


Subject:	Proposed Changes to the Artistic Events Competition Rules	Annex J	
Author:	Ron Miasnikov, Chair Artistic Events Committee		
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## Proposals to amend the Artistic Events Competition Rules

Existing rule wording - in italic Changes: words remaining - in black - ~~deletion or change in strikethrough red~~ - new wording - in blue {Explanation} - black italic - in {}

### Outdoor

#### **Existing**

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. For this purpose, the Chief Judge should provide a standard form (see Addendum D).

#### **Change**

~~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. For this purpose, the Chief Judge should provide a standard form (see Addendum D).~~

5.2.3 Teams must submit a video of their Free Routine(s) to the Chief Judge at least 24 hours before the start of the competition.

5.2.4 Teams must submit (digital or hard copy) the order of the two Compulsory Sequences and its difficulty values before the beginning of the competition. (See addendum D)

5.2.4.1 Failure to provide this information will prevent the compulsory round from being judged.

#### **Existing**

5.5.1. The first five (5) rounds will be the selection rounds for the final rounds. If the selection rounds are not completed at the stated starting time for the final rounds, they will start regardless of the number of completed rounds. For the final rounds, only the standings from the completed rounds are considered.

5.5.2 The 6 and 7 round of each event shall be the final rounds, consisting of the top eight (8) Teams per event. This cut does not affect the jump order of routines as stated in para. 5.4.

#### **Change**

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~~5.5.2. The 6 and 7 round of each event shall be the final rounds, consisting of the top eight (8) Teams per event. This cut does not affect the jump order of routines as stated in para. 5.4.~~

#### **Existing**

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. Then, they watch each jump of round 1 a second time (with an optional third view, at the discretion of the Event Judge) to produce a score. At the discretion of the Event Judge, a third view of a Compulsory Round jump, or part of it, is allowed, in normal or reduced speed (70%-90%).

#### **Change**

6.5.3 The Judges will watch each jump once with an ~~second-viewing-optional~~ optional second viewing. The Judges must watch round 1 one (1) time, for all Teams. Then, they watch each jump of round 1 a second time (with an optional third view, at the discretion of the Event Judge)

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~~to produce a score.~~ At the discretion of the Event Judge, a third view of a compulsory round video, or part of it, is allowed, in normal or reduced speed ~~(70%-90%)~~ (70%).

6.5.4 The Judges will watch the submitted videos of the free rounds before the start of the competition, to assess the difficulty level of the routine. Teams who failed to submit the video as per 5.2.3 will be scored 0 for difficulty. On each round, the technical score will consist of the pre-assessed difficulty score and the presented execution.

### **Existing**

6.3. Scoring Compulsory Routines: Judges give a score for the Team (between 0,0 and 10,0, up to one decimal point) for Presentation (as per Free Routine) and for each of the four (4) Compulsory Sequences using the following guidelines:

10 points Move is performed and filmed flawlessly with no noticeable mistakes.

8 points Move is performed or filmed with some small mistakes.

5 points Move is performed and filmed with several medium mistakes.

3 points Move is performed and filmed with one or several major mistakes.

0 points Move not performed or identifiable or unjudgeable camera image.

### **Change**

6.3 Scoring Compulsory Routines: Judges give a score for the Team (between 0,0 and 10,0, up to one decimal point) for Presentation (as per Free Routine) and for each of the four (4) Compulsory Sequences using the following guidelines: *relative to the Team's pre-selected value of each compulsory, using the following guidelines;*

~~10 points~~ 100% of value Move is performed and filmed flawlessly with no noticeable mistakes.

~~8 points~~ 80% of value Move is performed or filmed with some small mistakes.

~~5 points~~ 50% of value Move is performed and filmed with several medium mistakes.

~~3 points~~ 30% of value Move is performed and filmed with one or several major mistakes.

0 points Move not performed or identifiable or unjudgeable camera image.

*{Same rule change for indoor Freestyle. Indoor Freestyle free routines are submitted without music}*

### **Existing incorporating changes**

ADDENDUM – A1

FREESTYLE SKYDIVING COMPULSORY SEQUENCES

PERFORMANCE REQUIREMENTS & JUDGEMENT CRITERIA

*The order in which these Compulsory Sequences can be performed is determined by the Team.*

*The Team ~~is requested to~~ must submit the order of the Compulsory Sequences and its difficulty values*


*before ~~at~~ the start of the competition to the Chief Judge. (see para 5.2.4. and addendum D)*

*Each Team must ensure that clothing and/or the camera do not hinder the ability for Judges to clearly*

*see the performance requirements being met. (E.g. if Judges cannot see straight arms and/or legs*

*then they may assume that the Performer does not have straight arms and/or legs).*

*Toes must be pointed and knees must be straight, except as noted in descriptions. Otherwise, the*

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maximum possible score is **8,0**. 90% of the selected compulsory value.

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.

The videographer must maintain proximity to the Performer throughout each Compulsory Sequence,

except where the Sequence description specifically prescribes otherwise.

All compulsories should be shown with sky on top of the frame.

{The Addendums will be updated, splitting each compulsory to 4 levels of valued score. For example:}

Freelyfly

Round 2

	<i>Double Joker</i>	<i>Cat Barrel</i>	<i>Totem</i>	<i>HD carve</i>
<i>Max 3</i>				<i>Inface HD carve. Camera going other direction</i>
<i>Max 5</i>	<i>Double Joker with static camera</i>	<i>One Barrel</i>	<i>Totem - not layout</i>	<i>First simple 360 carve, camera around the other direction. Carrousel on the 2<sup>nd</sup>, camera is static</i>
<i>Max 7.5</i>	<i>Existing</i>	<i>Existing</i>	<i>Totem - Top flyer is in layout position. Bottom flyer is not.</i>	<i>Outface 720, camera going the other direction</i>
<i>Max 10</i>	<i>Existing with layout position</i>	<i>Existing - nicely layout</i>	<i>Existing</i>	<i>Layout outface side by side hd carve making 180. Stop. Synce 360 and carve the other way</i>