

<i>Subject:</i>	ARTISTIC EVENTS COMPETITORS WORKSHOP held at The Mondial, Chicago, USA, 2016	Annex No. -	23a
<i>Author:</i>	Ron Miasanikov, AE Committee Chair	Agenda ref. -	15.1
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Those are the ideas and changes that were discussed during the competitor's workshop in Chiacgo:

1 - Splitting compulsories to make it easier for new teams.

Freely

Round 2

	Double Joker	Cat Barrel	Totem	HD carve
Max 3				Inface HD carve. Camera going other direction
Max 5	Double Joker with static camera	One barrel	Totem – not layout	First simple 360 carve, camera around the other direction. carrousel on the 2 nd , camera is Static.
Max 7.5	Existing.	Existing		Outface 720, camera going the other direction
Max 10	Existing with layout position	Existing – nicely layout	Existing	Layout outface side by side hd carve making 180. Stop. Synce 360 and carve the other way.

	Eagle	Angle	Acro	Stand up
Max 3	Full eagle with camera. not linked	Angle belly/back shown from the side, flying for 3 sec.	Sync one back layout loop	Side by side, one grip, 360, re grip (sit)
Max 5		Back flying + sync back loop, show from above	Double synce back layout loop	Existing. No layout

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Max 7.5	Full linked eagle + front loop on top	Belly flying + sync barrel, camera going from side to side over the top	Existing (half twist)	Side by side layout, single grip, 360. Re grip.
Max 10	Stand up start. Performers going over the top + 360 turn over the top. Then finishing the eagle.	Angle belly/back doing 180 carve around each other, camera going other direction	Existing + full twist	Existing

Freestyle:

Freestyle compulsory moves

We still need to decide which four categories of moves we put in the round 2 and which four we put in the round 5.

	Eagle	Carve	Angle	Loops
Max 3	half eagle (start of the move is head-down)		45° wrt horizon, on the back with head low, hold the position for 3 seconds, video shows the performer from his/her side	Starting in a head-up orientation the performer makes three back loops in layout position, performer shown from the side, video on level
Max 5		head-down 360° in-face carve in layout position (if not layout no more than 3 points)		Starting in a head-up orientation, back loop in layout position, back loop in layout position with half twist, 1 ½ front loop in layout position, momentary stop in head-down orientation, performer shown from the side, video on level
Max 7.5	full eagle	head-down 360° in-face carve in layout position with 360° turn in the	45° wrt horizon, on the back with head low, the performer make a full barrel	Starting in a head-up orientation, back loop in layout position, back loop in layout position with half twist, front loop in layout

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		middle	roll, video shows the performer from his/her side (no video move)	position with half twist, half back loop momentary stop in head-down orientation, performer shown from the side, video on level
Max 10	full eagle in layout position	180° carve in-face carve, 180° turn into 180° out-face carve, all in layout position	45° wrt horizon, on the back with head low, video shows the performer from his/her side, the video carves over the performer (180°) and show the other side of the performer, in the middle of the video carve, the performer make a 360° barrel roll, at the beginning of the move and at the end of the move the horizon shall be horizontal in the screen and sky on the top, earth on the lower part of the screen	Starting in a head-up orientation, back loop in layout position, back loop in layout position with half twist, front loop in layout position with full twist, half front loop momentary stop in head-down orientation, performer shown from the side, video on level

	Reverse Eagle	Flip though	Euzon	Spins
Max 3	half reverse eagle (start of the move is head-up)		single Eouzan with static video showing the performer from the side on level	head-up straddle spins x3 with video on level in place
Max 5		flip through x3 as it is now		head-up straddle spins x3.5 with video 180° synchronized carve in opposite direction wrt the spins on level

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Max 7.5	full reverse eagle	flip through x1, Thomas Flair x1, flip through x1	single Eouzan with synchronized barrel roll of the video, performer shown from the side, on level	
Max 10	full reverse eagle in layout position	flip through, Thomas Flair, 720° turn in head-down position with at least 90° between legs (legs appart in straddle or daffy)	double Eouzan as it is now	head-up straddle spins as it is now

General Group Discussion:

1.Keep 4 compulsories + Presentation

2.Definition of Presentation for compulsories

- Must have move before 1st compulsory and after last compulsory
- Preference for moves between compulsories rather than transitions
- Emphasis on difficulty and execution
- Note: more is not necessarily better, flow and choreography important

3. Pointed toes – ok with 9.0 max guideline

4. Compulsories – ok with all being filmed with sky on top.

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5. General penalties – each time

A. Framing – up to .2 for limbs out of frame

Up to .2 for videographer body parts in frame

.5 for entire person missing from frame (1.0 at meeting)

Notes: prefer routine finish in time off screen

Framing cuts – keep in mind difficulty of move

Drama sheets should reflect any intentional framing changes – zooms

Expectation of framing showing performers at least 50% of screen filled –

If not same up to .2 or .5 for distance

B. Timing – expectation to fill 45 seconds

No deduction for 1 second short

Percentage taken for seconds short after that

5 seconds or more considered major error

Not finishing in time not as severe an error as finishing early

C. Heading and Synchronization utilize same penalties

6. Split judging panel? – some yes and some no

Options 1. - go to 6 judges: 2 judge Technical/Difficulty, 2 framing/camera, 2 presentation

Option 2. - not split but go to 3 views with judging criteria on each view 1st Technical/Difficulty, 2nd Framing/Camera, 3rd Presentation

7. Variety of routines from year to year

Would like to see changes each year, but understand this may be difficult logistically

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8. Difficulties table must be updated

9. More suggestions from judging panel:

- Update the reverse order after round 2 if possible (the current rule 4.2 states after round 5). (logistically problematic)
- Remove the cut after round 5 (the current rule 5.5.2 states that only the top eight teams enter the final rounds). Note that the cut has already been removed in FS.
- Remove or change the time constraint for delivering the “drama sheets” as the competition briefing is often held after the official training jumps (the current rule 5.2.3 states that the teams are requested to deliver a description of their Free Routine(s) and the order of the Compulsory Sequences to the Chief Judge before the start of the official training jumps and for this purpose the Chief Judge should provide a standard form).