

ADDENDUM – A2

FREEFLYING COMPULSORY SEQUENCES PERFORMANCE REQUIREMENTS & JUDGEMENT CRITERIA

- The order in which these Compulsory Sequences can be performed is determined by the Team.
- The Team must submit the order of the Compulsory Sequences and their chosen Max Values before the start of the competition to the Chief Judge. (see para 5.2.3. and addendum D)
- The face to face requirement means that the Performers must be with their heads at the same level and looking at each other.
- Being on the same level means that the centres of the bodies are at the same level.
- 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 a consistent distance from the Performers' centre point throughout each Compulsory Sequence, except where the Sequence description specifically prescribes otherwise.
- The video image must be upright with the sky in the upper portion of the frame throughout each Compulsory Sequence, except where the Sequence description specifically prescribes otherwise.

FIRST COMPULSORY ROUND (ROUND 2)

FF-1. Double Joker Reverse

Double Joker

- One Performer is in a head-up orientation, the other in a head-down orientation, face to face.
- A right hand-to-right hand (or left hand-to-left hand) grip is taken and must be maintained during the entire sequence.
- The formation is rotated 180° over the top, i.e. the head-up Performer moves directly over the other Performer into a head-down orientation. At the same time, the head-down Performer moves directly underneath into a head-up orientation. (No sideways rotation is allowed.) This 180° rotation must be continuous.
- The Performers end in the opposite orientations and on the opposite heading.
- After this 180° rotation (the stop in between is only momentary), the formation is rotated in the reverse direction, (180° over the top) until the Performers end on the original heading in their original orientations.

Videographer requirements

- The Videographer must show the Performers from the side.
- The Videographer must be on the same level with the Performers' centre point.

Max Value 5 pts: Double Joker Reverse is performed as described above.

Max Value 7.5 pts: Double Joker Reverse with Synchronised Roll

- Double Joker Reverse is performed as described plus the following:
- The Videographer must make a synchronised roll with the Performers, showing an image as if the Performers remain static with only the background moving.

Max Value 10 pts: Double Joker Reverse in Layout Position with Synchronised Roll

- Double Joker Reverse is performed as described plus the following:
- The Performers must maintain a layout position, without any bend at the waist, with the knees straight, throughout the entire sequence.
- The Videographer must make a synchronised roll with the Performers, showing an image as if the Performers remain static with only the background moving.

Judging guidelines

- Wrong grip location (not right-to-right hand or left-to-left hand), the maximum score will be 70% of the Max Value.
- Wrong grip is not hand-to-hand, the maximum score will be 70% of the Max Value.
- When the Videographer makes the roll in the wrong direction, the maximum score will be 50% of the Max Value.

FF-2. Cat Barrel Roll

Cat position

- Both Performers are in belly-down orientation.
- One Performer has grips on the lower legs of the other Performer, the right hand on the right lower leg and the left hand on the left lower leg.
- The upper legs should be in line with the torso.
- Both Performers simultaneously perform one (1) full barrel roll along the same axis, maintaining the same heading.
- The barrel rolling can be in either direction.

Videographer requirements

- At the beginning, the Videographer must be in line with the body Left-Right axes of the Performers showing a side of the Performers.
- Videographer must be on the same level as the Performers' centre point and remain in place throughout the sequence.

Max Value 5 pts: Cat Barrel Roll is performed as described above.

Max Value 7.5 pts: Double Cat Barrel Roll

- Cat Barrel Roll is performed as described but with two (2) rolls
- Both Performers simultaneously perform two (2) consecutive full barrel rolls, without stopping, along the same axis, maintaining the same heading.

Max Value 10 pts: Double Cat Barrel Roll in Layout Position

- Cat Barrel Roll is performed as described but with two (2) rolls
- Both Performers simultaneously perform two (2) consecutive full barrel rolls, without stopping, along the same axis, maintaining the same heading.
- The Performers must maintain a layout position, without any bend at the waist, with the knees straight, throughout the entire sequence.

Judging guidelines

- One or both grips in wrong location (i.e., not on lower leg), the maximum score will be 70% of the Max Value.
- If the two (2) barrel rolls are not consecutive and smooth, the maximum score will be 80% of the Max Value.

FF-3. Turning Totem

Totem

- Both Performers are in head-up orientation, on the same heading.
- One Performer demonstrates a feet-to-shoulder dock, a separate foot on each side of the head of the lower Performer, without any additional grips.
- The left foot of the top Performer must be on the left shoulder of the lower Performer and the right foot of the top Performer must be on the right shoulder of the lower Performer.
- Both Performers simultaneously pirouette 360°.
- The pirouette can be in either direction.
- Both Performers must stay in the same axis and in layout position during the pirouette, without wobbling.

Videographer requirements

- The Videographer must show the front of both Performers on level with the head of the lower Performer and remain in place throughout the sequence.

Max Value 5 pts: Turning Totem is performed as described above.

Max Value 7.5 pts: Layout Top Turning Totem

- Turning Totem is performed as described plus the following:
- The Performer on the top must be in a layout position, without any bend at the waist, with the knees straight throughout the sequence.

Max Value 10 pts: Layout Turning Totem

- Turning Totem is performed as described plus the following:
- Both Performers must be in a layout position, without any bend at the waist, with the knees straight throughout the sequence.

Judging guidelines

- Wrong body position (when not in layout position when it is required), the maximum score will be 50% of the Max Value.
- For assisting grip(s) (i.e. hands on feet), the maximum score will be 70% of the Max Value.

FF-4. Head-Down Carve

Head-Down Carve

- Both Performers are in head-down orientation, facing one another on the same level.
- Both Performers start carving around an imaginary centre between them.
- A minimum of 360° of carving must be performed by the Performers.
- The carving orbits must be round (not elliptical).
- The Performers must maintain the same distance from each other and remain facing one another during the sequence.

Videographer requirements

- Videographer must be carving around in the opposite direction of the Performers, maintaining the same distance and the same level.
- A minimum of 360° of carving must be performed by the Videographer, at the same speed as the Performers.
- Videographer must stay on the same level as the Performers.

Max Value 5 pts: Head-Down Carve is performed as described above.

Max Value 7.5 pts: Head-Down Carve with Carousel

- Head-Down Carve is performed as described above and then a Carousel.
- Upon completing 360° of carving, the Performers, each perform an individual 360° Pirouette while arched at the hips.
- The Videographer must be stationary, showing the sides of the Performers at the beginning and end of the Carousel.

Max Value 10 pts: Outface Head-Down Carve

- Head-Down Carve is performed as described above, but outfacing (without a Carousel).
- Both Performers are in head-down orientation, outfacing with their backs to one another.
- A minimum of 720° of carving must be performed by the Performers.
- A minimum of 720° of carving must be performed by the Videographer, at the same speed as the Performers.

SECOND COMPULSORY ROUND (ROUND 5)**FF-5. Full Eagle**

Eagle

- Both Performers are in head-down orientation, 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 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.

Max Value 3 pts: Full Eagle is performed as described above.

Max Value 5 pts: Linked Full Eagle

- Full Eagle is performed as described above, but linked.
- Both Performers maintain a hand-to-hand grip (left hand of one Performer with the right hand of the other Performer or vice versa) throughout the entire sequence.

Max Value 7.5 pts: Linked Full Eagle with 360° Pirouette

- Linked Full Eagle is performed as described above.
- Both Performers maintain a hand-to-hand grip (left hand of one Performer with the right hand of the other Performer or vice versa) throughout the entire sequence, except for the 360° Pirouettes.
- The Performers must simultaneously perform individual 360° Pirouettes in the middle of the second part of the Eagle (when they are above the Videographer).
- Videographer must show Performers from their front during the whole sequence, with the exception of the Pirouettes.

Max Value 10 pts: Linked Full Eagle with Front Loop

- Full Eagle is performed as described above, but linked and with a Front Loop.

- Both Performers maintain a hand-to-hand grip (left hand of one Performer with the right hand of the other Performer or vice versa) throughout the entire sequence.
- 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).
- 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 (Pirouette or Front Loop) is performed, the maximum score will be 60% of the Max Value.
- When the grip is not hand-to-hand, when required, the maximum score will be 75% of the Max Value.

FF-6. Angle Flying

THIS COMPULSORY SEQUENCE MUST **NOT** BE THE FIRST ONE PERFORMED!

- Both Performers are in an approximately 45° diagonal orientation with their heads low.

Max Value 3 pts: Angle Flying Pose

- One Performer is facing upward, and the other performer is facing downward, face-to-face.
- This angle flying must be maintained for a minimum of 3 seconds.
- The Videographer must show the Performers from the side.
- The Videographer must show the horizon at an approximately 45° diagonal angle.

Max Value 5 pts: Angle Flying with Synchronised Back Loops

- At the beginning and the end, both Performers are side-by-side, facing upward.
- Both Performers must simultaneously perform a full back loop.
- The Videographer must show the front of the Performers from above.

Max Value 7.5 pts: Angle Flying with Synchronised Barrel Rolls

- At the beginning and the end, both Performers are side-by-side, facing downward.
- At the beginning and the end, the Videographer must show the Performers from the side.
- Both Performers must simultaneously perform a 360° barrel roll.
- Videographer must simultaneously carve 180° going over the Performers and end on the opposite side of the Performers' centre point.

Max Value 10 pts: Angle Carving

- At the beginning, one performer is facing upward, and the other performer is facing downward, face-to-face.
- At the beginning and the end, the Performer facing upward must be in a layout position, without any bend at the waist.
- At the beginning and the end, the Videographer must show the Performers from the side.
- At the beginning and the end, the Videographer must show the horizon at an approximately 45° diagonal angle.
- The Performers make a 180° inface carve on the same diagonal line of flight.
- The carving must be round (not elliptical).
- During the carve, Performers must stay on level (based on the line perpendicular to the diagonal).
- Videographer must simultaneously carve 180° going under the Performers in the opposite direction and end on the opposite side of the Performers' centre point.
- Videographer must maintain the same distance and the same level with the Performers' centre point.

Judging guidelines

- When this Compulsory Sequence is performed first in the compulsory routine, the maximum score will be 30% of the Max Value.

FF-7. Synchronised Back Layouts

Back Layouts

- Both Performers begin in layout position in head-up orientation, side by side, on the same level and heading.
- Both Performers simultaneously perform a full layout back loop.
- Looping motion must be smooth, around the same horizontal axis, without wobbling.
- Both Performers simultaneously end in head-up orientation, side by side, both facing the Videographer.

Videographer requirements

- At the beginning, the Videographer must be in front of both Performers.
- Videographer must stay on the same level as the Performers' centre point and remain in place throughout the sequence.

Max Value 3 pts: Back Layouts performed as described above.

Max Value 7.5 pts: Two Back Layouts

- Without stopping, both performers simultaneously perform a second full layout back loop.

Max Value 10 pts: Two Back Layouts with Half Twist

- Back Layouts performed as described above.
- Without stopping, both Performers simultaneously perform a second full layout back loop with a half twist.
- The half twist must be performed within and evenly executed throughout the loop, and performed in the same direction.
- Both Performers simultaneously end in head-up orientation, side by side, both facing away from the Videographer.

Judging guidelines

- When each Performer is twisting in a different direction, the maximum score will be 50% of the Max Value.
- When no twist (when it is required) is performed, the maximum score will be 30% of the Max Value.

FF-8. Head-Up Grip Sequence

- Both Performers are in head-up orientation.
- After making the required grip(s), both Performers simultaneously release their grip(s).
- The distance between the Performers must remain the same during the sequence.

Max Value 3 pts: Head-Up Side-by-Side Grip 360°

- At the beginning, both Performers are side-by-side. (Sit position allowed.)
- A hand-to-hand grip is taken (left-to-right hand and right-to-left hand).
- After grip release, both performers simultaneously perform a 360° pirouette while remaining on the same level and retake the grip.
- Videographer must show the front of the Performers at the beginning, on the same level, stay on level and remain in place.

Max Value 5 pts: Head-Up Face-to-Face Grips 360°

- At the beginning, both Performers are face-to-face. (Sit position allowed.)
- A double hand-to-hand grip is taken (left-to-right hand and right-to-left hand).
- After grip release, both performers simultaneously perform a 360° pirouette while remaining on the same level.
- Both Performers retake both grips at the same time.
- Videographer must show the side of the Performers at the beginning, on the same level, stay on level and remain in place.

Max Value 7.5 pts: Stand-Up Side-by-Side Grip 360° - Layout Position

- Both Performers must maintain the layout position throughout the entire sequence.

Max Value 10 pts: Stand-Up Face-to-Face Grips 360° - Layout Position

- Both Performers must maintain the layout position throughout the entire sequence.

Judging guidelines

- Wrong body position (when not in layout position when it is required), the maximum score will be 50% of the Max Value.
- When double hand-to-hand grips are not taken simultaneously, the maximum score will be 80% of the Max Value.
- When only one (1) grip is taken when two (2) should be taken, the maximum score is 70% of the Max Value.
- When any grip(s) is(are) not hand-to-hand, the maximum score is 75% of the Max Value.

ADDENDUM – C DIFFICULTY

'Difficulty' is the combined result of several factors. Moves are classified from very easy to very difficult. The overall performance of the jumps (poses, moves and transitions) counts for difficulty. In general, difficulty factors are:

Easy	Difficult
Large support base	Small support base
Rotations on 1 axis	Rotations on >1 axis (in which use of 3 axes is more difficult than use of 2 axes)
Transitions between moves with the same axes	Transitions between moves with different axes
Single spins in loops	Multiple spins in loops
Single moves	Consecutive moves
No direction change	Reversal of direction
No synchronization with Videographer	Moves synchronised with Videographer
Eye contact	No eye contact

According to this list of difficulty factors, the following are examples only of the grading:

Freelying					
Manoeuvres	Very easy	Easy	Moderate	Difficult	Very difficult
Carving head down	Inface	Inface with snake (direction change) or tricks	One Performer Inface, the other outface; Inface with snakes (direction changes) and/or tricks; outface	Mixed or outface with snakes (direction changes) and/or tricks; Sideflying	
Carving head up			Inface	Inface with grip and/or tricks; Inface/Outface	Inface/Outface with snakes (direction changes) and/or tricks; Outface
Eagles	Half	Full; Half with one Performer reverse	Full with one Performer reverse; Full with tricks, spins; Half reverse	Full reverse; Full with one Performer reverse with tricks, spins	Full reverse with tricks, spins
Eagles on Angle		Half	Full	Full with tricks	
Synchronised moves	Tucked back/front loop	Layout loop	Layout loops with half twist	Layout loops with full twist	Layout loops with multiple twists
Angle Head-Down	Side-by-side, background is still	Side-by-side, background is moving	Side-by-side in a different orientation, background is moving	Slot swapping/rolls while background is moving, side flying	Cork screwing in sync with camera including tricks/rolls/spins; Side flying with tricks
Angle Head-Up			facing each other	side-by-side	Feet first with tricks/rolls/spins; side flying
Vertical	Double spock Compress Totem Double joker Double grip vice-versa	Sole-to-sole Vertical compressed rotations Double grips Head Up Surf	Double joker reverse Head-to-head Vertical compressed switch Totem rotation	Head-to-head rotation Double Sole-to-sole Sole-to-sole rotation	
Belly-down/back-down position	Cat Star Compressed	Brouette Cat barrel roll	Interlock (leg lock)	breakers	
Videographer flying	Static	Motion with no interaction with Performers	Continuous motion in the same axis, Direction switches	Continuous motion while moving from one axis to another	Maintaining framing while transitioning on an angle, Continuous motion

According to this list of difficulty factors, the following are examples only of the grading:

Freestyle Skydiving				
Very easy	Easy	Moderate	Difficult	Very difficult
F/B tuck loop F/B LO loop	F/B LO 0.5 twist	F/B LO 1 twist LO Cartwheel 0.5 twist LO Cartwheel	F/B LO 1.5 twist LO Cartwheel 1 twist Consecutive full twists	F/B LO 2 or more twists LO Cartwheel 1.5 or more twists Consecutive double twists
Straddle Standup	Straddle headstand	Straddle Cartwheel, Straddle headstand pirouette, Swan (headstand with legs straight and together, with a straight body)	Swan spin	Head-down spin with legs at 90° (Pike)
Flip through		Thomas Flair		
Symmetrical head- up poses (i.e. Standup, V-Seat, Straddle Seat, Sitfly)	Daffy headstand, Daffy switch, Daffy swivel, Daffy reverse Head-down carve Head-up carve	Compass switch, Compass swivel, Compass illusion, Compass inversion, Billman, Helicopter	Swan pirouette, Helix spin, Stag LO 1 twist, Eouzan	Blind carving with 360° pirouette inside the carve
Tee Tee reverse Tee switch Tee swivel Pinwheel	Back-down Tee, Propeller, Arabian	Stag kick pirouettes, Stag spin	Robin Spin	Fast Robin Spins (2 or more) with quick stop
		Pike backstop	Cele (continuous back loop, tuck position + at least 1 twist in each loop)	Double Cele (continuous back loop, tuck position + double twist in each loop)
	Half Eagle	Half Eagle + tricks, Full Eagle, Half Reverse Eagle	Half Reverse Eagle + tricks, Full Reverse Eagle, Full Eagle + tricks	Full Blind Eagle, Full Reverse Eagle with tricks, Half Eagle with Breaker

No stops are allowed between (part of) twists or these parts will be valued as single twisting moves.

Switch: A simultaneous change of the legs of the leg position (left to right, front to back, up to down) while maintaining the same body position and orientation.

Swivel: A transition between similar positions, but on opposite legs, while keeping the legs in approximately the same place. For example, a daffy swivel might start in a right daffy (right leg forward), and then you twist your upper body 180° over your legs, such that you end up in a left daffy, facing 180° away from where you started.

Illusion: An upward transition where only the orientation changes while maintaining the same body position, (for example from a Tee to a Compass while holding the legs in place and rotating the torso over the legs).

Inversion: A downward transition where only the orientation changes while maintaining the same body position, (for example from a Compass to a Tee while holding the legs in place and rotating the torso over the legs).

ADDENDUM - D ROUTINE DESCRIPTION

Instructions for use:

Word file (recommended):

- Download the addendum – D as word.doc on a PC and save it, preferably under your Team country name and number.
- Fill in the required data. If a selection has to be made delete the data which you don't need and leave the needed ones.
- Add rows in the Free Routine description if needed.
- When done, save it again under a name relating to your team and event.
- Print the document and deliver it to the Chief Judge.

PDF file:

- Print the page of the addendum – D.
 - Fill in the required data with pen (black or blue only). If you need to select, circle the appropriate event / round.
 - Print the last page with boxes only if you need more rows in the Free Routine description.
 - When done, deliver it to the Chief Judge.
- **Do not write out of the boxes, or in the sidelines or edges of the paper.**

Team number #	Team country:			
Please indicate the event <i>(handle as appropriate)</i>	FREESTYLE SKYDIVING – FREEFLYING			
State the order in which the compulsory sequences will be performed. The valid sequences are at: http://www.fai.org/ipc-documents , then look for « artistic events »				
First Compulsory Round, round 2: <i>(FR-1 through FR-4, or FF -1 through FF-4)</i>				
Compulsory Sequence Max Value:				
Second Compulsory Round, round 5: <i>(FR-5 through FR-8, or FF -5 through FF-8)</i>				
Compulsory Sequence Max Value:				
The Free Routine List of elements covers the following rounds <i>(handle as appropriate)</i>	ALL - 1 - 3 - 4 - 6 - 7			

#	Name of move / sequence	Difficulty Value
1		
2		
3		
4		
5		
6		
7		
8		
9		