

**CANOPY PILOTING COMMITTEE**  
**RULE CHANGE DOCUMENT**

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## CP Rule change proposals for ISC Plenary 2023

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

**Body**—The physical structure of a person, including clothing, ~~and~~ footwear ~~and the rig~~, ~~No extensions of any kind or unnatural forms are considered body.~~

Clarification. No extensions on the footwear are allowed

**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.

**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. ~~The canopy may touch the ground as long as the competitor continues to fly the canopy in a controlled manner.~~

For example, a situation similar to a wingover where the canopy touches ground but continues flying.

**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.

**Course Technical Director (CTD)**—A person appointed by the Organiser and accepted by the IPC Canopy Piloting Committee for that position. ~~The person must be named and agreed to in the BID document as per FCEAD.~~ The CTD is responsible for the planning, setup and maintenance of the courses before and during the competition.

Remainder that it is in FCEAD

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

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

Housekeeping, Freestyle has its own set of rules

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

**Exit gate (G5)**—See gate. The last gate on the ~~speed~~ course.

Housekeeping. Exit gate is only in speed.

**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**—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. ~~Any surface contact counts as landing for scoring purposes.~~

Clarification. Better definition

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

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

Housekeeping, Freestyle has its own set of rules.

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

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

Removed because it only creates confusion and it is not used. It is only relevant to the speed event and CD, OC, OF stops the run

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

**No water drag (NW)**—Not clearly showing surface contact with the water with any part of the body. ~~Water movement due to compressed air or water dropping from the competitor are not considered water drag.~~

Clarification.

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

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

Clarification, since between course markers it is not judgeable

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

**Parachute equipment**—For the purpose of weight calculations described in §5.3.3., the parachute equipment is the parachute system (rig) and helmet, ~~and any other piece of equipment the competitor may be using.~~

Clarification to include everything that the competitors uses on the jumps, extra cameras.

**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).

**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).

Housekeeping, Freestyle has its own set of rules.

**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.

**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 at ~~water level~~ of a water gate.

Clarification

**Water gate**— The gates located on the water portion of the course.

**Water gate**— ~~For the Zone Accuracy event,~~ the gates located on the water portion of the course.

Clarification

**Water landing (WL)**—A landing in the water portion of the course. For the Freestyle event a landing will be considered a water landing unless the competitor comes to a stop completely out of the water.

**Water landing (WL)**—A landing in the water portion of the course ~~coming to a full stop in the water. For the Freestyle event a landing will be considered a water landing unless the competitor comes to a stop completely out of the water.~~

Clarification

Housekeeping, Freestyle has its own set of rules.

3.4.4. Freestyle will be offered as an event on its own.

~~3.4.4. Freestyle will be offered as an event on its own.~~

Housekeeping, Freestyle has its own set of rules

3.4.5. The competition will run for a maximum of six days, D1 OPP, D2 OPP and Opening Ceremony, D3 + D4 + D5 Competition days, D6 Competition day and Closing Ceremony.

3.4.5. The competition will run for a maximum of six days, D1 OPP, D2 OPP and Opening Ceremony, D3 + D4 + D5 + D6 Competition days, ~~D6~~ D7 Competition day and Closing Ceremony.

Increase one day agreed last year to accommodate for freestyle event.

4.2.1. Alternative formats, if chosen, must be included in the bid for a First Category Event. They may be offered as replacements to one or more rounds either standard-competition-format Drag Distance or Carved Speed events as described in §4.1 while maintaining the number of rounds and events or as an addition to the standard competition format (e.g., Freestyle).

4.2.1. Alternative formats, if chosen, must be included in the bid for a First Category Event. They may be offered as replacements to one or more rounds either standard-competition-format Drag Distance or Carved Speed events as described in §4.1 while maintaining the number of rounds and events or as an addition to the standard competition format (e.g., Freestyle).

Housekeeping, Freestyle has its own set of rules

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.

5.3.4. 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. (The 1 Kg deviation is subtracted from the measured weight to give the competitor potentially more extra weight according Addendum E)  
Clarification

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

5.3.7. The Chief Judge will determine random-competitor-weight-check selection ~~prior to and~~ during the competition after any competition jump.  
Clarification

5.4.2. The organizer must provide the opportunity for practice jumps for the competitors on the event courses during the OPP. The schedule and details of the different event courses must be agreed by the CJ and the Meet Director and be announced at the beginning of each day so that competitors and judges may take advantage of the training period.

5.4.2. The organizer must provide the opportunity for practice jumps for the competitors on the event courses during the OPP. The schedule and details of the different event courses must be agreed by the CJ and the Meet Director and be announced at the beginning of each day so that competitors and judges may take advantage of the training period. Only the announced event may be trained in the announced times. Free time frames may also be announced for competitors to train any event of their choice.

Clarification to make mandatory for the competitors to train the course that the judges are ready to judge.

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.

**5.4.3.** 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 Meet Director**, at their discretion, for a pertinent reason, such as weather, or arising from a written request from a competitor.

Clarification

**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.

**5.5.5.** 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 Meet Director** may also use the same procedure to rotate the order of exit passes when starting a different event on the same day.

Housekeeping

**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.

**5.5.6.** The Meet Director may make and use an updated reverse combined jump order for any round of any event if time permits. In this case the 20% rotation is not additionally required.

Clarification OK

**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, §5.5.4 will be applied.

**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, §5.5.4 will be applied.~~

Housekeeping. Reference not needed.

**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.

**5.9.1.** A competitor experiencing a control problem or malfunction not created by the competitor himself, as per 5.8, will be granted only one re-jump during the competition, otherwise the actual score of the affected jump will be applied.

Clarification

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

**5.12.3.** In the event of a closed course, competitors are not allowed to enter or navigate the course. [A yellow card may be issued if the competitor navigates the course creating a dangerous situation.](#)

Clarifies the penalty.

**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.

**6.2.1.** 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.

**6.2.1.1** Out flying (OF) and vertical extension (VE) will be applied at gates G2 through G5.

**6.2.1.2** Off-course landing (OC) applies after G1 has been scored, but before G5 has been scored.

Same text only separated in different paragraphs to make it more clear

**6.7.2.** 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.

**6.7.2.** 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. [No water gate points will yield a DR.](#)

Clarification

**6.7.3.** 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.

**6.7.3.** 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. [No landing zone points will yield a DR.](#)

Clarification

**7.1.3.1** The Organizer must provide and assign 4 additional persons to assist the judges during 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.

**7.1.3.1** The Organizer must provide and assign 4 additional persons to assist the judges during 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.~~ [They should preferably have at least local CP Judge ratings. If any of these persons are not a CP Judge, they should be vetted before being accepted for the position. These persons must be made available to and approved in advance by the CJ, no later than the day before the OPP starts.](#)

Clarification

**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. One Judge will be positioned on the VC-System to cross check and verify each jump, and inform the CJ in cases where a VRP has to be called.

**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. One Judge ~~will~~ **must** be positioned on the VC-System **during all the competition jumps** to cross check and verify each jump, and inform the CJ in cases where a **CP-VRP** has to be called.

Clarification and **CP-VRP**

~~VRP will be changed to **CP-VRP** in all the document to avoid conflicts with SC5~~

**8.3.7.** The video review for a challenge will be conducted in accordance with § 8.2. regarding Video Review

**8.3.7.** The video review for a challenge will be conducted in accordance with § 8.2. regarding Video Review, **except for § 8.2.3. The Judge, whose assessment is being challenged will not be on the VRP:**

More impartial Challenge system

**8.3.8.** Competitors may submit multiple challenges for the same jump for the single fee.

**8.3.8.** Competitors may submit multiple challenges for the same jump for the single fee **in a declared sequential order until losing a challenge**

Clarify procedure

**A.4.2.3** The above-described dimensions of the pond also apply for Freestyle.

~~**A.4.2.3** The above-described dimensions of the pond also apply for Freestyle.~~

Housekeeping, Freestyle has its own set of rules.

**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.6.3** Course markers G2 through ~~G5~~ **G-4**, if not specified otherwise, may be marker buoys with a minimum diameter of 0.20 metres.

Housekeeping. Gate 5 has to be 1.5 m high

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

**B.1.4.2** The Sensors should be placed at the same level as the top of the course markers at G1 and G5. If installed, the lower sensors should be placed at approximately 0.9 m below the upper sensor. The sensors should be offset the same amount from the Gate Markers G1 and G5 respectively.

**B.1.4.1** The electronic sensors shall be placed inside (after) G1 and outside (after) G5. **The sensors should be offset the same amount from the Gate Markers G1 and G5 respectively**

**B.1.4.2** The Sensors should be placed at the same level as the top of the course markers at G1 and G5. If installed, the lower sensors should be placed at approximately 0.9 m below the upper sensor. ~~The sensors should be offset the same amount from the Gate Markers G1 and G5 respectively.~~

Housekeeping, move the sentences to a previous paragraph

**B.2 DRAG SPEED COURSE 50 METRES**

**B.2 DRAG AND MAX SPEED COURSE 50 METRES**

Text was missing

**B.2.1.4** Markers at G2, G3 and G4 shall be of a minimum of 0.20 m in diameter.

~~B.2.1.4 Markers at G2, G3 and G4 shall be of a minimum of 0.20 m in diameter.~~

Housekeeping. Text is already in Addendum A.6.3 general Course specifications

**C.1.1** Beginning at G5, metric measurement tapes having a combined minimum length of 150 metres must run down one side of the course. The tapes must show increments of 1 cm, be flat on the surface, and if applicable on top of the course marking device.

**C.1.1** Beginning at G5, metric measurement tapes having a combined minimum length of ~~150~~ 200 metres must run down one side of the course. The tapes must show increments of 1 cm, be flat on the surface, and if applicable on top of the course marking device.

More realistic distance

**C.1.4** At 50 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 5 (G5).

**C.1.4** At 50 metres from the Entry Gate course markers with a height of ~~approx.~~ 1.5 metres +/- 5 cm and a minimum diameter of 0.20 metres shall mark Gate 5 (G5).

Clarification to avoid "approx."

**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 .

**C.1.7.2** Venues higher than 1000 metres MSL require a minimum course length of 280 metres, preferably + 50 metres over the current World Record.

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

~~**C.1.7.2** Venues higher than 1000 metres MSL require a minimum course length of 280 metres, preferably + 50 metres over the current World Record.~~

More realistic requirement

**C.2.1** Course dimension and conditions are according to C.1.1, C.1.2, C.1.3, C.1.5 and C.1.6.

**C.2.2** Minimum required course length must be 280 metres, preferably + 50 metres over the current World Record.

**C.2.1** Course dimension and conditions are according to C.1.1, C.1.2, C.1.3, C.1.5, ~~and~~ C.1.6 and C.1.7.

~~**C.2.2** Minimum required course length must be 280 metres, preferably + 50 metres over the current World Record~~

Included above

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

**D.10.1** The zone demarcation lines belong to the zone with the higher scoring points. Sidelines are part of the adjacent zones

Text missing



## CP Freestyle Rule proposals for approval ISC plenary 2023

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

**Body**—The physical structure of a person, including clothing ~~and~~ footwear and the rig. No extensions of any kind or unnatural forms are considered body. The parachutist's body is defined in specified parts, as follows:

- head: the part of the body above the neck.
- shoulder: the upper part of the body between the neck and the upper arm.
- torso: the body, including the shoulder, and parachute, but excluding arms, legs, head and neck.
- waist: the part of the torso between the upper body and the lower body
- upper torso,: the part of the torso between neck and waist
- lower torso,: the part of the torso between waist and legs
- chest,: the front of the torso
- upper body: the part of the body between head and waist
- lower body: the part of the body between waist and feet
  - arm: the whole arm from the parachute harness, including upper arm, lower arm, wrist and hand (the shoulder is excluded).
  - upper arm: the part of the arm between the shoulder and the elbow.
  - lower arm: the part of the arm between the elbow and the wrist.
  - hand: the part of the arm past the wrist.
  - leg: the whole leg from the parachute harness, including the upper leg, knee, lower leg and foot.
  - upper leg (thigh): the part of the leg between the leg strap of the parachute harness and the knee.
  - knee: the part of the leg between the upper leg and the lower leg.
  - lower leg: the part of the leg between the knee and the ankle.
  - foot: the part of the leg past the ankle.
  - sole: that part of the foot on which a person stands.
  - heel,: the hind part of the foot
  - Toes: the front of the foot

No extensions on the footwear are allowed. Clearly define the competitor's body parts. A DRAWING WILL BE USED HERE INSTEAD OF ALL THESE DEFINITIONS

### **NEW**

**Body orientations**—The relative orientation of the competitor's body as follows:.

- Vertical – body or upper body (torso) perpendicular to the surface of the water
- Horizontal - body or upper body (torso) parallel to the surface of the water
- Leaning forward – body or upper body (torso) facing down towards the surface
- Leaning back/backwards – body or upper body (torso) leaning with back to the direction of water surface
- Facing upwards - body or upper body (torso) leaning back with face upwards
- Banking – diagonal tipping with respect to the surface of the water

BODY ORIENTATIONS. A DRAWING WILL BE USED HERE INSTEAD OF ALL THESE DEFINITIONS

**Water landing (WL)**—A landing in the water portion of the course. For the Freestyle event a landing will be considered a water landing unless the competitor comes to a stop completely out of the water.

**Water landing (WL)**—A landing in the water portion of the course coming to a full stop in the water. ~~For the Freestyle event a landing will be considered a water landing unless the competitor comes to a stop completely out of the water.~~

Consistency with Standard event rules

#### 4.- 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) and end with a stand up landing.

#### 4.- 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) and end with a stand up landing. The score will be directly proportional to the amount of water surface dragged and the time the move is being performed. The water drag must be continuous with minimum skipping.

The longer you drag, the higher score the longer you perform, the higher score. Clearly define water drag as continuous contact with water (not skipping)

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.

~~5.5.7.—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.~~

Deleted, text not needed in Freestyle Rules

## 6. SCORING

### 6.1. Scoring in General

6.1.1. Scoring the entry gate will yield at least a default result (DR), unless there is a disqualification.

6.1.2. Except in the case of an ME or disqualification, or no water drag (CD, NW) penalty is applied for a jump after entry gate has been scored, the result for the jump will be a DR.

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

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

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

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

6.1.3.4. Exceeding the AIW allowed as per Addendum E

## 6. SCORING

### 6.1. Scoring in General

6.1.1. A move will only be judged for that part of the move, while in contact with water. Any part of the move performed, while not having contact with water will be disregarded by the judges.

6.1.2. Scoring the entry gate (touching water) 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 MF, MV, WL penalty is applied for a jump after entry gate has been scored, the result for the jump will be a DR.

6.1.3.1. MF (Move failure),

- Failure to perform any one of the pre declared moves,
- or performing them in the wrong order,
- or performing them in such way, that the move cannot be recognized.

6.1.3.2. MV (Move variation failure)

For a three round event, any move may only be performed once. For a combination of moves the move is considered a repetition only if the exact same moves are performed in the same order.

For a six round event, any move or exact combination performed in R1 to R3 may be repeated once only in R4 to R6.

6.1.3.3. When landing in water (WL) the score 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 assessed, no matter where the competitor lands

6.1.4.2. Failure to wear a protective helmet / required equipment 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 (CHECK CORRECT ADDENDUM NUMBER)**

Reorganized full paragraph **6.1 Scoring in General**

**6.2.4.** All moves have to be pre-declared on the drama sheet and presented to the CJ. The drama sheet for all the rounds must be presented to the CJ at least 48 hours before the planned start of the competition so that the judges may assign the DoD of the combination of moves and announce it to the competitors. Competitors may present a move or combination of moves per round (A and B) and must announce to the CJ which one (A or B) they will be performing before the start of the relevant round, otherwise A will be considered.

**6.2.4.** All moves have to be pre-declared on the drama sheet and presented to the CJ. The drama sheet for all the rounds must be presented to the CJ at least 48 hours before the ~~planned start of the competition~~ **the start, as announced by the MD, of the official Team Managers/Competitor meeting** so that the judges may assign the DoD of the combination of moves and announce it to the competitors. Competitors may present a move or combination of moves per round (A and B) and must announce to the CJ which one (A or B) they will be performing before the start of the relevant round, otherwise A will be considered. **If the competitor does not present the drama sheet at the designated time, the DoD for each of their rounds will be 1.2.**

**Better defines the exact moment when the drama Sheet must be handed to the CJ/EJ, and states what the competitor must perform in order to be scored.**

**6.2.7.** When performing a combination of moves (rounds 2 and 3) the chosen moves must at least differ in one move and the order of the moves must differ from any previous combination of that competitor.

~~**6.2.7.** When performing a combination of moves (rounds 2 and 3) the chosen moves must at least differ in one move and the order of the moves must differ from any previous combination of that competitor.~~

**Moved to 6.1.3 with better more detailed explanation**

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

**7.1.1.** The CJ will organize a judges' conference prior to the start of the competition. All judges shall attend the conference, **including any online conference held prior to Judge's travel to the competition.**

**In line with proposal by AE to SC5 6.7.3 (1) (Annex 22.1.b)**

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

**7.1.7.1.** Failure to ~~score the gates~~ **make water contact** is indicated by the assigned judge with the respective signal.

**Freestyle entry gate is contact with the water**

**7.4.3.** The actual technical execution (precision of approach, heading-control, body-control, execution, etc.) will finally influence the technical score. The technical score (derived from the calculated DoD) may be adjusted by +/- 1 depending on the performance.

**7.4.3.** The actual technical execution (precision of approach, heading-control, body-control, execution, etc.) will finally influence the technical score. The technical score (derived from the calculated DoD) may be adjusted by ~~+/-1~~ +/-25% (in 2.5% increments) of the DoD, (up to the third decimal, no rounding applied) depending on the performance.

More fair approach to all DoD

**6.3.1.** Three (3) judges will score the PRESENTATION of the approach, the Freestyle move and the landing.

**6.3.2.** Two (2) judges will score the TECHNICAL aspect of the Freestyle move. The technical aspect contains the degree of difficulty of the move, and the landing.

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**6.3.2.** Two (2) judges will score the TECHNICAL aspect of the Freestyle move. The technical aspect contains the degree of difficulty of the move, and the landing.

Housekeeping. The landing is only judged as a technical aspect.

7.3.5 When landing in the water, the score will be DR.

~~7.3.5—When landing in the water, the score will be DR.~~

Moved to 6.1.3.4 general scoring

**8.1.** Use of Video Camera System

**8.1.1.** In each event there must be a video camera system set up, which must be capable of reduced speed playback. The system must include audio and record all cameras on a hard drive. The images from any camera must be synchronized and be accessible instantly. It must be a secure closed system with access limited to the Judges Panel.

**8.1.2.** The Video Camera System or electronic system will be used as an additional tool to verify the score at the discretion of the CJ or EJ.

**8.1.3.** The positioning of the cameras shall be event related for course surveillance in general and for the specific requirements in each event for gates, entries into the course and landing areas. The positioning of the cameras will not be grounds for protest.

**8.1.4.** If the CJ or EJ 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.

**8.1.** Use of Video Camera System

**8.1.1.** In ~~each~~ the Freestyle event there must be a video camera system set up, which must be capable of reduced speed playback. The system must include audio and record all cameras on a hard drive. The images from any camera must be

synchronized and be accessible instantly. It must be a secure closed system with access limited to the Judges Panel.

**8.1.2.** The Video Camera System or electronic system will be used as an additional tool to verify the score at the discretion of the CJ or EJ.

**8.1.3.** The positioning of the cameras shall be **event site** related for course surveillance in general and for the specific requirements in each event for **gates**, entries into the course and landing areas. The positioning of the cameras will not be grounds for protest.

**8.1.4.** If the CJ or EJ 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.

Housekeeping

**NEW**

National CP Team Champion: 1st Place, 2nd Place, 3rd Place

Housekeeping, it was missing in the last edition of the Freestyle rules.

**NEW**

**Change DRAMA for ROUTINE DESCRIPTION in all the CP Freestyle rules**

**Housekeeping, change of word will occur in Table of contents, 6.2.3, 6.2.4, 6.4.5, Addendum C,**

## PROPOSAL FOR 2024:

### LIST OF DOD – FUSIONS

Trick name	DOD	Notes
cranesuper	2.6	fusion
superwalnut	2.8	fusion
craneboom	3.0	fusion
methsuper	3.1	fusion
nacsuper	3.1	fusion
boomsuper	3.2	fusion
boommeth	3.5	fusion
switchsuper	3.6	fusion
switchnac	4.5	fusion
lazyswitch	4.7	fusion
blindlazy	4.8	fusion
methcow	5.0	fusion
boomcow	5.1	fusion
cowcan	5.1	fusion
blindsuper	5.4	fusion
ticksuper	5.4	fusion
blindlazy	5.5	fusion
boomswitch	5.5	fusion
boomswitchcow	5.5	fusion
lazyswitchcow	5.5	fusion
methcowsuper	5.5	fusion
lazyghostmeth	5.9	fusion
boomcowsuper	6.2	fusion
boomswitchlazy	8.2	fusion
blindtick	8.8	fusion

## PROPOSAL FOR 2024:

### LIST OF DOD – SEQUENTIALS

Trick name	DOD	Notes
crane+super	2.6	sequential
super+cross	2.6	sequential
super+walnut	2.6	sequential
boom+can	2.9	sequential
meth+super	3.5	sequential
boom+meth	3.5	sequential
nac+lazy	3.6	sequential
boom+super	3.6	sequential
flex+lazy	4.0	sequential
crane+switch	4.0	sequential
T+crane+super	4.0	sequential
switch+nac	4.2	sequential
switch+super	4.5	sequential
lazy+super	4.6	sequential
boom+lazy	4.8	sequential
meth+switch	4.9	sequential
switch+meth	4.9	sequential
super+switch	5.1	sequential
switch+lazy	5.4	sequential
lazy+switch	5.7	sequential
methboom+lazy	5.7	Sequential
blind+lazy	6.3	Sequential
boom+blind	6.4	sequential
blind+jesus	6.8	sequential
ghost+lazy	6.8	sequential
lazyswitch+super	6.8	sequential
boom+lazyswitch	6.8	sequential
lazy+ghost	6.8	sequential
switch+lazy+super	6.9	sequential
wing+lazy	6.9	sequential
blind+switch	7.1	Sequential
switch+ghost	7.3	sequential
tick+lazy	7.5	sequential
switch+blind	7.6	sequential
boomswitch+lazy	7.9	sequential
boom+switch+lazy	8.5	sequential
switch+ghost+lazy	8.6	sequential



