



AE -Approved rules changes ISC MEETING 2025 - Rome

*No change influences the judging systems

Indoor solo freestyle:

- 2.5** Diffuser: where the diameter of the flight chamber increases resulting in reduced pressure (usually it's above the transparent viewing section).
- 2.6** Flight: a competitor's performance in the flight chamber.
- 2.6.1** Routine: a sequence of moves performed during the working time.
- 2.6.2** Compulsory Routine: a routine, without music, composed of three (3) Compulsory Sequences, as shown in Addendum A, and other moves at the Performer's discretion. The order in which these Compulsory Sequences and other moves are performed is chosen by the Performer.
- 2.6.3** Free Routine: a routine composed of moves chosen entirely by the Performer. The competitor may choreograph the routine to a chosen music.
- 2.7** Flight Chamber: the entire transparent viewing section of the tunnel (It may include a portion of the diffuser, if transparent.)
- 4.3.1.1** The video equipment must be able to capture the music with the video.
- 4.8** Re-flights:
- 4.8.1** In case of an unforeseen change of environment during performance, [at the discretion of the Chief Judge](#), a re-flight may be granted.
- 4.8.2** Contact or other means of interference between the Performer and/or the tunnel walls/cable floor shall not be grounds for a re-flight.
- 4.8.3** Problems with a Performer's equipment shall not be grounds for a re-flight.
- 4.8.4** [Problems with the music shall not be grounds for a re-flight. \(If the music stops, the flyer will keep flying the routine.\)](#)
- 4.8.5** [The Performer is responsible to confirm the tunnel is set to the correct speed before entering the tunnel. Wrong speed shall not be grounds for a re-flight.](#)
- 4.8.6** For safety reasons, if a Performer demonstrates inadequate flying skills and/or persistent unsafe flying requiring repeated intervention by a tunnel spotter, FAI Sporting Code, Section 5, Chapter 4.8 SAFETY will apply.
- 5.2.1.5** The Chief Judge will publish a schedule for the competitors to come and present their routine to the judges, if they chose to do so.

6.2 Execution Deductions:

During the competition, the Judges determine Execution deductions, according to the following table:

Up to 1,0 point deduction	For each instance, the Performer is unintentionally touching the walls / net / diffuser
Up to 1,0 point deduction	For each missing element (for example, single instead of double twist)



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0,1 to 0,3 points deduction	For each instance, the Performer is off center / off heading / off level / wobble / poor body position / element is wrongly executed.
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Addendum A:

- All compulsories should be executed below the diffuser.

ISF-3 *Tight Tucked Double Back Loops*

Judging Guidelines:

- When the Performer stops between the loops, the maximum score will be 8,0 points.
- When the loops are not tightly tucked, the maximum score will be 5,0 points.
- ~~—When the Performer opens to a Layout position (tuck not maintained) before the end of the second loop, the maximum score will be 8,0 points.~~
- The Performer may open to a Layout position in the last quarter of the second loop. If opening earlier (i.e., tuck not maintained), the maximum score will be 8,0 points.

ISF-5 *Manna's Space Lab*

Judging Guidelines:

- If the Layout position is not shown at the start or finish, the maximum score will be 8,0 points (7,0 points, if no Layout shown for start and finish).
- ~~—For each instance when the step is too short (less than 90°), 0,5 to 1,0 points will be deducted (depending on how short the step(s) was(were) made).~~
- For each instance a step is off the correct position (i.e., not at 3, 12, 9, & 6 o'clock, or 9, 12, 3, & 6 o'clock), 0,5 to 1,0 points will be deducted (depending on how far off the step(s) are). (Better wording and to prevent double deduction for the same mistake.)
- For each instance the legs switch without a stepping action, 1,0 points will be deducted.

Changes to AE outdoors

5.2.3.4 Teams must deliver a video of their Free Routine(s) to the Chief Judge at least 48 hours before the start of the competition. Ideally, the video is one (1) unedited jump. When it is necessary to edit more than one jump into the submitted video, no special effects should be used, cuts only.

5.3.5 Jumping and judging should be balanced between the Freestyle Skydiving and Freeflying teams, with no more than two (2) rounds difference between the events. Ideally no more than four (4) rounds per event per day.
- To prevent overload on both the teams and the judges. (This issue came up on both the competitors meeting and CJ report)
AE judges do not have a 2nd panel. Same judges are judging all day long. Both FF and FR. The teams want to perform at their best, we should give them the possibility to do so, and the judges want to provide high quality judging throughout.

7.2 Competition Schedule: The competition will be organised in accordance with two (2) official training days (judges conference) and a maximum time frame of four (4) consecutive competition days. Time must be reserved before the end of the competition to allow for the completion of the final rounds.

If the 2nd Judges' conference day for AE is scheduled on the first day of competition for all other events, (after the opening ceremony), AE teams are allowed to make training jumps on that day.



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If arrival day of the judges is the same, like the other events, and there is only one day for Conference prior to the opening ceremony, the 2nd day will fall on the first day of competition of the other events.

As long as the Judges are in conference, the competitors may jump. And this day will be their official 2nd training day.

Freestyle compulsory

FR-3 Rebound

- The Performer is in a head-down or angle back-flying orientation, facing the Videographer.
- The Performer ~~travels over the Videographer~~ makes a half reverse eagle over the Videographer ("back-layout" movement) to the belly.
- ~~After a momentary stop, the Performer travels over the Videographer, back to the original starting position.~~
- The Performer then makes a half eagle over the Videographer ("front-layout" movement) to a head-down or angle back-flying, ending on the original heading in the original starting position.
- The Performer must maintain eye contact with the Videographer throughout the sequence.
(Better wording, the old version made some teams preform a wrong move).

Freely compulsory

FF-4 Side-by-Side Mixed Carve

Max Value 5 pts: Inface Mixed Carve

Head ~~up~~ Down Carve

- At the beginning, both Performers must be in a head-down ~~up~~ orientation, side by side, facing the Videographer. A hand-to-hand grip (left-to-right hand or right-to-left hand) is to be taken. ~~and maintained throughout the sequence.~~
- Both Performers start inface carving around the Videographer.
- A minimum of 180° of head-down ~~up~~ inface carving must be performed.
- The carving orbits must be circular (not elliptical).

Transition to Head-UP ~~Down~~ Carve

- While maintaining the grip, the Performers make a half ~~reverse~~ eagle under the Videographer, to a Head-UP ~~Down~~ orientation.
- Synchronous with the Performers' half ~~reverse~~ eagle, the Videographer must perform a half eagle passing over the Performers with a half (180°) camera roll at the highest point to show an upright image after the transition.

-Up ~~Down~~ Carve

- Without stopping, both Performers continue to carve in a head-~~Up~~ Down orientation, side by side, facing the Videographer. ~~(It is not required to maintaining the grip while carving in the head-up orientation.)~~
- If the Performers were head-up carving to their right, they must be head-down carving to their right, or vice versa.
A minimum of 180° of head-down inface carving must be performed.

Max Value 7,5 pts: Inface/Outface Mixed Carve

~~The Mixed Carve is performed as described above, but:~~

- ~~One Performer must show their back to the Videographer, throughout the sequence.~~
- ~~The grip will be left-to-left hand or right-to-right hand.~~

Deleted:

Deleted:



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~~If the inface Performer was headup carving to their right, that inface Performer must be head-down carving to their right, or vice versa.~~

Head Up Carve

At the beginning, both Performers must be in a head-up orientation, side by side, one facing the videographer and the other outfacing. A hand-to-hand grip (left-to-left hand or right-to-right hand) is taken. (One Performer must show their back to the Videographer, throughout the sequence).

- Both Performers start carving around the Videographer.
- A minimum of 180° of head-up carving must be performed.
- The carving orbits must be circular (not elliptical).

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Transition to Head-Down Carve

- While maintaining the grip, the Performers make a half reverse eagle under the Videographer, to a Head-Down orientation.
- Synchronous with the Performers' half reverse eagle, the Videographer must perform a half eagle passing over the Performers with a half (180°) camera roll at the highest point to show an upright image after the transition.

Deleted:

Head-Down Carve

- Without stopping, both Performers continue to carve in a head-Down orientation, side by side. (maintained throughout the sequence).
- If the inface Performer was head-up carving to their right, that inface Performer must be head-down carving to their right, or vice versa.
- A minimum of 180° of head-down inface carving must be performed.

Videographer requirements:

- While carving, the Videographer must show an upright image as if the Performers remain static with only the background moving.
- Videographer must be on the same level as the Performers (and show the Performers on the horizon) throughout the sequence, except for the transition.
- Videographer must maintain the same distance from the Performers throughout the sequence.

Max Value 10 pts: Outface Mixed Carve

The Mixed Carve is performed as described for the Max Value 7.5 pts version, but:

- Both Performers must be outfacing, showing their backs to the Videographer, with their knees straight, throughout the sequence.

Judging guidelines

- If the knees are not straight when required, up to 20% will be deducted.

FF-6. Angle Flying

THIS COMPULSORY SEQUENCE MUST NOT BE THE FIRST ONE PERFORMED!

- Both Performers are flying at a minimum of 20° diagonally off vertical and horizontal compared to the horizon with their heads low.
- No grips
- The Videographer must show the Performers from the side.
- The Videographer must demonstrate an on-level position.

Max Value 3 pts: Angle Flying Pose

- One Performer is facing upward, and the other Performer is facing downward, face-to-face, with their heads low.
- This angle flying must be maintained for a minimum of three (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 push through



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- The Performers are side-by-side angle flying on the belly, with the head low for a minimum two (2) seconds.
- ~~Both Performers must simultaneously perform a full back loop.~~
- ~~The Videographer must show the front of the Performers from above.~~
- The Performers transition ("push through") to angle flying on their back with their heads low, traveling in the opposite direction for a minimum two (2) seconds.



"Push through" from Belly to Back
5 points

Max Value 7,5 pts: Angle Flying with a Loop (video on the front)

- ~~At the beginning, both Performers are angle flying side-by-side on the belly, with their heads low for a minimum two (2) seconds, facing the Videographer. The Videographer is back flying in the same direction as the Performers.~~
- ~~The Performers make a synchronised front loop to head high angle flying on the belly travelling in the opposite direction. Synchronous with the Performers' front loop, the Videographer must pass underneath the Performers.~~
- ~~At the end, both Performers are angle flying side-by-side on the belly, with the head high for a minimum of two (2) seconds, facing the Videographer. The Videographer is back flying in the same direction as the Performers.~~
- ~~The Videographer must show the Performers from their front at the beginning and at the end.~~
- At the beginning, both Performers are angle flying side-by-side on the belly, with their heads low for a minimum two (2) seconds.
- The Performers make a synchronised front loop to angle flying on the belly with their heads high, travelling in the opposite direction, for a minimum two (2) seconds.



Front loop from Head low to head-high position
7.5 / 10 points

Max Value 10 pts: Angle Flying with a Loop (video on the side)

- ~~The move is performed as described above for 7.5, but with the knees straight.~~
- ~~At the beginning, both Performers are angle flying side-by-side on the belly, with their heads low for a minimum two (2) seconds.~~
- ~~The Performers make a synchronised front loop to head high angle flying on the belly travelling in the opposite direction.~~
- ~~At the end, both Performers are angle flying side-by-side on the belly, with the head high for a minimum two (2) seconds.~~
- ~~The Videographer must show both Performers from their side throughout the sequence.~~

In the previous rules, each level was videographed from a different point of view, which made it difficult to judge, and there was no real connection (progression) from one level to the next.

FF-8. Rebound

Max Value 5 pts: Half Linked Rebound

- Both Performers are side-by-side in a head-down or angle back-flying orientation, facing the Videographer.
- A hand-to-hand grip (left hand of one Performer with the right hand of the other Performer or vice versa) is taken.
- ~~the Performers travel over the Videographer to the belly-down orientation and release the grip.~~
- ~~The Performers then travel over the Videographer to a head-down or angle back-flying orientation, ending on the original heading in their original starting position.~~



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- While maintaining the grip, both Performers make a half reverse eagle over the Videographer ("back-layout" movement) to the belly and then release the grip.
- The Performers then make a half eagle ("front layout" movement) to a head-down or angle back-flying, ending on the original heading in the original starting position.
- The Performers must maintain eye contact with the Videographer throughout the sequence.
(Better wording)

Videographer requirements

The Videographer is facing the Performers and must show them on the horizon at the beginning, middle, and end of the sequence.

Max Value 7,5 pts: Linked Rebound

- The move is performed as described above, but the Performers maintain the grip throughout the sequence.

Max Value 10 pts: Linked Rebound with a Tucked Loop

- Both Performers are side-by-side in a head-down or angle back-flying orientation, facing the Videographer.
- A hand-to-hand grip (left hand of one Performer with the right hand of the other Performer or vice versa) is taken and is maintained throughout the sequence.
- While maintaining the grip, both Performers make a half reverse eagle over the Videographer ("back-layout" movement) to the belly. ~~The Performers travel over the Videographer to the belly.~~
- After a momentary stop in the belly-down orientation, both Performers, while maintaining the grip, make a half eagle ("front layout" movement) to a head-down or angle back-flying, ending on the original heading in the original starting position.
- The Performers must perform a linked tight tuck front loop (trick) When they are above the Videographer the second time
- At the end, both Performers should be in their original starting position.