

Artistic Events Competition Rules (All Events)

The rule changes 2016 are as follows -

6. Judging and Scoring

2015 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.

2016 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%).*

2015 ~~6.5.4. Remove completely~~

2016 Number changes follow: 6.5.5 becomes 6.5.4 and 6.5.6 becomes 6.5.4

The committee recommends no change to the altitude or working time.

Addendum A

2015 FF-6. Linked Full Eagle with Trick Eagle

- Both Performers are in head-down orientation, with a hand-to-hand grip (left hand of one Performer with the right hand of the other Performer or vice versa), facing the Videographer.*
- The Performers go below the Videographer as the Videographer goes over the top, moving around an imaginary centre between them so that they end up in opposite positions and orientations than they originally began. The movement continues until the Performers and the Videographer end up in their relative beginning positions.*
- The Performers must perform a tuck front loop (trick) in the middle of the second part of the Eagle (when they are above the Videographer).*
- The Full Eagle should be performed as one continuous movement.*
- The Full Eagle must remain on the same heading.*

Videographer requirements

- Videographer must show Performers from their front during the whole sequence, with the exception of the full tuck front loop.*

Judging guidelines

When no trick is performed, the maximum score will be 6,0.

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2016 Addendum A

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- The Performers must perform a tuck front loop (trick) in the middle of the second part of the Eagle (when they are above the Videographer).
- The Full Eagle should be performed as one continuous movement.
- The Full Eagle must remain on the same heading.

Videographer requirements

- Videographer must show Performers from their front during the whole sequence, with the exception of the full tuck front loop.

Judging guidelines

When no trick is performed, the maximum score will be 6,0.

When the grip is not hand-to-hand, the maximum score will be 7,5.

2015 FF-7. Stand-up Star

- *Beginning is when both Performers are in layout position in head-up orientation face to face.*
- *A double hand-to hand grip is taken (left-to-right hand and right-to-left hand).*
- *Both Performers release their grip at the same time.*
- *Both performers simultaneously perform a 360° pirouette in the layout position while remaining on the same level.*
- *Both Performers retake both grips at the same time.*
- *The distance between the Performers must remain the same during the sequence.*

Videographer requirements

- *Videographer must show the side of the Performers at the beginning, on the same level, stay on level and remain in place.*

Judging guidelines

Wrong body position (when either or both Performers is/are sitflying/kneeflying, instead of layout position), the maximum score will be 5,0.

When grips are not taken simultaneously, the maximum score will be 8,0.

When only one (1) grip is taken, the maximum score is 7,0.

Artistic Events Competition Rules (All Events)

2016 FF-7. Stand-up Star

- Beginning is when both Performers are in layout position in head-up orientation face to face.
- A double hand-to hand grip is taken (left-to-right hand and right-to-left hand).
- Both Performers release their grip at the same time.
- Both performers simultaneously perform a 360° pirouette in the layout position while remaining on the same level.
- Both Performers retake both grips at the same time.
- The distance between the Performers must remain the same during the sequence.

Videographer requirements

- Videographer must show the side of the Performers at the beginning, on the same level, stay on level and remain in place.

Judging guidelines

Wrong body position (when either or both Performers is/are sitflying/kneeflying, instead of layout position), the maximum score will be 5,0.

When grips are not taken simultaneously, the maximum score will be 8,0.

When only one (1) grip is taken, the maximum score is 7,0.

When one or both grips is are not hand-to-hand, the maximum score is 7,5.

2016 Addendum C

Updating the Difficulty Table

Indoor Skydiving Competition Rules for Solo Freestyle

5. Rules Specific to the Event

2015 ~~5.1.2. Each Performer may compete in a maximum of two (2) different Events per First Category Event~~

6. Judging and Scoring

2015 6.2 Scoring Free Routines

Presentation:

- *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 appropriate use of working time. Routine is aesthetically pleasing to watch.*
- *Delivery: Appropriate use of space, presenting to the Judges.*
- *Appropriate Use of Time: a penalty of misuse of time as followed:*
 - ~~Routine finishes early but within 3 seconds of working time -- deduction of up to 1,0 point.~~
 - ~~Routine finishes more than 3 seconds early or does not complete within working time -- maximum score will be 8,0.~~

2016 6.2 Scoring Free Routines

Artistic Events Competition Rules (All Events)

Presentation:

- *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 appropriate use of working time. Routine is aesthetically pleasing to watch.
- *Delivery:* Appropriate use of space, presenting to the Judges.
- *Appropriate Use of Time:* a penalty of misuse of time as followed:
- Routine finishes early or late, but within or outside of working time by 5 seconds, the maximum score for Presentation will be 9,5.
- Routine finishes early or late, but within or outside of working time by more than 5 seconds, the maximum score for Presentation will be 8,5.

2015 **6.5.1.** Viewing the Flights: The Judges will view each Performer's Flight from the flight chamber viewing gallery. The Judges will watch each Flight live. ~~A second viewing of the compulsory rounds, using the video evidence, is permitted at the discretion of the Event Judge.~~

2016 **6.5.1.** Viewing the Flights: The Judges will view each Performer's Flight from the flight chamber viewing gallery. The Judges will watch each Flight live. At the discretion of the Event Judge, a second viewing of the compulsory rounds, using the video evidence, is permitted. 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%).

2016 Addendum A

Addition of 4 New Compulsories

New Judging Guidelines to Compulsories:

e.g. SFR-3 (Tucked double loops)

Indoor Skydiving Competition Rules for Dynamic 2-Way and Dynamic 4-Way

2 Definition of Words and Phrases used in these Rules

2015 **2.6** Sidelines (for Speed Routines): two (2) vertical lighted lines positioned on the transparent tunnel walls 180° opposite each other to describe a vertical plane that spans across the flight chamber. The start Sideline is ~~the first Sideline crossed by the Team when entering the flight chamber.~~

2016 **2.6** Sidelines (for Speed Routines): two (2) vertical lighted lines positioned on the transparent tunnel walls 180° opposite each other to describe a vertical plane that spans across the flight chamber. The start Sideline is clockwise from the doorway (with respect to top view.)

2015 **2.7** Centreline: ~~(D2W Speed Routines only):~~ a vertical plane that spans across the centre of the flight chamber extending from one (1) vertical line positioned on the transparent tunnel wall 90° offset from the two (2) vertical lighted lines.

Artistic Events Competition Rules (All Events)

2016 2.7 Centreline: a vertical plane that spans across the centre of the flight chamber extending from one (1) vertical line positioned on the transparent tunnel wall 90° offset from the two (2) vertical lighted lines.

2015 2.12.1. Speed Routine: a routine composed of three (3) randomly drawn Compulsory Patterns (one from each group, Snakes, Verticals and Mixers, in that order), repeated ~~four (4) times, plus a compulsory exit sequence,~~ in the fastest time possible.

2016 2.12.1. Speed Routine: a routine composed of three (3) randomly drawn Compulsory Patterns (one from each group, Snakes, Verticals and Mixers, in that order), repeated **three (3) times**, in the fastest time possible. **The Speed Routine starts with a compulsory entrance and ends with a compulsory exit sequence.**

2015 2.14.1. Speed Routine ~~Working Time: Working time starts the instant that the Timing Judge gives the Team a visual signal to start. Working Time ends when the last Performer completely exits the doorway of the flight chamber, as determined by the Timing Judge.~~

2016 2.14.1. Speed Routine Working Time ends when the last Performer completely exits the doorway of the flight chamber, as determined by the Timing Judge **or by laser technology.**

3 The Events

2015 3.3.2.1. If two (2) Teams Battling each other each won a Battle in the last round of the Tournament, for 1st and 2nd place, and/or for 3rd and 4th place, tie-break Speed Routine Battle(s) will be held to determine placings. ~~For each tie-break battle, a secret Draw (para 4.4.2.4) will be privately revealed to each Team one (1) minute before flight time. The Team flying second in the Battle must not view the first Team performing the Draw and will be presented with the same secret Draw one (1) minute before their flight time. For each tie-break Speed Routine Battle required, a new secret Draw will be used.~~

2016 3.3.2.1. **Ties:** If two (2) Teams battling each other each won a Battle in the last round of the Tournament, for 1st and 2nd place, and/or for 3rd and 4th place, tie-break Speed Routine Battle(s) will be held to determine placings.

4 General Rules

2015 4.2.2. The Sidelines must consist of two (2) vertical lines of lights, which must be changeable in colours. The lights may be LED technology.

2016 4.2.2. The Sidelines must consist of two (2) vertical lines of lights, which must be changeable in colour. The lights may be LED technology. **The Sidelines must extend from the floor up to the top of the transparent walls or 5 metres, whichever is less.**

2015 4.2.4. The Centreline may be adhesive tape affixed to the transparent tunnel wall.

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2016 4.2.4. The Centreline may be adhesive tape affixed to the transparent tunnel wall and must extend from the floor up to the top of the transparent walls or 5 metres, whichever is less.

2016 4.2.8.1. For Speed Routines, two cameras must record video, one positioned at one of the Sidelines. level with the Ring, and the other positioned at the Centreline.

2016 4.2.8.2. For Free Routines, one camera must record video from a position at the centre of the viewing gallery arc.

2015 4.4.2.1. ~~For Speed Rounds 1, 2 and 3 in the Team Pools, all head-down Patterns will be singularly placed in three (3) containers, one for each group of Patterns. Individual withdrawal from each container, without replacement, will determine the Patterns to be performed. The routine will end with the head-down compulsory exit sequence.~~

2016 4.4.2.1. All Compulsory Patterns will be singularly placed in three (3) containers, one for each group of Patterns. Individual withdrawal from each container, without replacement, will determine the Patterns to be performed. The routine will begin with the compulsory entrance and end with the compulsory exit sequence.

2015 4.4.2.2 ~~Deleted~~

2015 4.4.2.3 ~~Deleted~~

2015 4.4.2.4 ~~Deleted~~

2015 4.5. Order of Flights: All Teams will fly each round in alphabetical order. During the Tournament, all Battles will fly in numeric order. (The Tournament Brackets, as shown in Addenda E, identify each Battle with a unique numeric ID.)

2016 4.5. Order of Flights: During the Qualifications Rounds, all Teams will fly each round in Team number order. Team numbers will be randomly drawn. During the Tournament, all Battles will fly in the order decided by the highest placing Team in the Qualification Rounds. (The Tournament Brackets, as shown in Addenda E, identify each Battle with a unique numeric ID.)

5. Rules Specific to the Event

2015 5.2.1. Teams ~~are required to~~ deliver a description of their Free Routine(s) to the Chief Judge before the start of the official Training Flights. For this purpose, the Chief Judge should provide a standard form (see Addendum D).

2016 5.2.1. Teams can optionally deliver a description of their Free Routine(s) to the Chief Judge before the start of the official Training Flights. For this purpose, the Chief Judge should provide a standard form (see Addendum D). Deviation from the Free Routine description will not influence the scoring.

2015 5.2.2 ~~Deleted~~

2015 5.2.3 ~~Deleted~~

2015 5.3. Number of rounds:

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- The ~~Team Pools~~ will have three (3) rounds. ~~(five (5) rounds, if five (5) Teams registered in the event).~~
- The number of rounds in the Tournament is determined by the number of Teams registered.

2016 5.3. Number of rounds:

- The **Qualification Rounds** will have three (3) rounds.
- The number of rounds in the Tournament is determined by the number of Teams registered.

2015 5.4. Order of the Routines: (F = Free Routine, S = Speed Routine)

- ~~Team Pools: Each round consists of one (1) Free Routine and one (1) HD Speed Routine.~~
- Tournament with 4 Teams: Rd 1 F; Rd 2 F&S ~~(HU).~~
- Tournament with 5-8 Teams: Rd 1 F; Rd 2 S ~~(HD Mirrored)~~; Rd 3 F&S ~~(HU).~~
- Tournament with 9-16 Teams: Rd 1 F; Rd 2 S ~~(HD & Mirrored)~~; Rd 3 F; Rd 4 F&S ~~(HU).~~
- Tournament Tie-Break: S ~~(HU, Mirrored).~~

2016 5.4. Order of the Routines: (F = Free Routine, S = Speed Routine)

- **Qualification Rounds: Rd 1 S; Rd 2 S; Rd 3 F.**
- Tournament with 4 Teams: Rd 1 F; Rd 2 F&S.
- Tournament with 5-8 Teams: Rd 1 F; Rd 2 S; Rd 3 F&S.
- Tournament with 9-16 Teams: Rd 1 F; Rd 2 S; Rd 3 F; Rd 4 F&S.
- Tournament with 17-32 Teams: Rd 1 F; Rd 2 S; Rd 3 F; Rd 4 S; Rd 5 F&S.
- Tournament Tie-Break: S.

2015 5.5.1. For each Battle, the Team who flies first will be ~~randomly determined~~.

2016 5.5.1. For each Battle, the Team who flies first will be **decided by the Team who placed higher in the Qualification Rounds.**

2015 5.5.3. If both Teams (neither of which is withdrawn or disqualified) for a specific Battle do not arrive to the Anti-Chamber in time for their Battle, the winner will ~~randomly determined~~.

2016 5.5.3. If both Teams (neither of which is withdrawn or disqualified) for a specific Battle do not arrive to the Anti-Chamber in time for their Battle, the winner will be **the Team who placed higher in the Qualification Rounds.**

2015 5.6. ~~Team Pools:~~

2016 5.6. **Qualification Rounds:**

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2015 ~~5.6.1. Teams will be put into the Team Pools (shown in Addenda E) in a round-robin manner, the first slot of Team Pool A, then the first slot of Team Pool B, etc., according to their placings, beginning with the top Team, in that event at the most recent IPC sanctioned World Indoor Skydiving Championships or World Cup of D2W/D4W. All Teams not covered by the procedure will be put, by random draw in the order drawn, into the remaining slots in the Team Pools continuing the round-robin sequence.~~

2016 5.6.1. All Teams will fly round 1, then round 2 and then round 3.

2015 ~~5.6.2. Each Team will fly a Free Routine Battle and a Speed Routine Battle against all other Teams in their assigned pool. This comprises all rounds in the Team Pools.~~

2016 5.6.2. Team placings in the Qualification Rounds will be determined as follows:

- Compulsory Round: The final time, after all penalties have been applied, will be used for this calculation. The fastest Team of the round will receive 100 points. All other Teams will be awarded points based on their time compared with the fastest Team. The fastest final time will be divided by the Team's final time and multiplied by 100 to determine their score.
- Free Round: The Team with the highest raw score will receive 100 points. All other Teams will be awarded a proportional fraction of 100 points based on their raw score as a fraction of that earned by the highest Team. Each Team's raw score will be divided by the highest Team's raw score and multiplied by 100 to determine their score.
- Total scores for the Qualification Rounds are calculated by adding each Team's scores for the three (3) rounds. and then rounded to the first decimal place. For the rounding, intermediate values must be converted from multiple decimal places to one (1), by rounding to the nearest tenth, except where the second decimal digit is exactly halfway between the two values, where it must be rounded to the higher of the two. The maximum possible score is 300.
- If two (2) or more Teams have equal scores, their placings will be determined by adding their two (2) speed routine times. The Team(s) with the fastest times will earn the higher placing(s).

2015 ~~5.6.2.1. Deleted~~

2015 ~~5.6.2.2. Deleted~~

2015 ~~5.6.2.2. Deleted~~

2015 ~~5.6.3. To determine Team placings within each Team Pool, each Team receives one (1) point for each Battle won.~~

2015 ~~5.6.3.1. Deleted~~

2015 ~~5.6.4. If, after the Team Pool rounds have started, any Team(s) is (are) withdrawn or disqualified, they will be placed at the lowest rankings in their respective Team Pool(s) and will follow the losing pathways for all their Battles in the Tournament.~~

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2016 5.6.3. If one or more Team(s) is(are) withdrawn or disqualified during the Qualification Rounds, the Tournament Bracket (Addenda E) for the number of remaining Teams will be used.

2015 5.7.1. Based on their placings ~~within each Team Pool~~, Teams are put into the appropriate Tournament ~~brackets~~, as shown in the appropriate Addendum E for the number of Teams in the Event.

2016 5.7.1. Based on their placings from the Qualification Rounds, Teams are put into the appropriate Battles in the Tournament Bracket, as shown in the appropriate Addendum E for the number of Teams in the Event.

2015 5.7.1.1. If there are more than ~~sixteen (16)~~ Teams, a new ~~Team Pool and~~ Tournament Bracket diagram must be created before the Jury and Chief Judge can approve the start of competition.

2016 5.7.1.1. If there are more than twenty (20) Teams, a new Tournament Bracket diagram must be created and then publicly displayed before the Jury and Chief Judge can approve the start of competition.

2015 5.7.1.1.1. A Tournament Bracket diagram may permit ~~any first place winners from any Team Pools to~~ to immediately advance to round 2 on the winning side of round 1 of the Tournament.

2016 5.7.1.1.1. A Tournament Bracket diagram may permit the highest placing Teams from the Qualification Rounds to immediately advance to round 2 on the winning side of round 1 of the Tournament Bracket.

2015 5.7.1.1.2. For Round 1 of the Tournament, the Tournament Bracket diagram, must ~~place each Team into a Battle only with a Team from another Team Pool and of different placing.~~

2016 5.7.1.1.2. For Round 1 of the Tournament, the Tournament Bracket diagram, except in cases where 5.7.1.1.1 is applied, must put the highest placing Team from the Qualification Rounds against the lowest placing team, and the 2nd highest placing Team against the 2nd lowest placing Team, and continuing this arrangement until all Teams are put in the appropriate Battles.

2015 5.7.3.1. After the completion of the Tournament, any withdrawn and/or disqualified Team(s) will be moved to the lowest ~~rankings~~ for determination of the final placings

2016 5.7.3.1. After the completion of the Tournament, for determination of the final placings, any withdrawn and/or disqualified Team(s) will be moved to the lowest placings and then removed.

Artistic Events Competition Rules (All Events)

6 Judging and Scoring

2016 6.2.2. For each Free Routine during the Qualification Rounds, each Judge, taking into account the above criteria, will give each Team a score between 0 and 100 points with no decimal point. The five (5) scores will be added and the result divided by five, then rounded to the first decimal place. For the rounding, intermediate values must be converted from multiple decimal places to one (1), by rounding to the nearest tenth, except where the second decimal digit is exactly halfway between the two values, where it must be rounded to the higher of the two.

2016 6.2.3. During the Tournament, at the completion of each Free Routine Battle of two (2) Teams, the Judges, taking into account the above criteria, determine the winning Team of the Battle.

2015 6.3. *Scoring Speed Routines: The score is based on the time, measured in ~~hundredths~~ of a second, the Team takes to perform the three (3) Compulsory Patterns, repeated ~~four (4)~~ times ~~and~~ the compulsory exit sequence plus penalty times for infringements and omitted Compulsory Patterns.*

2016 6.3. Scoring Speed Routines: The score is based on the time, measured in **thousandths** of a second, the Team takes to perform the three (3) Compulsory Patterns, repeated **three (3)** times **as well as** the compulsory **entrance and** exit sequence plus penalty times for infringements and omitted Compulsory Patterns.

2015 6.3.8. ~~Deleted~~

2015 6.4. ~~Team placings will be determined by a series of Battles. (See para 5.6 & 5.7)~~

2016 6.4 Scores and Results

2015 6.4.1. ~~For all Teams, the individual Battles with their winners will be published on Team Pool and Tournament diagrams.~~

2016 6.4.1. The final time for each Speed Routine will be published, including the raw speed routine completion time, time penalties, infringement types and any omissions.

2016 6.4.2. For each Free Routine during the Qualification Rounds (para 5.6.), the score for each judge will be published.

2016 6.4.3. For each Free Routine during the Tournament (para 5.7.), the decision for each judge will be published.

2016 6.4.4. Final team placings will be determined by a series of Battles in the Tournament (para 5.7.).

2016 6.4.5. For all Teams, the individual Battles with their winners will be published on the Tournament Bracket diagram.

2015 6.5.1. *Viewing the Flights: ~~The Judges will watch each Team's flight from the flight chamber viewing gallery.~~*

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6.5.1. Viewing the Flights:

2016 6.5.1.1. The Judges will watch each Team's flight from the flight chamber viewing gallery.

2016 6.5.1.2. For the Free Routines in the Qualification Rounds, the Judges may review video of any or all of the Teams.

2016 6.5.2.5. A Judge, positioned between the Centreline and a Sideline Judge, will evaluate the Team's correctness in following the performance description of each Compulsory Pattern (e.g., Performers flying in the correct order, pirouettes in correct direction, etc.)

2016 6.5.2.6. The Judges may utilise video monitors and these cameras must record video (para 4.2.8.) The cameras for the video monitors must be positioned in compliance with the above judging positions. The Sideline camera must show the entire height of the glass wall or five (5) metres, whichever is less.

2015 6.5.3.3. *The chronometer will be operated by the Judges or by (a) person(s) appointed by the Chief Judge and will be started at the beginning of working time (para 2.14.2.).*

2016 6.5.3.3. The chronometer will be operated by the Judges or by (a) person(s) appointed by the Chief Judge **or by laser technology**, and will be started at the beginning of working time (para 2.14.2.).

2015 6.5.4.1. ~~*Each Judge will select the best Team in the Battle for each of the five (5) criteria (para 6.2). When three (3) or more Judges agree on which Team is best in a criterion, the Team wins in that criterion. The Team that is the best in three (3) or more of the five (5) criteria wins the Battle.*~~

2016 6.5.4.1. In consideration of the five (5) criteria (para 6.2.), each Judge will select the best Team in the Battle.

7. Rules Specific to the Competition

2015 7.2. *Competition schedule: The competition will be organised in accordance with one (1) official training day and a **maximum** time frame of three (3) **consecutive** competition days.*

2016 7.2. Competition schedule: The competition will be organised in accordance with one (1) official training day and a **minimum** time frame of three (3) competition days.

ADDENDA A1, A2, A3, B, C, D, E

- Addendum A1: Speed Routine Compulsory Patterns - Snakes
- Addendum A2: Speed Routine Compulsory Patterns - Verticals
- Addendum A3: Speed Routine Compulsory Patterns - Mixers
- Addendum B: Basic Orientations, Rotations and Pathways
- Addendum C: Difficulty
- Addendum D: Free Routine Description Form
- Addenda E: ~~Team Pools and~~ Tournament Brackets

Artistic Events Competition Rules (All Events)

ADDENDA A1, A2, A3, B, C, D, E

- Addendum A1: Speed Routine Compulsory Patterns - Snakes
- Addendum A2: Speed Routine Compulsory Patterns - Verticals
- Addendum A3: Speed Routine Compulsory Patterns - Mixers
- Addendum B: Basic Orientations, Rotations and Pathways
- Addendum C: Difficulty
- Addendum D: Free Routine Description Form
- Addenda E: Tournament Brackets

Addendum A1, completely rewritten from the previous CR's
Addendum A2, completely rewritten from the previous CR's
Addendum A3, completely rewritten from the previous CR's

ADDENDUM B

BASIC ORIENTATIONS, ROTATIONS AND PATHWAYS

2015 **A-4. Head-up Orientation (HU)**

The torso is vertical with the head up, directly away from the wind (towards the ceiling).

2016 **A-4. Head-up Orientation (HU)**

The torso is vertical with the head up, directly away from the wind (towards the ceiling). [For the Compulsory Patterns, the Performers may lean, but the feet must be below the knees, the knees below the hips and the hips below the shoulders.](#)

2015 **A-5. Head-down Orientation (HD)**

The torso is vertical with the head down, pointing directly down into the wind (towards the cable floor).

2016 **A-5. Head-down Orientation (HD)**

The torso is vertical with the head down, pointing directly down into the wind (towards the cable floor). [For the Compulsory Patterns, the Performers may lean, but the shoulders must be below the hips, the hips below the knees and the knees below the feet.](#)

Addenda E. , completely rewritten from the previous CR's

Key:

Original unchanged text - 2015 Edition of the Competition Rules

~~Text to be removed/and or changed~~

New wording for the 2016 Edition

Clarification or explanation by the Committee Chair

The above AE Competition Rules changes are incorporated into the 2016 version of the AE Competition Rules which are posted on the FAI/IPC website.

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