part of the competitor's body remains in surface contact within the boundaries of the course at the same time.

6.3.6. A competitor's score for a landing as in §6.3.5 will be:

6.3.6.1. 35 metres if the landing is between G1 and G5 or surface contact was made with the land portion of the course before G5.

6.3.6.2. 50 metres if the landing is at G5

6.3.6.3. The measured distance for landing farther than 50 metres to the point on the course that has been touched during landing which is closest to G1, measured in metres to the second decimal.

6.4. Scoring in Zone Accuracy

6.4.1. The competitor's landing must start and come to a complete stop within the boundaries of the course. OC applies if surface contact occurs outside of the course and no part of the competitor's body remains in surface contact within the boundaries of the course at the same time.

6.4.2. A competitor must earn Water Gate Drag points for at least one Water Gate to be awarded landing zone points. Points are awarded for each Water Gate Drag of a Gate. Point values for Water Gates are as in Addendum F.

6.4.3. A competitor must earn landing zone points for at least one landing zone to be awarded Water Gate Drag points. Landing in water after scoring G1 will yield a DR. Landing Zone point values are as in addendum F. The competitor is awarded the score of the zone with the lowest point value that was touched during the landing.

6.4.4. A competitor's score for a round in Zone Accuracy is the sum of Water Gate points and Landing Zone score minus 10 points for failure to perform a stand-up landing (UP).

6.5. Scoring in Freestyle

Refer to Addendum J § 2.

6.6. Calculation of Points

6.6.1. In Zone Accuracy the score of the top ranked competitor in each round is expressed as total amount of points collated. Competitor with the highest score is ranked first place, competitor with lowest score is ranked last place, the rest of the competitors are ranked following a logical numerical order.

6.6.2. In Distance the score of the top ranked competitor in each round is expressed as the maximum distance achieved. Competitor with highest score is ranked top, competitor with lowest score is ranked last, the rest of the competitors are ranked following a logical numerical order.

6.6.3. In Speed the score of the top ranked competitor in each round is expressed as minimum time achieved. Competitor with lowest time is ranked first, competitor with highest time is ranked last place, the rest of the competitors are ranked following a logical numerical order.

6.6.4. In Freestyle the score of the top ranked competitor in each round is expressed as total amount of points collated from 5 judges. Competitor with highest score is ranked first, competitor with lowest amount of points is ranked last, the rest of the competitors are ranked following a logical numerical order.

7. JUDGING

7.1. Judges' Conference

7.1.1. The CJ will organize a judges' conference prior to the start of the competition. All judges shall attend the conference.

7.1.2. All members of the panel of judges must be FAI Canopy Piloting Judges.

7.1.3. Judges-in-training may be used in addition to the panel of judges provided they are under the direct supervision of the CJ or Chief Judge of Training and have attended the judge's conference.

7.1.3.1 The Organizer must provide and assign 4 additional persons to assist the judges during all the competition. All 4 persons must be approved in advance by the CJ, and should have a CP National rating, a FAI non CP rating or good knowledge of the rules.

7.1.4. Each performance shall be judged by at least three members of the panel of judges.

7.1.5. Practice jumps will be judged at the discretion of the CJ. The time period during which the relevant events will be judged during the OPP will be announced by the CJ.

7.1.6. Judges will be strategically positioned at the course according to the needs of the specific event and to the technical equipment in use for the specific event as determined by the CJ or EJ.

7.1.7. In all events, the assigned judges will use the respective signals or methods as determined by the CJ to indicate the scores.

7.1.7.1. Failure to score the gates is indicated by the assigned judge with the respective signal.

7.1.7.2. Scores for the landing in Zone Accuracy, including UP, and in drag distance are noted on independent score sheets by two different scorers. They are transmitted to the scoring processor by means determined by the CJ.

7.1.7.3. The judges must record any rule violation of a competitor (i.e., ME, MS, OF, OC, VE, CD, exit order mix-up, interference, control problems, etc.) as well as the need for a video review (VR), for any reason.

7.1.7.4. 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.

8. VIDEO CAMERAS

8.1. Use of Video Cameras

8.1.1. In each event except for Freestyle, there must be a video camera at the entry gate (G1) and the exit Gate (G5), set at the same height as the gate/sensors. Cameras at entry and exit gates must be capable of reduced speed playback.

8.1.2. In all events where a video system is used at G1or G5, it must be capable of reduced speed playback. At G1, it must be able to record numbers and names audibly.

8.1.3. A minimum of one additional video camera shall be used as a tool for judging and/or course surveillance as determined by the CJ/EJ:

8.1.3.1. In Carved Speed 70m positioned at the discretion the CJ/EJ

8.1.3.2. In Zone Accuracy positioned near Landing Zone 8 directed to the landing zones

8.1.4. A video-camera system or electronic system may be used as a replacement for conditions in §8.1.3 for technically assisted judging as determined by the CJ/EJ in any event.

8.1.4.1. In Zone Accuracy any video-assisted water-gate system used on one or more water gate(s) or the landing zones, at the discretion of the CJ/EJ.

8.1.4.2. In Distance any video-assisted or any other electronic measuring system, at the discretion of the CJ/EJ may be used. The measurement is made by marking the landing point with a stake in the course.

8.1.4.3. If the CJ decides that the video-set-up at the course allows for video judging of all or parts of the course, the minimum evaluation principles (§7.1.4) apply for video judging.

8.2. Video Review

8.2.1. At the request of a member of the judging panel and if the VR has been recorded on the judge's score sheet, the CJ or EJ shall order a review of the jump in question at the earliest opportunity.

8.2.2. The video review request will be noted on a Video Review Form, which must be handed to the Chief Judge, to initiate the VR procedure.

8.2.3. The VRP of three persons is composed of the CJ and/or EJ, and if possible, the panel member that requested the review, and/or one other judge.

8.2.4. A VR cycle is comprised of a maximum of three viewings of part(s) of the jump in question. Reduced speed playback may be used after the first viewing.

8.2.5. At any time during the review process and without discussion, the judges will render their decision using the following procedure:

8.2.5.1. Confirmation of the assessment on the judge's original score sheet

8.2.5.2. Determination of the outcome of a VR using a voting process overseen by the CJ/EJ: Any decision must be rendered clearly by "YES" or "NO" only, (i.e., by thumbs-up-thumbs-down on command or by indication of a "Y" or "N" on paper etc.,) without any application of in-between decision possibilities or options other than "YES" or "NO".

8.2.5.3. The initial assessment on the score sheet can only be changed with a unanimous decision of the video review panel.

8.2.5.4. 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.

8.2.6. The CJ will review the decision of the video review panel, document the result on the Video Review Form and adjust the competitor's score on the score and result list, if applicable.

8.2.7. The scores will not be final until the data and/or recording media are reviewed, if necessary. The CJ shall be responsible for determining a competitor's final result and place.

9. DETERMINATION OF WORLD GAMES CHAMPION

9.1. Ranking Calculation

9.1.1. Each round will be ranked separately.

9.1.2. In each round competitors are ranked on numerical scale to receive ranking points according to the placings achieved. Rank one equals one point, rank two equals two points and so forth.

9.1.3. The World Games Champion is the competitor with the lowest amount of aggregated ranking points after adding all completed rounds rankings together (Zone Accuracy, Speed, Distance and Freestyle).

9.2. Tie Breaking

9.2.1. In case of a tie the competitor who earned the highest place rankings in all completed rounds will be ranked higher. (i.e. one first place and one third beats two second places)

9.2.2. If the above cannot break the tie, then the best ranked competitor from the last completed round will be ranked higher. If the tie still cannot be broken then the highest ranked competitor from the second last completed round will be ranked higher, and so forth, until the tie is broken.

9.3. Medals Awarded

1st Place Overall, 2nd Place Overall, 3rd Place Overall

ADDENDUM A: GENERAL COURSE SPECIFICATIONS

A.1 All courses must begin over a body of water.

A.2 All courses must be 10 metres wide over the total length of the course.

A.3 The body of water must be a minimum of 20 metres wide and at least 80 metres long.

A.4 Where applicable, the body of water must provide a minimum safety area of 20 metres before G1. However, if the location allows, the safety area is recommended to be as large as possible.

A.4.1 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.

A.4.2 The minimum requirements for the depth of the pond beginning at G2 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, to
- 0.40 metres at G4.

A.4.3 For safety reasons, the water level must be kept high enough to provide a smooth transition from the water level to the ground surface around the exit sides of the pond (maximum 5 cm allowance)

A.4.4 If the water is deeper than 1.5 metres, suitably equipped rescue personnel are required.

A.5 All courses 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 CJ and CTD.

A.6 Gate Area and Target Area

A.6.1 The gate area is the part of the course between G1 and G5 in Carved Speed and Drag Distance, in Zone Accuracy the gate area from G1 to the waterline.

A.6.1.1 On a straight course the distance between G1 and G5 is 50 metres; on a carved course the distance is 70 metres measured along the centerline.

A.6.1.2 The distance between G1 and the demarcation line between Zone 1 and Zone 2 is 50 metres.

A.6.2 Course markers for G1 in all events, G2, G3, G4 and G5 in Carved Speed and in G6 in 70m No Drag Distance must be a minimum of 0.20 metres in diameter and be 1.5 metres in height +/- 5 cm, measured from the surface. They must be fixed in position in such a way that the centre axis of the marker may only move a maximum of 10 cm from their approved position.

A.6.3 Course markers G2 through G5, if not specified otherwise, may be marker buoys with a minimum diameter of 0.20 metres.

A.6.4 The target area is the part of the course after the waterline, which must be indicated by sidelines made of line-type material, or markings clearly visible from above. The water line may also be marked at the discretion of the CJ.

A.7 All courses and video cameras/systems must be acceptable to the CJ.

A.8 For the Freestyle event, all markers will be removed from the pond.

A.8.1 Landing zone(s) will be declared for the landing part of the Freestyle jump. They must be suitable for landing and provide enough safety area as determined by the CJ/EJ (multiple landings zones, at different sides of the water section) may be declared.

ADDENDUM B: SPEED COURSE SPECIFICATIONS

B.1 CARVED SPEED COURSE SPECIFICATIONS

B.1.1 The course between G1 and G5 shall be 70 metres long measured along the centerline of the course.

B.1.2 The course shall have an angle of 75° and a radius of 53.48 metres.

B.1.3 Electronic sensors must be set up to give a course length of 70 metres, measured along the centerline.

B.1.4 At G1 and G5 a double sensor system shall be installed, subject to approval by the CJ

B.1.4.1 The electronic sensors shall be placed inside (after) G1 and outside (after) G5.

B.1.4.2 Sensors on G1 and G5 must be at a height of approximately, but not lower than 1.5 m and at approximately 0.6 metres for the lower sensor.

B.1.5 There shall be 5 pairs of course markers incl. G1 and G5 evenly spaced over the length of the course.

B.1.5.1 The course markers on the inside of the course shall be of a contrasting, and of a darker color than on the outside carve, as seen from above.

B.1.5.2 The course markers of G1 and the inside carve course markers on the water portion of the course, should be of the inflatable type, providing a course width of approx. 10 metres.

B.1.5.3 A minimum of 10 metres at the end of the course must be out of the water.

B.1.6 The carve direction must be specified in the accepted bid for the event, and must be published in the Official Information Bulletins. The carved course can be carved in any direction, left or right.

ADDENDUM C: DISTANCE COURSE SPECIFICATIONS

C.1 NO DRAG 70m DISTANCE COURSE SPECIFICATIONS

C.1.1 Beginning at G5, a metric measurement tape having a minimum length of 150 metres, showing increments of 1 cm, must run down one side of the course, being flat on the surface, and if applicable on top of the course marking device.

C.1.2 The 50-metre line shall be visibly marked.

C.1.3 The current World Record shall be visibly marked.

C.1.4 At 70 metres from the Entry Gate course markers with a height of approx. 1.5 metres and a minimum diameter of 0.20 metres shall mark Gate 6 (G6).

C.1.5 Attachment devices used on the course shall be placed in such a way, that no obstacle or hazard is created for anyone on or around the course.

C.1.6 All devices and the positioning of them must be acceptable to the CJ and FAI-Controller.

C.1.7 Course length

C.1.7.1 Venues located up to approx. 1000 metres MSL require a minimum course length of 200 metres , preferably + 50 metres over the current World Record .

ADDENDUM D: ZONE ACCURACY COURSE SPECIFICATIONS

D.1 The course consists of two rows of markers that form a series of four gates, and also the landing zones.

D.2 The body of water will cover 44 (+/- 1m) metres from entry gate G1, to the waterline. The waterline may be additionally marked if deemed necessary by the CJ.

D.3 Water gates G1 through G4 are approximately 12 metres apart from each other.

D.4 The distance from water gate G4 to the waterline shall be 8 metres +/- 1 metre.

D.5 The distance from G1 to the line between Zone 1 & Zone 2 is 50 metres.

D.6 Landing zones: The shape and dimensions of the landing zones must be as depicted in Addendum F.

D.7 Demarcation-lines mark the areas separating each zone. As with the sidelines, they must be made of material to minimize injury, to be able to be quickly repaired, to be wide enough so to be clearly visible from above.

D.8 Centre Zone demarcation lines must be of a contrasting colour to the other zone demarcation lines.

D.9 Zone 7 must have indicators outside of the zone, to indicate its location (i.e. flags etc.).

D.10 Zone Lines

D.10.1 The zone demarcation lines belong to the zone with higher scoring points.

D.10.2 The line at the end of zone 10 is defined as part of zone 10.

D.11 The zones must be filled & covered with a material designed to minimize injury and must be acceptable to the CTD and the FAI controller. The accuracy pit should be filled with Pea Gravel, or similar material, ranging from 2 mm to 10 mm in diameter, and the pit should have a filled depth of at least 30cm. The Pea Gravel should be level with any part of the course or land that is adjacent to it, i.e. the edge of the pond, or the continuation of the Distance course for example.

D.12 All the above specifications must be acceptable to the FAI Controller.

ADDENDUM E: LIST FOR DRESSED WEIGHT (DWIPE) AND ADDITIONAL INDIVIDUAL WEIGHT (AIW)

Note: The maximum AIW allowed is 15.9 Kg.

DWIPE (kg)	AIW (kg)	Total Weight (kg)	DWIPE (kg)	AIW (kg)	Total Weight (kg)
<77.2	15.90	93.10	<89.0	7.60	96.60
<77.6	15.60	93.20	<89.5	7.30	96.80
<78.1	15.30	93.40	<89.9	7.00	96.90
<78.5	15.00	93.50	<90.4	6.70	97.10
<79.0	14.60	93.60	<90.8	6.40	97.20
<79.5	14.30	93.80	<91.3	6.00	97.30
<79.9	14.00	93.90	<91.7	5.70	97.50
<80.4	13.70	94.10	<92.2	5.40	97.60
<80.8	13.40	94.20	<92.6	5.10	97.70
<81.3	13.00	94.30	<93.1	4.80	97.90
<81.7	12.70	94.50	<93.6	4.50	98.00
<82.2	12.40	94.60	<94.0	4.10	98.10
<82.6	12.10	94.70	<94.5	3.80	98.30
<83.1	11.80	94.90	<94.9	3.50	98.40
<83.5	11.50	95.00	<95.4	3.20	98.60
<84.0	11.10	95.10	<95.8	2.90	98.70
<84.5	10.80	95.30	<96.3	2.50	98.80
<84.9	10.50	95.40	<96.7	2.20	99.00
<85.4	10.20	95.60	<97.2	1.90	99.10
<85.8	9.90	95.70	<97.6	1.60	99.20
<86.3	9.50	95.80	<98.1	1.30	99.40
<86.7	9.20	96.00	<98.6	1.00	99.50
<87.2	8.90	96.10	<99.0	0.60	99.60
<87.6	8.60	96.20	<99.5	0.30	99.80
<88.1	8.30	96.40	≤ 99.9	0.00	99.90
<88.6	8.00	96.50	100+	0.00	

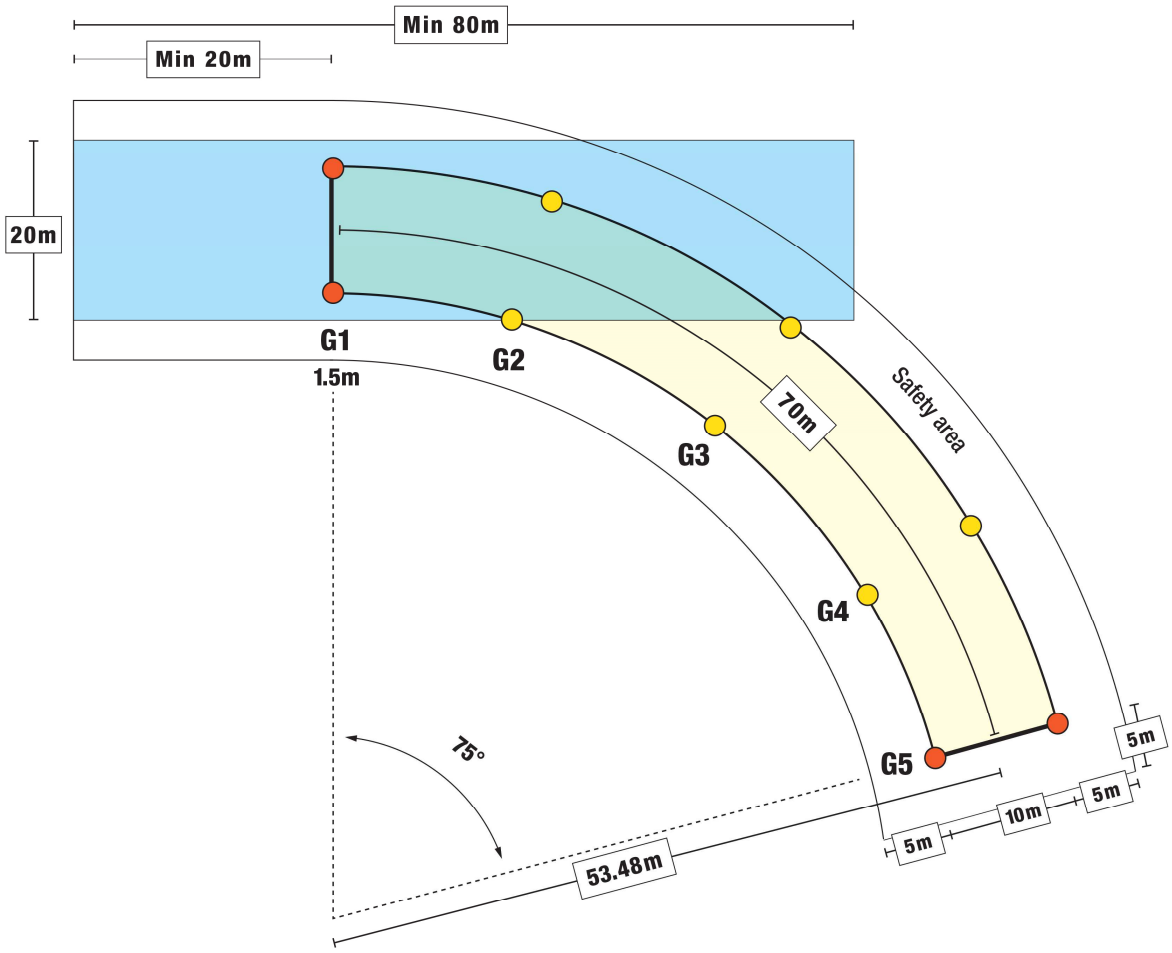
WEIGHING PROCEDURE:

At the time of the Weight check:

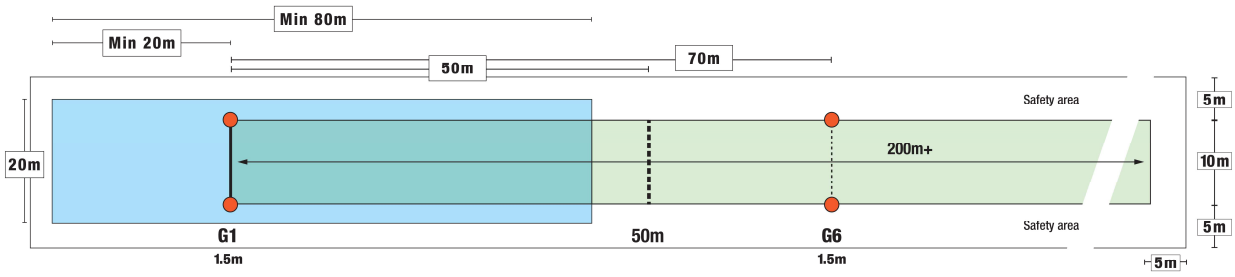
1. The competitor's DWIPE less one kilogram allowed for discrepancies is determined.
2. The DWIPE obtained in 1 above is used to determine the AIW allowed per the list in Addendum E.
3. The competitor's AIW is weighed and compared to the AIW determined in 2 above.
4. If the AIW determined in 3 above is more than the AIW determined in 2 above, a MR will be recorded for that round.

ADDENDUM F: EXAMPLES OF COURSE LAYOUTS

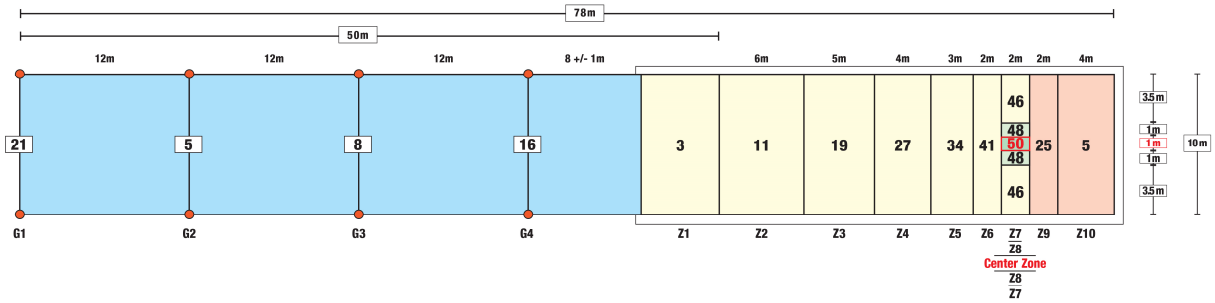
F.1 Carved Speed Course (Carved Speed 70 metres)



F.2 No-Drag 70 m Distance



F.3 Zone Accuracy Course



ADDENDUM G: RECOMMENDED STANDARD JUDGING SIGNALS

Missed Entry (ME)

Vertical Extension (VE)
No Water Drag (NW)

Out of Course Landing (OC)
Out of Course Flying (OF)

Canopy Down (CD)

ACC Zone–down (DN)

ADDENDUM H: VIDEO REVIEW FORM

VIDEO REVIEW REQUEST	ORIGINAL ASSESSMENT
Competitor Name: _____	
Competitor #: _____	
Round #: _____	
CP Event: Speed ☐ Distance ☐ Accuracy ☐	Examples: G3 NW; Z5 DN; VE G5

VIDEO REVIEW PANEL	DECISION SYSTEM Determined by CJ/EJ
Requesting Judge: _____	Thumbs Up/Down ☐
CJ or EJ: _____	Paper ☐
Additional Judge: _____	Other ☐

FINAL DECISION	
Majority Vote (2:1) ☐ **No Change** to Initial Assessment	Original Assessment Exists
Unanimous (3:0) ☐ **No Change** to Initial Assessment	
Unanimous (3:0) ☐ **Change** to Initial Assessment	

FINAL DECISION	
Majority Vote (2:1) ☐ Final Assessment: _____	No Original Assessment Exists
Unanimous (3:0) ☐ Final Assessment: _____	
Note: A majority decision of a VR leaves the initial assessment unchanged, except in the situation in which initially no assessment has been made for any reason on the scoresheet. Then, the majority vote will make the decision.	

CERTIFICATION	FINAL ACTION
Chief Judge: _____	CJ Initials
Date: _____	In accordance with the decision of the VRP, the CJ has documented the action on the score sheet and on the score list for the round.

ADDENDUM I: RE-JUMP FORM

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

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

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

ADDENDUM J: FREESTYLE SPECIFIC RULES

1. EVENT DESCRIPTION AND OBJECTIVES

In the Freestyle event, the competitor navigates his parachute through the course performing pre-determined or free moves. The competitor's objective is to navigate a parachute through a course contacting the surface of the water in the manner dictated by the chosen Freestyle move(s).

2. SCORING

2.1. Technical Specifications for Freestyle

2.1.1. The first round is a free round. A single move may be presented. It may be a move described in the Addendum Freestyle B (DoD: 1-3).

2.1.2. The second round is a free round. A single move or a combination of moves may be presented. It may be any move described in the Addendum CP Freestyle - B

2.1.3. The third round is a free round. A single move or the combination of moves may be presented. It may be any move described in the Addendum CP Freestyle - B or any move sufficiently described in the drama sheet.

2.1.4. All moves have to be pre-declared on the drama sheet and presented to the CJ/EJ latest by the 15min call of the first round. Any changes to the moves must be reported to the CJ/EJ at the latest by the 15min call.

2.1.5. A panel of 5 judges evaluate all jumps. Every Judge scores the performance in the given subject from 0.0 (poor performance) to 10.0 (good performance) using one (1) decimal place.

2.2. Scoring Structure

2.2.1. Three (3) Judges will score the presentation of the approach, the Freestyle move and the landing. Presentation contains the creativity of new moves, combination, and transition between moves. It also contains the presentation of the performance (i.e., body language, body tension, expression etc.).

2.2.2. Two (2) Judges will score the TECHNICAL aspect of the Freestyle move. The technical aspect contains the degree of difficulty of the move, difficulty of transitions, number rotation and change in direction. It also contains the precision and control of the body and canopy during the performance and performance during landing outside the water section.

2.3. Calculation of Points

The calculation to turn scores of each round into points (result) is as follows:

2.3.1. The score of a round is the score from the 5 judges added up (0.0 to 50.0 points).

2.3.2. The competitors are ranked in each round in order of the actual score collated for this round (highest score first).

3. JUDGING

3.1. Point Guidelines

- 10 points—Move is performed flawlessly with no noticeable mistakes
- 8 points—Move is performed with some small mistakes
- 5 points—Move is performed with several medium mistakes
- 3 points—Move is performed with one or several major mistakes
- 0 points—Move not performed or identifiable

3.2. Mistake Examples

3.2.1. Small mistake examples

- slight loss of direction control, slight wobble, etc.
- knees bent

3.2.2. Medium mistake examples

- significant loss of direction control, wobble, not enough rotation, etc.
- required elements performed incorrect, turning the wrong direction, etc.

3.2.3. Major mistake example

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

3.3. Landing Score

The following criteria for judging applies to the landing:

3.3.1. When touching the ground with other parts of the body except the feet, the maximum score for technical aspect shall be 8 points.

3.3.2. When any part of the landing appears to be uncontrolled the maximum score for technical shall be 6 points.

3.3.3. Water Landing (WL) the maximum score for technical shall be 5 points.

3.3.4. Presentation part of the landing, elegancy of landing is counting into presentation score. For crash landing points are lowered.

3.4. Technical Score

The following criteria for judging applies to the technical score:

3.4.1. The Degree of Difficulty (DoD) presents the base for the technical score.

3.4.2. A combination of moves will be judged according the DoDs of the individual moves and the difficulty of the combination.

3.4.3. The actual technical execution (precision of approach, heading-control, body-control, execution, etc.) will finally influence the technical score. If execution is very good, the technical score can be increased. If poorly performed, it can be reduced.

4. USE OF VIDEO CAMERAS

4.1.1. In the Freestyle event there shall be a video camera covering the performance of the competitor over the water and for landing (panning camera). Camera must be capable of reduced speed playback, and must be able to record numbers and names.

4.1.2. Additional video cameras may be used as an assisting tool for judging and/or course surveillance as determined by the CJ/EJ. If the CJ decides that the video setup at the course allows for video judging of all or parts of the course, the minimum evaluation principles (§ 7.1.4) apply for video judging.

ADDENDUM J. 1: DESCRIPTION OF FREESTYLE MOVES

1. DOD (Degree of Difficulty) – 1 (VERY EASY)

1.1 Cross-Up

The pilot positions himself with both feet underneath the body (inline) and crossed while dragging the surface.

- The upper body should be vertical to the surface and straight.
- The legs and feet are inline with the body.
- The knees are slightly bent and legs should be crossed below the knees with both feet dragging the surface

1.2 Crane

The body is straight with one foot dragging and the other leg bent as much as possible above the surface.

- The body should be straight and rigid from the head to the dragging foot.
- The knee should be locked on the leg that is dragging the surface.
- The non-dragging leg should be bent at the knee as much as possible placing with the foot near the knee or thigh of dragging leg.
- The body should be leaning forward as much as possible

1.3 Can-Can

The pilot extends both legs to one side of the body (not underneath the body) with feet apart while dragging at least one foot on the surface.

- The upper body should remain square to the line of flight with chest and shoulders facing forward, not upward.
- The pilot should extend the legs and push feet out to one side as much as possible with the knees locked.
- The feet should be as far apart as possible.

1.4 Nac-Nac

The pilot drags both feet inline with the body at the same time with the forward foot dragging heel side and the trailing foot dragging toe side.

- The upper torso should be vertical to the surface and facing forward.
- The body should be positioned close to the surface.
- Both feet should be dragging inline with the body, no wider than the shoulders.
- Feet can be dragging on their sides but the forward foot must be heel side and the trailing foot toe side.

1.5 "T"

The pilot's body is vertical with one foot dragging, and the other leg extended and horizontal to the surface.

- The upper body should be straight and vertical to the surface.
- The leg of the dragging foot should be extended and locked at the knee.
- The non-dragging leg should be extended straight out from the body, horizontal to the surface and locked at the knee.

2. DOD – 2 (EASY)

2.1 Walnut

The pilot's feet are behind the body and above the surface while dragging both knees.

- The upper body is leaning forward with Shoulders Square to the line of flight.
- The legs are inline with the body with both knees dragging the surface.
- The knees are bent as much as possible with the feet positioned near the buttocks.

2.2 Superman

The pilot's body is straight and horizontal with both feet dragging the surface while facing forward.

- The body should be straight and rigid from the head to the feet.
- The body should be horizontal and low to the surface.
- The legs and feet should be together and dragging the surface.

2.3 Flex Head

The Pilot positions the body and buttocks low to the surface with one leg extended out in front dragging a foot heel side while the other leg is bent at the knee dragging a foot on the surface near the buttocks.

- The upper body should be vertical with the buttocks close to the surface.
- One leg should be extended out in front with the knee locked while dragging the foot heel side.
- One leg should be bent at the knee with the foot dragging the surface near the buttocks.

3. DOD – 3 (MODERATE)

3.1 Boomerang

The pilot carves while keeping contact with the surface.

- The upper body should remain square to the line of flight with shoulders facing forward, not upward.
- The lower body should be positioned close to the surface.
- The pilot must drag at least one foot on the surface.

3.2 Method

The pilot twists the lower body at least 90 degrees from the upper torso with feet apart and dragging on the surface.

- The upper body should be vertical and remain forward with shoulder square to the direction of flight.
- The lower body can be twisted in either direction but must rotate at least 90 degrees from upper torso.
- The feet should be as far apart as possible.

3.3 Lazy Boy

The pilot's body is horizontal with the legs extended out in front with the body while dragging both feet on the surface.

- The body should be horizontal and facing upwards while low to the surface.
- The body should be straight and rigid from the head to the feet.
- The legs and feet should be together with the knees locked while dragging the surface.

4. DOD – 4 (DIFFICULT)

4.1 Switchblade

The pilot places both toggles in one hand and in front of the body.

- The upper body should face forward of the direction of flight.
- Both toggles must be in one hand only and in front of the body while dragging at least one foot on the surface.

4.2 Blind Man

The pilot twists the entire body 180 degrees in the harness from the direction of flight while dragging the surface with at least one foot.

- The body should rotate a full 180 degrees from the direction of flight.
- The body should be vertical with knees slightly bent.

- The pilot should rotate without losing contact with the surface.

5. DOD – 5 (VERY DIFFICULT)

5.1 Ghost Rider

The pilot takes hands completely off the controls (toggle and risers) while facing forward with feet underneath the body and dragging at least one foot on the surface.

- The upper body should be vertical.
- The hands must be off the controls and extended out to the sides during the execution.

5.2 Wingover

The pilot executes a carving maneuver so that one end cell of the canopy makes contact with the surface.

- The body should be positioned low to the surface.
- A wingtip must make contact with the surface while simultaneously dragging a part of the body.

5.3 Cowboy

The pilot takes one hand off the controls and drags it on the surface while dragging at least one foot.

- The Body is vertical and low to the surface with the shoulders square to the direction of flight.
- The hand must drag the surface while dragging at least one foot.
- The hand dragging the surface must be completely off the controls with no toggle in hand.

5.3 Miracle Man

The pilot twists the entire body 360 degrees in the harness while dragging the surface with at least one foot.

- The body should rotate a full 360 degrees in the direction of flight.
- The body should be vertical with knees slightly bent.
- The pilot should rotate without losing contact with the surface.

5.4 Tick Jockey

The pilot places both toggles in one hand and in front of the body with a simultaneous foot-grab with the other hand

- Both toggles must be in one hand and in front of the body while dragging one foot on the water's surface.
- The other hand must perform a foot-grab behind the back at one moment in time
- The body should be arched to as much as possible.

ADDENDUM J. 2:

DRAMA SHEET FOR THE FREESTYLE EVENT

Competitor Number:	Competitor name:	Country:
CANOPY PILOTING FREESTYLE EVENT		
Free Round, Jump nº 1	Description:	
Move Name: (One move only)		
Free Round, Jump nº 2	Description:	
Move Name:		
Move Name:		
Move Name:		
Free Round, Jump nº 3	Description:	
Move Name:		
Move Name:		
Move Name:		