



Fédération  
Aéronautique  
Internationale

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# Competition Rules

For

# Canopy Piloting - Freestyle

**2019 Edition**  
Effective 1 March 2019

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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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This document, the Competition Rules for Freestyle Canopy Piloting, 2019 Edition, takes effect on the 1<sup>st</sup> March 2019. The 2019 Edition differs from the 2018 edition in those paragraphs with a vertical bar in the margin.

**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. DEFINITIONS OF WORDS AND PHRASES USED IN THESE RULES**

See Section 2 of the 2019 Competition Rules for Canopy Piloting.

**3. RULES SPECIFIC TO THE COMPETITION**

See Section 3 of the 2019 Competition Rules for Canopy Piloting.

**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.

**5. GENERAL RULES**

See Section 5 of the 2019 Competition Rules for Canopy Piloting.

**6. SCORING**

See Section 6.1 of the 2019 Competition Rules for Canopy Piloting.

**6.1. Technical Specifications for Freestyle**

- 6.1.1. The first round. A single move may be presented. It may be a move described in the Addendum Freestyle B (DoD: Group: 1- 4).
- 6.1.2. The second round. A single move or a combination of moves may be presented. It may be any move described in the Addendum CP Freestyle - B
- 6.1.3. The third 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.
- 6.1.4. All moves have to be pre-declared on the drama sheet and presented to the CJ/EJ as decided by the CJ/EJ. Any changes to the pre declared moves must be reported to the CJ/EJ at the latest by the start of that round. Only declared moves will be judged and scored.
- 6.1.5. A panel of 5 judges evaluate all jumps. Every Judge scores the performance in the given subject from 0.0 to 10.0 using one (1) decimal place.

**6.2. Scoring Structure**

- 6.2.1. Three (3) Judges will score the PRESENTATION of the approach, the Freestyle move and the landing.
- 6.2.2. Two (2) Judges will score the TECHNICAL aspect of the Freestyle move. The technical aspect contains the degree of difficulty of the move, and the landing.

**6.3. Calculation of Points**

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

- 6.3.1. The score of a round is the average score of the 2 Judges scoring Technical (averaged,  $(T1+T2)/2 = T$ ) multiplied by the average score of the 3 judges scoring Presentation (averaged  $(P1+P2+P3)/3 = P$ ), minus any penalties incurred. All calculations are calculated to the third decimal. No rounding applied.
- 6.3.2. The competitors are ranked in each round in order of the actual score collated for this round (highest score first).
- 6.3.3. In Freestyle the score of the top ranked competitor in each round is set to 100%, expressed as 100 points. The remaining competitors' scores of the round are calculated as a percentage of the top ranked competitor's result – expressed in points, calculated to the third decimal. No rounding applied.
- 6.3.4. Contact with water, with no other performance will yield a DR.

## 7. JUDGING

See Section 7 of the 2019 Competition Rules for Canopy Piloting.

### 7.1. Point Guidelines for Presentation

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.) and landing.

- 10 points— Performance is flawless with no noticeable mistakes
- 8 points— Performance with some small mistakes
- 5 points— Performance with several medium mistakes
- 3 points— Performance with one or several major mistakes
- 0 points— No performance at all or not identifiable

### 7.2. Mistake Examples

#### 7.2.1. Small mistake examples

- slight loss of direction control, slight wobble, etc.
- toes not pointed, knees bent

#### 7.2.2. Medium mistake examples

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

#### 7.2.3. Major mistake example

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

### 7.3. Technical Score

The Technical score includes the difficulty of transitions, rotations and change in direction. It also contains the precision and control of the body and canopy, during the performance of the move and the landing.

The following judging criteria applies to the technical score:

- 7.3.1. The Degree of Difficulty (DoD) presents the base for the technical score.
- 7.3.2. A combination of moves will be judged according the DoDs of the individual moves and the difficulty of the combination. For a combination of moves the Judge will decide how difficult the combination is. The lower border will be the most difficult move DoD. The upper border should be the addition of every move DoD in the combination up to a maximum of ten.
- 7.3.3. 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.
- 7.3.4. The landing should finish in a stand up landing.
- 7.3.5. When landing in the water, the score will be DR.

**8. USE OF VIDEO CAMERAS**

- 8.1.1. 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.
- 8.1.2. 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.

**9. DETERMINATION OF CHAMPIONS****9.1. Event Champions**

In the Freestyle event, the winner is the competitor with the highest total number of points after the completed rounds in the event. The maximum number is 300 points for the event.

**9.2. Tie-Breaks**

In the freestyle event, if two or more competitors have the same cumulative total number of points in the first 3 places of an event the higher placing in the completed rounds in the event will have the higher standing (i.e. two first-place ranks and a third-place rank beat one first-place rank and two second-place ranks). If there is still a tie, the single best Freestyle score in a completed round, will have the higher standing.

**9.3. Medals Awarded**

Freestyle Champion: 1st Place, 2nd Place, 3rd Place.

**ADDENDUM A: GENERAL COURSE SPECIFICATIONS**

See Addendum A of the 2019 Competition Rules for Canopy Piloting.

- A.1. For the Freestyle event, all markers will be removed from the pond.
- A.2. 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: DESCRIPTION OF FREESTYLE MOVES**

### **1. DOD (DEGREE OF DIFFICULTY) – GROUP 1 (VERY EASY)**

#### **1.1 Crane (DOD 1.0)**

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

#### **1.2 “T” (DOD 1.1)**

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.

#### **1.3 Cross-Up (DOD 1.2)**

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

#### **1.4 Can-Can (DOD 1.3)**

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.

#### **1.5 Nac-Nac (DOD 1.3)**

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.

### **2. DOD – GROUP 2 (EASY)**

#### **2.1 Flex Head (DOD 2.0)**

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.

## 2.2 Superman (DOD 2.3)

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 Walnut (DOD 2.4)

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 in line with the body with both knees dragging the surface.
- The knees are bent as much as possible with the feet positioned near the buttocks.

## 3. DOD – GROUP 3 (MODERATE)

### 3.1 Boomerang (DOD 3.0)

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 (DOD 3.1)

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 (DOD 3.3)

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 – GROUP 4 (DIFFICULT)

### 4.1 Switchblade (DOD 4.1)

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 (DOD 4.3)

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.

### 4.3 Cowboy (DOD 4.8)

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. DOD – GROUP 5 (VERY DIFFICULT)

### 5.1 Ghost Rider (DOD 5.0)

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 Tick Jockey (DOD 5.0)

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.

### 5.3 Wingover (DOD 5.1)

The pilot executes a carving manoeuvre 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.

### 5.4 Miracle Man (DOD 5.2)

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

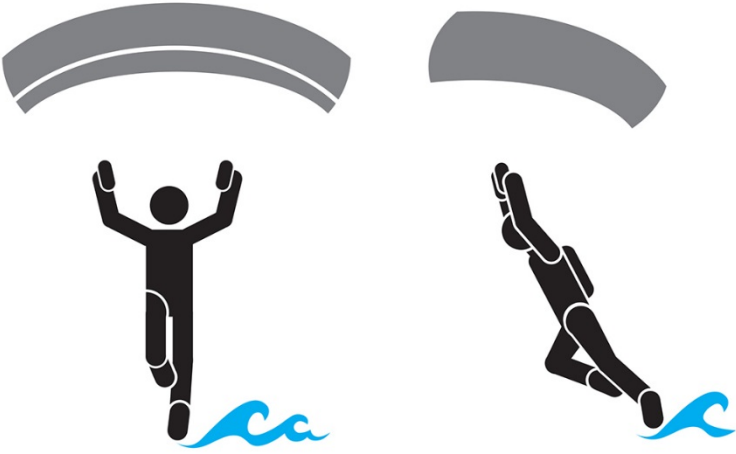
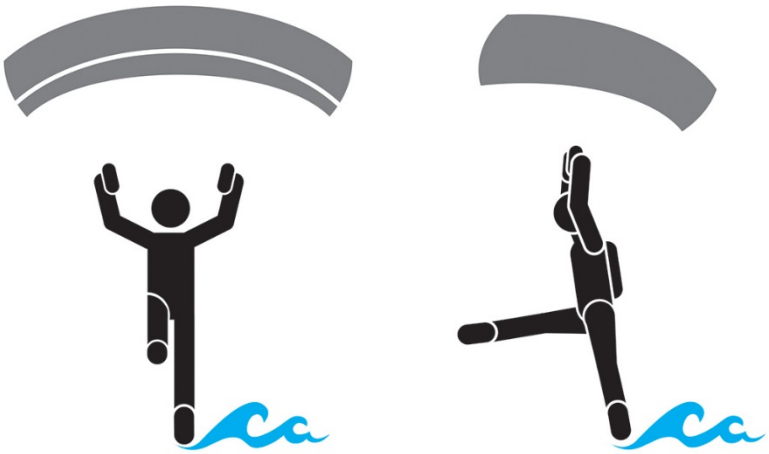
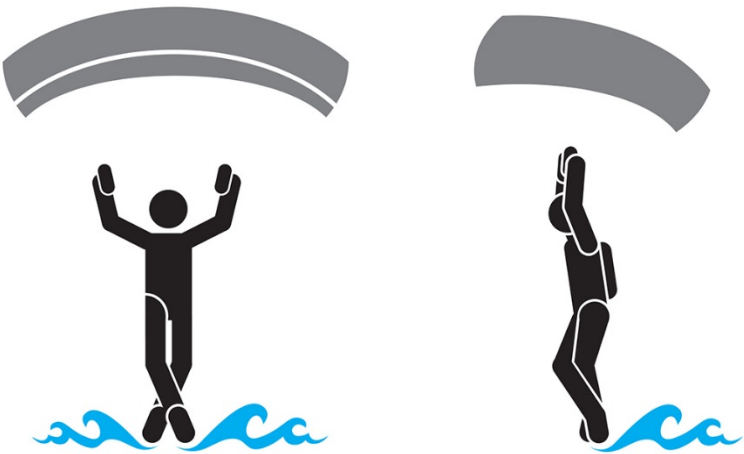
- The body should rotate a full 360 degrees in the direction of flight.
- The body should be vertical with knees slightly bent.
- The pilot should rotate without losing contact with the surface.

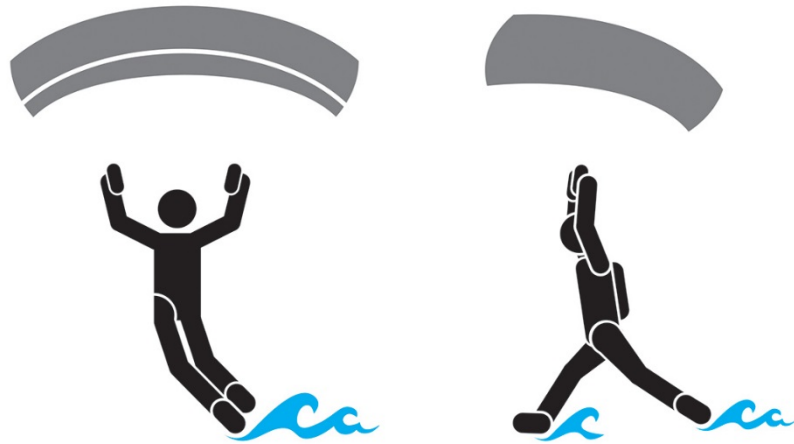


**ADDENDUM C:****DRAMA SHEET FOR THE FREESTYLE EVENT**

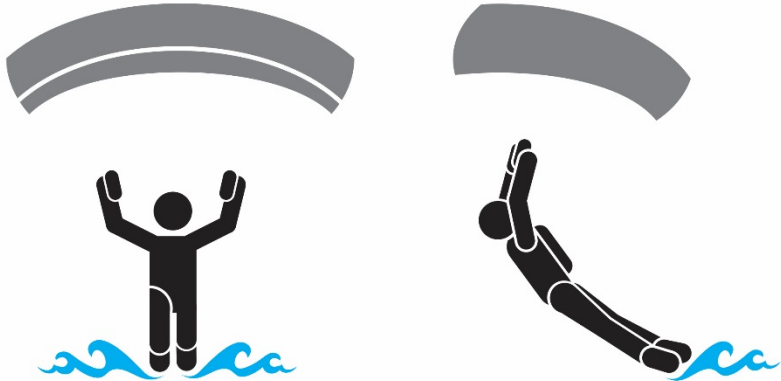
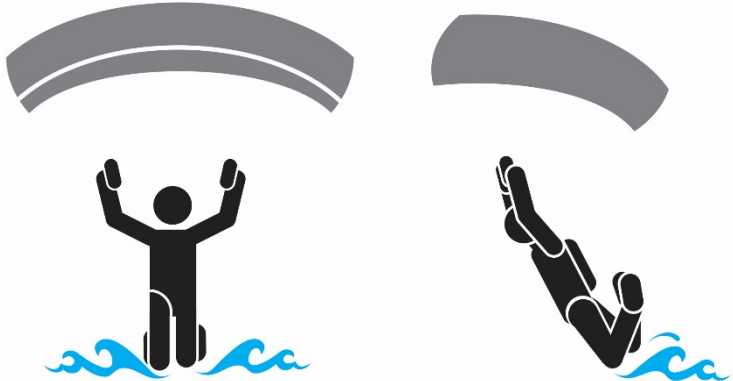

Competitor Number:	Competitor name:	Country:
<b><u>CANOPY PILOTING FREESTYLE EVENT</u></b>		
Free Round, Jump n° 1	Description:	
Move Name: (One move only)		
Free Round, Jump n° 2	Description:	
Move Name:		
Move Name:		
Move Name:		
Free Round, Jump n° 3	Description:	
Move Name:		
Move Name:		
Move Name:		

**ADDENDUM D: DESCRIPTION DRAWINGS OF FREESTYLE MOVES**

**DOD GROUP 1 (VERY EASY)**

	<p><b>CRANE</b> <b>DOD 1.0</b></p> <p>Body straight and leaning forward Knee locked on the dragging leg non-dragging leg bent at the knee Foot near the knee</p>
	<p><b>“T”</b> <b>DOD 1.1</b></p> <p>Body straight Legs locked Non-dragging leg extended straight, locked at knee</p>
	<p><b>CROSS-UP</b> <b>DOD 1.2</b></p> <p>Body vertical Legs and feet inline with body Legs crossed below the knee Both feet dragging</p>

	<p><b>CAN-CAN</b> <b>DOD 1.3</b></p> <p>Both legs on one side Feet apart Upper body facing forward</p>
	<p><b>NAC-NAC</b> <b>DOD 1.3</b></p> <p>Forward foot dragging with heel Trailing foot dragging with toes Dragging with both feet Upper body facing forward As low as possible</p>
<p><b>DOD GROUP 2 (EASY)</b></p>	
	<p><b>FLEX HEAD</b> <b>DOD 2.0</b></p> <p>Body vertical Leg extended Heel dragging Other leg bent under buttocks</p>

	<p><b>SUPERMAN</b> <b>DOD 2.3</b></p> <p>Body horizontal Feet dragging Legs together</p>
	<p><b>WALNUT</b> <b>DOD 2.4</b></p> <p>Body forward Legs in line with the body Knees dragging Feet close at buttocks</p>
<p><b>DOD GROUP 3 (MODERATE)</b></p>	
	<p><b>BOOMERANG</b> <b>DOD 3.0</b></p> <p>Carve with contact Body close to the water Drag at least one foot</p>

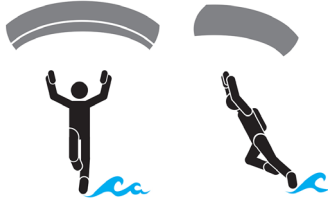

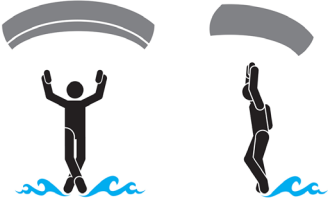
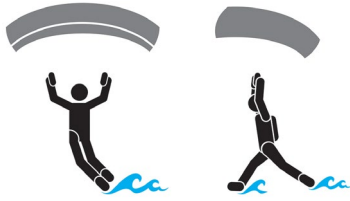



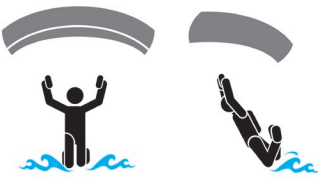
	<p><b>METHOD</b> <b>DOD 3.1</b></p> <p>Lower body twisted at least 90° Upper body forward Feet apart as far as possible</p>
	<p><b>LAZYBOY</b> <b>DOD 3.3</b></p> <p>Body horizontal Legs in front Legs together Straight from head to feet</p>
<p><b>DOD GROUP 4 (DIFFICULT)</b></p>	
	<p><b>SWITCHBLADE</b> <b>DOD 4.1</b></p> <p>Toggles in one hand in front of the body At least one foot dragging</p>


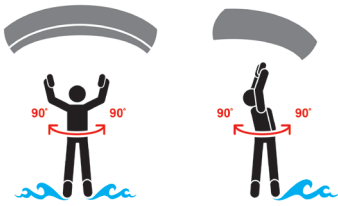
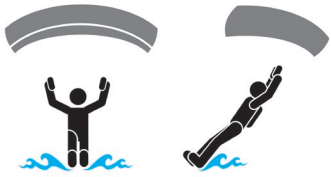

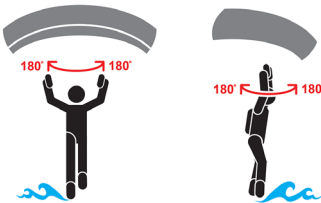
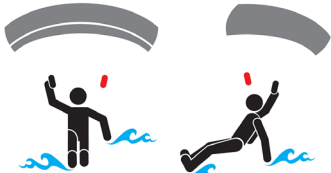
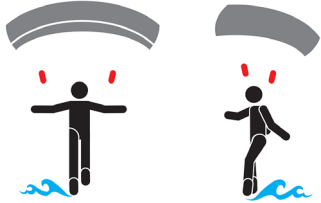


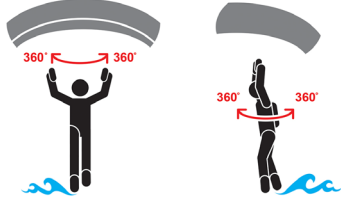


	<p><b>BLIND MAN</b> <b>DOD 4.3</b></p> <p>Twist entire body 180° At least one foot dragging Contact with water when rotating</p>
	<p><b>COWBOY</b> <b>DOD 4.8</b></p> <p>One hand off controls and drags water At least one foot drags water Body vertical and low</p>
<p><b>DOD GROUP 5 (VERY DIFFICULT)</b></p>	
	<p><b>GHOST RIDER</b> <b>DOD 5.0</b></p> <p>Hands off controls and extend out to sides Body vertical At least one foot dragging</p>

	<p><b>TICK JOCKEY</b>  <b>DOD 5.0</b></p> <p>Both toggles in one hand in front of the body          Other hand grabs foot behind back          Body arched</p>
	<p><b>WING OVER</b>  <b>DOD 5.1</b></p> <p>Carving          One cell contact with water          Body low          When wingtip contact with water, part of the body has to also drag water</p>
	<p><b>MIRACLE MAN</b>  <b>DOD 5.2</b></p> <p>Body twists 360°          Drag at least one foot          No losing contact with water</p>

**ADDENDUM E: DESCRIPTION DRAWINGS OF FREESTYLE MOVES SUMMERY**

<b>DOD GROUP 1 (VERY EASY)</b>		
 <p>1.1 CRANE (DOD 1.0)</p>	 <p>1.2 "T" (DOD 1.1)</p>	 <p>1.3 CROSS-UP (DOD 1.2)</p>
 <p>1.4 CAN-CAN (DOD 1.3)</p>	 <p>1.5 NAC-NAC (DOD 1.3)</p>	
<b>DOD GROUP 2 (EASY)</b>		
 <p>2.1 FLEX HEAD (DOD 2.0)</p>	 <p>2.2 SUPERMAN (DOD 2.3)</p>	 <p>2.1 WALNUT (DOD 2.4)</p>
<b>DOD GROUP 3 (MODERATE)</b>		

 <p>3.1 BOOMERANG (DOD 3.0)</p>	 <p>3.2 METHOD (DOD 3.1)</p>	 <p>3.3 LAZYBOY (DOD 3.3)</p>
<p><b>DOD GROUP 4 (DIFFICULT)</b></p>		
 <p>4.1 SWITCHBLADE (DOD 4.1)</p>	 <p>4.2 BLIND MAN (DOD 4.3)</p>	 <p>4.3 COWBOY (DOD 4.8)</p>
<p><b>DOD GROUP 5 (VERY DIFFICULT)</b></p>		
 <p>5.1 GHOST RIDER (DOD 5.0)</p>	 <p>5.2 TICK JOCKEY (DOD 5.0)</p>	 <p>5.3 WING OVER (DOD 5.1)</p>
 <p>5.4 MIRACLE MAN (DOD 5.2)</p>		