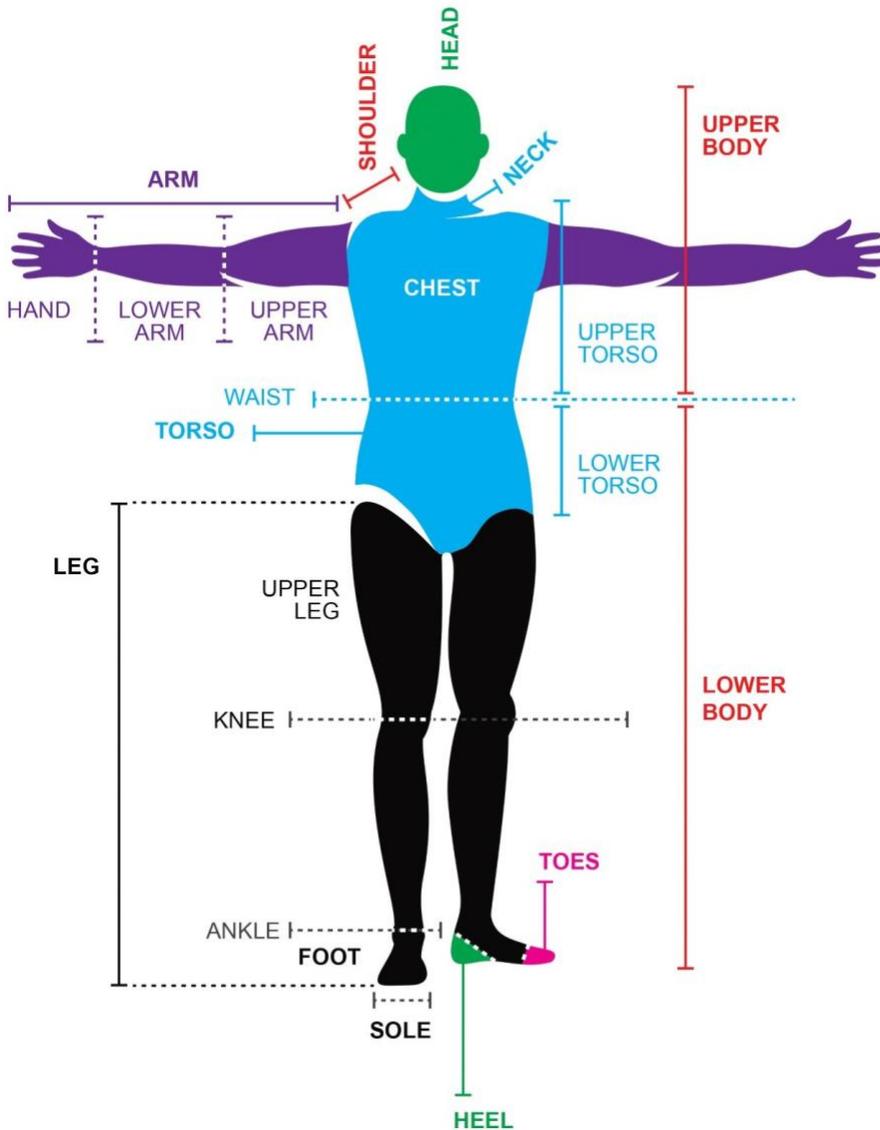


<i>SUBJECT:</i>	CP Freestyle Rule Changes Proposals	<i>AGENDA #</i>	16.1.1b
<i>AUTHOR:</i>	Mike Teague, CP Committee Chair		
<i>DATE:</i>	21 January 2025	<i>PAGES:</i>	11

## CP Freestyle Rule changes proposals for approval ISP Plenary 2025



Add Lower Leg label (from the knee to the ankle)

Clarity of where definition is. The drawing will need to be updated.

**Closed course**—If for any reason the Chief Judge (CJ), Event judge (EJ) or the FAI Controller decides to close the course, an orange smoke canister and/or other suitable indicators will be placed at the beginning of the course or in another appropriate location. The indicator type and location will be described during the pre-event competitors' briefing. **The smoke canisters and other indicators must be of the same type as described and used in the course closing drill.**

To ensure the same is used and practiced.

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

3.4.4. The event will run for not less than five days and a maximum of seven days, D1 OPP, D2 OPP and Opening Ceremony, D3 + D4 + D5 (+ D6, +D7) Competition days and Closing Ceremony.

3.4.5 After the start of the first round of a competition, any jumps that are not exclusively part of that competition are not permitted until that competition has been completed. In an instance where a Canopy Piloting Classic Competition and Canopy Piloting Freestyle competition are held within the same event, training jumps for the competition not yet started may only take place upon completion of the first competition along with permission of both the MD and CJ. Indoor skydiving is allowed during Canopy Piloting competitions.

3.4.5 After the start of the first round of a competition, and until that competition has been completed, competition type jumps other than the competition jumps themselves are not permitted. In an instance where a Canopy Piloting Classic Competition and Canopy Piloting Freestyle competition are held within the same event, and with the permission from the MD, CJ and FAI Controller, training jumps for the competition not yet started may only take place upon the completion of the competition that has been started.

Indoor skydiving is allowed during Canopy Piloting competitions.

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~~)(see § 5.5.5)

6.1.4.5 The landing should finish in a stand-up landing.

6.2.5 A panel of 5 judges evaluate all jumps.

- Every presentation Judge scores the performance from 0.0 to 10.0 using one (1) decimal place.
- Every technical Judge scores the performance from -10 (-25%) to +10 (+25%) in 1 point increments of the DoD (2.5%)

6.2.5. A panel of 5 judges evaluate all jumps. Each Judge scores the performance from 0.0 to 10.0 using one (1) decimal place.

6.2.6 A penalty will be applied when indicated by a minimum of three judges on the panel.

6.2.6. A penalty will be applied when indicated by a minimum of three judges on the panel (MF, ME, WL, MV)

6.3.1. Three (3) judges will score the PRESENTATION of the Freestyle move.

6.3.1 Five (5) judges will score the presentation of the Freestyle move or moves.

- 6.3.2 Two (2) judges will score the TECHNICAL aspect of the Freestyle move.
- 6.3.2 At the discretion of the CJ, the expected move or combination of moves, and the direction of approach of the next competitor may be called out.
- 6.4.1 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.
- 6.4.1 The score of a round is the average score of the 5 judges.  $(J1+J2+J3+J4+J5)/5$ , minus 0.3 for a down landing where applicable, multiplied by the Degree of Difficulty (DOD). All calculations are calculated to the third decimal. No rounding applied.

## Simplifying the scoring

### 7.2 POINT GUIDELINES FOR PRESENTATION

The presentation is scored out of a maximum of 10.0 points. The performance should end in a stand-up landing. The following table shows the possible deductions a judge could apply.

- |   |   |
|---|---|
| • Up to 5.0 points deduction            | for using only a part of the pond while dragging water            |
| • 0.1 points deduction                  | for each <del>minor</del> <del>small</del> -mistake               |
| • 0.2 to 0.5 points deduction           | for each medium mistake   |
| • Up to 7.0 points deduction            | for one or several major mistakes                                 |
| <del>• Up to 0.5 points deduction</del> | <del>for non-stand up landing</del>                               |
| • Up to 1.0 points deduction            | for <del>loss of control</del> <del>an uncontrolled landing</del> |
| • Up to 10.0 points deduction           | for no performance at all, or not identifiable                    |

#### 7.3.1 ~~Minor~~ ~~Small~~ mistake examples

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

### 7.4 TECHNICAL SCORE

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

The following judging criteria applies to the technical score:

7.4.1 The Degree of Difficulty (DoD) is the base for the technical score.

7.4.2 The DoD of the declared moves are taken from Annexe B and for combinations from Annexe H. for any move not listed in the annexes the CJ will assess the DoD on the basis of how difficult the new move or combinations are, considering direction change, rotations, and transitions and publish the decision for the competitor's information.

7.4.3 The technical score may be adjusted by up to +/- 25% to reflect the differences of difficulty between the definition of the declared performance and the actual execution.

7.4.4 The landing should finish in a stand up landing.

## 7.4 DOD CALCULATION

The DoD of the declared moves are taken from Addendum B and for combinations from Addendum H. For any move not listed in the addendums, the CJ will assess the DoD on the basis of how difficult the new move or combinations are, considering direction change, rotations, and transitions. The CJ will publish the decision for the competitor's information.

### Simplifying the scoring

#### Annex B

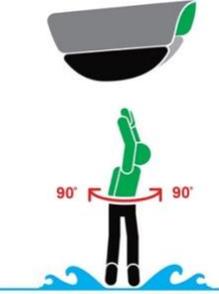
DOD	<b>1.34</b>			
Cross-up	Body vertical and straight; both legs crossed and in-line with body, both feet dragging <b>at the same time</b>			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Upper body straight	-	Bend in hip or torso up to 30°	Bend in hip or torso more than 30°
Orientation	Upper body vertical	-	-	-
Legs	Legs in line with body Crossed below knees Both feet drag	-	Knees bent more than 30°	Knees bent more than 60°

Minimum requirement	Legs crossed, both feet dragging			

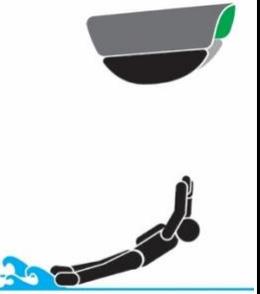
DOD	<b>1.4</b>			
Nac-Nac	<p>Body vertical and straight;  <del>legs straight, one front one back,</del>  <del>feet in-line with body;</del>  <del>forward foot dragging heel, trailing foot dragging toe</del></p> <p>legs straight, one leg in front, one leg trailing,  feet in-line with body;  forward foot dragging the heel, trailing foot dragging the toes</p>			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Upper body facing forward	-	-	-
Orientation	Vertical	-	Up to 30° off vertical orientation	More than 30° off vertical orientation
Legs	<p>Legs inline straight  Both feet dragging  Dragging forward foot – heel  Dragging trailing foot – toe</p> <p>Front Leg dragging with the heel  Trailing foot dragging with the toes</p>	Full split	Angle between legs from 30° to 45°	Legs dragging outside shoulder width
Minimum requirement	Heel and toe dragging			

DOD	<b>1.6</b>
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Flex Head	Upper body vertical and straight, buttocks close to surface;		 		
	one leg straight in front, dragging heel;				
		other leg bent at knee close to the chest, dragging foot;			
		both feet dragging <b>at the same time</b>			
	Details	Increased difficulty	Minor mistake	Major mistake	
Body	Upper body straight Buttocks close to surface	-	-	-	
Orientation	Upper body vertical	-	Up to 30° off vertical orientation	More than 30° off vertical orientation	
Legs	Forward leg straight and horizontal, knee locked, dragging heel. Other leg bent at knee close to the chest, foot dragging.	90° between forward leg and upper body	Forward leg knee bent up to 30° Angle between forward leg and body from 120° to 140° Bent leg foot not close to buttocks	Forward leg knee bent more than 30° Angle between forward leg and body more than 140° Foot of Bent leg foot away from buttocks	
Minimum requirement	Buttocks close to surface, both feet dragging				

DOD	<b>1.9</b>				
Method	Upper body square to the line of flight with chest facing forward;		 		
	lower body rotated either direction 90° from the upper body (torso), feet apart and both feet dragging <b>at the same time</b>				
	Details	Increased difficulty	Minor mistake	Major mistake	
Body	Upper body, chest facing forward Lower body rotated 90° degrees from upper body	-	Rotation less than 75°	Rotation less than 60°	

Orientation	Vertical	-	Up to 30° off vertical orientation	More than 30° off vertical orientation
Legs	Feet far apart Both dragging	-	Feet close together	-
Minimum requirement	Lower body rotation minimum of 45°, both feet dragging <b>at the same time</b>			

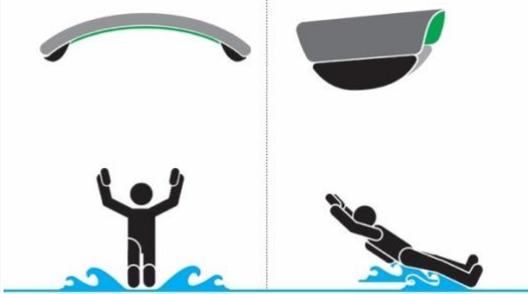
DOD	<b>2.1</b>			
Superman	Body straight, facing and leaning forward, close to surface, both feet dragging <b>at the same time</b>			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Body facing forward and straight Rigid from head to feet	-	Bent in knee, hip or torso up to 30° Slightly arched	Bent in knee, hip or torso more than 30°
Orientation	Body horizontal and low to surface Horizontal less than 30° from surface	Face close to surface	Body between 30° and 45° from surface	Body more than 45° from surface
Legs	Legs inline Both feet dragging	Legs locked together	Legs wider than body apart	-
Minimum requirement	Body leaning forward, both feet dragging <b>at the same time</b>			

DOD	<b>2.3</b>
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Walnut	<p>Upper body straight from knees to the head, facing and leaning forward;</p> <p>both knees dragging <b>at the same time</b> and bent as much as possible, feet near buttocks</p>			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Facing forward and straight from head to knees	-	Bent in hip or torso up to 30°	Bent in hip or torso more than 30°
Orientation	Leaning forward	Leaning forward more than 45°	-	-
Legs	Legs in line with body Both knees dragging Knees bent, feet near buttocks	Knees close together	Legs wider than body apart Knees angle between 45° and 60° to buttocks	Knees angle more than 60° to buttocks
Minimum requirement	Both knees dragging <b>at the same time</b>			

DOD	<b>2.6</b>			
Boomerang	<p>Body straight and chest facing forward, carving the wing with banking turn while at least one foot dragging;</p> <p>lower body close to the surface</p>			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Upper body square to line of flight Chest facing forward Lower body close to surface	-	Twist upper body between 30° to 45° from line of flight	Twist upper body more than 45° from line of flight
Orientation	Facing forward and banking	Body less than 30° from surface	Body between 45° and 60° from surface	Body more than 60° from surface
Legs	Dragging at least one foot	Dragging both feet	-	-

Line of flight	Carve with banking at least 45°	Carving more than 60°	-	-
Minimum requirement	Carve must be shown Carve minimum 45°, at least one foot dragging			

DOD	2.7			
Lazy Boy	<p>Body straight from head to feet and horizontal, leaning back;</p> <p>legs extended out in front, both feet dragging <b>at the same time</b></p>			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Body straight and rigid from head to feet	Looking up or to the side	-	-
Orientation	Horizontal and facing upwards Leaning back As close to surface as possible	Body less than 30° from surface	Body between 45° and 60° from the surface	-
Legs	Legs and feet together Knees locked while dragging Both feet dragging <b>at the same time</b>	-	Bent in knee, hip, torso up to 30° Legs wider than body apart	Bent in knee, hip or torso more than 30°
Minimum requirement	Body leaning backward, both feet dragging <b>at the same time</b>			

DOD	5.0			
Lazyghost	<p>Body horizontal and facing upwards while low to the surface (45° degrees from surface);</p> <p>body straight from head to feet and leaning back, both feet dragging <b>at the same time</b>;</p> <p>hands off controls (toggles and risers)</p>			

	Details	Increased difficulty	Minor mistake	Major mistake
Body	Straight and rigid from head to feet Both hands off and away from controls	Extra trick (wave, blow kiss, etc.) Looking up or to the side	Bend in knee, hip, torso up to 30° Hands off but close to toggles controls	Bend in knee, hip or torso more than 30°
Orientation	Horizontal, leaning back, facing upwards Low to the surface, at least 45° from surface	Body less than 30° from the surface	Body between 45° and 60° from the surface	-
Legs	Legs and feet together Knees locked while dragging	-	Legs wider than body apart	-
Minimum requirement	Body leaning backward, both hands off controls, both feet dragging <b>at the same time</b>			

DOD	4.6			
Blindboom	Rotating entire body 180°, while carving with banking wing, close to the surface;  knees slightly bent, while dragging at least one foot.			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Rotating full 180° from direction of flight Rotating and carving while dragging	Untwist to straight flight	Rotating less than 180°	Rotating less than 120°
Orientation	Close to the surface	Body less than 30° from surface	Body between 45° and 60° from surface	Body more than 60° from surface Knees bent more than 45°
Legs	Knees slightly bent	Dragging both feet	-	Momentarily losing contact with surface during any part of the rotation
Line of flight	Carve with banking of at least 45°	Carving more than 60°	Carving between 30° and 45°	-

Minimum requirement	Rotation minimum of 120°, carve must be shown minimum 30°, at least one foot dragging
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DOD	<b>1.54</b>			
"T"	Body vertical and straight; one leg straight, foot dragging,  other leg straight and horizontal to surface			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Upper body straight	-	-	-
Orientation	Vertical	-	Up to 30° off vertical orientation	More than 30° off vertical orientation
Legs	Dragging leg straight Foot dragging Non-dragging leg straight horizontal	Full split	Dragging leg knee bent up to 30° Non-dragging leg bent up to 30° or angled up to 120° from body	Dragging leg knee bent more than 30° Non-dragging leg bent more than 30° or angled more than 120° from body
Minimum requirement	At least 45° angle between the legs, only one foot dragging			

Clarify judges intention, adding "at the same time" to the moves where applicable and adjustment of score where necessary.