

CHANGES TO COMPETITION RULES ARTISTIC EVENTS 2013

IMPORTANT NOTE: This document does NOT cover all changes, as several changes are typos, or minor terminology updates. ONLY the important changes have been written down, or overviews of changes. Judges and competitors are strongly recommended to read the current AE 2013 competition rules to the fullest!

Changes in red Deleted text

4.4.2. A Video Controller will be appointed by the **organiser, and approved by the Chief Judge** prior to the start of the **official training jumps**. **Prior to the competition beginning**, the Video Controller may inspect a team's freefall video equipment to verify that it meets the performance requirements as determined by him/her. **Inspections that do not interfere with a team's performance** may be made at any time during the competition, as determined by the **Chief Judge**. If any freefall video equipment does not meet the performance requirements as determined by the Video Controller, this equipment will be deemed to be unusable for the competition.

4.4.3. Video standard: 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 the camera(s), recording media, cables and battery. The freefall video equipment must be able to deliver **a High Definition 1080 type digital signal with a minimum frame rate of 25 frames per second, through a memory card (minimum class 10)**.

4.4.5. The camera(s) must be fixed static to the helmet. No roll, pitch or yaw movements of the camera(s), mechanical... etc.

4.4.8 The Videographer must record, just before exit, **the means** inside the airplane with the relevant round number and date. Etc.

5.2.3. Teams are requested to deliver a description of their Free Routine(s) and the order of the Compulsory Sequences (for both Compulsory Rounds) to the Chief Judge **before the start of the official training jumps**

Technical: rewording and redefining. Two (2) major criteria, not four (4.)

- **Difficulty**: The degree of difficulty of all moves and transitions and team work of the jump. Difficulty includes, but is not limited to, the ability to move vertical and horizontal, and perform multiple rotations in a belly-down, back-down, sideways and/or head-up orientation and any other possible orientation as well as the ability to combine technical skills and create complex effects of movement including the Videographer. See Addendum C.
- **Precision, control**: Ability of the Team to demonstrate body control skill (including pointed toes for Freestyle Skydiving), steadiness and accuracy of video framing and appropriate control of proximity of all Team members including the Videographer.

Presentation: rewording and redefining

- *Creativity*: Routine composition is original with new moves, original choreography and/or new presentation of old moves. Routine has a nice flow with a definite beginning and a definite ending and full use of working time. Routine is aesthetically pleasing to watch throughout, with/without dynamic variety.
- *Camera work*: Good use of video angle(s), creative inter-activity and/or lighting to enhance vision. Clean image and clear focus shown. No parts of the Videographers camera helmet/equipment showing in the frame.

~~6.4. After viewing, each Judge will give preliminary scores for the jump. (old numbering)~~

6.3. Medium mistake examples

- *Move*: required elements performed incorrect, turning the wrong direction, etc.

6.4. Score calculation. The score for each round is calculated as follows:

- *Free Rounds*: the highest and lowest Judges' scores of the Technical and Presentation criteria will be discarded, the remaining three (3) scores of both Technical and Presentation will be averaged separately with no rounding applied. The average scores will be added, and the result will be divided by two (2), then rounded to the first decimal place.

6.5.2.2. *Free Routines*: all five (5) Judges will evaluate the Technical and the Presentation criteria.

6.5.3. The Judges will watch each jump once with a second viewing optional. The Judges must watch round 1, one (1) time, for all Teams, and then watch each jump of round 1 a second time (with an optional third viewing, at the discretion of the Event Judge) to produce a score. All viewings must be at normal speed.

6.6.1. Each Team in each event will be given the option of *two (2)* official training jumps. The aircraft type and configuration plus the judging and scoring systems to be used in the competition will be used for the official training jumps.

6.6.2. Before the start of the training jumps, the team captain has the option to explain the delivered Free Routine description sheet(s). If for weather reasons no training jumps are possible, Teams can deliver a maximum of two (2) previous training jumps for scoring and move explanation. For (previous and official) training jumps, no scores for Presentation will be given.

7.2. Competition schedule. The competition will be organised in accordance with a time frame of *one (1)* official training day and a maximum of *four (4)* consecutive competition days. Time must be reserved before the end of the competition to allow for the completion of the final rounds.

COMPULSORY SEQUENCES (FREESTYLE SKYDIVING & FREEFLYING)

- **NOTE: Please read ALL Compulsory Sequences in the Competition Rules AE 2013 itself for the complete and correct descriptions and performance requirements.**

Overall:

- Easier moves (in order to make it more accessible for starting Teams)
- Change of order of the 2 rounds, in order to have variety in one jump and the same average time for performing all 4 Sequences in one jump
- Terminology: camera changed to **Videographer**

Addendum A1 Freestyle Skydiving

New: Toes **must** be pointed.

FR-1: **Cartwheel changed to Helix Spin**

FR-5: **Robin Spin changed to Head-up Straddle Spins**

FR-8: **Orbiting Compass changed to Flip Through**

Addendum A2 Freeflying

New:

- **Face to face requirement means that the Performers must be with the heads at the same level and looking at each other.**
- **Being on the same level means that the center of the torso are on the same level.**

FF-7: **Rock the Cradle changed to Stand-up Star**

Changed / updated / more descriptive

FF-1: **Double Joker Reverse**

FF-2: **Vertical Compressed Switch**

FF-3: **Cat Barrel Roll**

FF-4: **Turning Totem**

FF-5: **Head-up Head-down Carve**

FF-8: **Synchronized Back Layouts**