



*Fédération  
Aéronautique  
Internationale*

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## COMPETITION RULES

FOR

## ACROBATIC WINGSUIT FLYING

**2015 Edition**  
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1 FAI Statutes, Chapter 1, para. 1.6

2 FAI Sporting Code, General Section, Chapter 3, para 3.1.3.

3 FAI Statutes, Chapter 1, para 1.8.1

4 FAI Statutes, Chapter 2, para 2.1.1

5 FAI Bylaws, Chapter 1, para 1.2.1

6 FAI Sporting Code, General Section, Chapter 3, para 3.4

7 FAI Bylaws, Chapter 1, para 1.2.3

8 FAI Statutes, Chapter 5, para 5.2

9 FAI Sporting Code, General Section, Chapter 3, para 3.1.7

10 FAI Sporting Code, General Section, Chapter 1, paras 1.2. and 1.4

11 FAI Statutes, Chapter 5, para 5.2.3.3.7

12 FAI Bylaws, Chapter 1, para 1.2.2

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## **1 FAI AUTHORITY**

- 1.1 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**

- 2.1 Team: an Acrobatic Wingsuit Flying Team is composed of two (2) Performers and a Videographer.
- 2.2 Heading: the direction in which the Performer is flying.
- 2.3 Move: a change in body position, and/or a rotation around one or more of the three (3) body axes, or a static pose.
- 2.4 Grips
- 2.4.1 A grip: a recognizable stationary contact of the hand(s) of one Performer on a specified part of the body the other Performer, performed in a controlled manner.
- 2.4.2 A hand grip consists of a handhold on the hand or wrist. The grip must be on or below the wrist.
- 2.4.3 A leg grip consists of a handhold on the leg below the hip.
- 2.4.4 A grip on the surface of any wing without also achieving stationary contact on a specified part of the body as defined by these rules is specifically excluded.
- 2.5 Routine: a sequence of moves performed during the working time.
- 2.5.1 Compulsory Routine: a routine composed of compulsory sequences and moves chosen at random from the dive pool by the Chief Judge.
- 2.5.2 Free Routine: a routine composed of moves chosen entirely by the Team.
- 2.6 Working time: the period of time during which Teams may perform a routine during a jump. Working time starts the instant any Team Member separates from the aircraft and terminates after an interval established in these rules.

## **3 THE EVENT**

- 3.1 The Discipline: 2-Way Acrobatic Wingsuit Flying. There is no gender separation.
- 3.2 The Objective: Acrobatic Wingsuit Flying Teams perform a sequence of moves (compulsory or free routine) in wingsuit flight with the highest possible merit.
- 3.3 Exit altitude: 10,500 feet (3210m) AGL.
- 3.4 Working time: 55 seconds
- 3.5 Program: the competition will be organized with one (1) official training day and a maximum 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.
- 3.5.1 The first five (5) rounds will be the selection rounds for the final rounds. If all five rounds are not completed at the stated starting time for the final rounds, the final rounds will start based on standings of the completed rounds.
- 3.5.2 The top eight (8) teams will jump in the final rounds. The drawn compulsory sequence and order of routines remain unchanged for the final rounds.

- 3.5.3 If two (2) or more teams have equal scores for entry into the final rounds the following procedure for selection into the finals will be applied:
- the best score, then the second best score, of any completed free rounds.
  - the best score, then the second best score, of any completed compulsory rounds.
- 3.6 Determination of Winners
- 3.6.1 The winners (1st, 2nd and 3rd) are the Acrobatic Wingsuit Flying Teams with the three highest total scores for all completed rounds.
- 3.6.2 If two (2) or more Teams have equal scores, then if time permits, the first three (3) places will be determined by a tie-break Free Round. If a tie still exists, the procedure described in paragraph 3.5.3 above will apply until a clear placing is determined.

## **4 GENERAL RULES**

- 4.1 Exit procedure: There are no limitations on the exit other than those imposed by the Chief Pilot for safety reasons.
- 4.2 Jump order. All teams will jump with their jump order determined by draw performed by the Chief Judge
- 4.3 Refusal to jump: the Team may choose to abort a jump for any pertinent reason and may descend with the aircraft. If a jump-run is aborted and the Meet Director decides the reason is pertinent, the jump must then be made at the earliest opportunity. (Sporting Code, para 5.2.8.)
- 4.4 Air-to-air video recording
- 4.4.1 For the purpose of these rules, "air-to-air video equipment" shall consist of the complete video system used to record the evidence of the Team's performance, including only one camera, recording media, cables and battery. The air-to-air video equipment must be able to deliver a High Definition (HD 1080i / 1080p) digital signal through a compatible video connection approved by the Video Controller.
- 4.4.2 The Videographer is responsible for assuring the compatibility of the air-to-air video equipment with the scoring system.
- 4.4.3 The camera must be fixed by a static mount to the helmet. No roll, pitch or yaw movements of the camera, mechanical and/or digital zoom adjustment, or any digital effects (excluding "steady shot" or other image stabilization feature) may be used during competition jumps. Failure to meet any of these requirements will result in a score of zero (0) points.
- 4.4.4 A Video Controller will be appointed by the Chief Judge prior to the start of the Judges' Conference. The Video Controller may inspect a team's air-to-air video equipment to verify that it meets the performance requirements. Inspections may be made at any time during the competition which does not interfere with a team's performance, as determined by the Event Judge. If any air-to-air video equipment does not meet the performance requirements as determined by the Video Controller, this equipment will be deemed to be unusable for the competition.
- 4.4.5 Video Review Panel (VRP). A VRP will be established prior to the start of the official Training Jump, consisting of the Chief Judge, the President of the Jury, and the FAI Controller. The VRP may enlist the help of the Video Controller. Decisions rendered by the VRP shall be final and shall not be subject to protest or review by the Jury.
- 4.4.6 The Organizer shall provide the Teams with a way of identification showing the team and round number, to be recorded by the Videographer just before exit.

- 4.4.7 The Team's video recording must continue from team/round identification through the exit and the jump without interruption. Failure to meet this requirement will result in a score of zero (0) points.
- 4.4.8 The Videographer shall provide the video evidence required to judge each jump and to show the Team's performance to relevant third parties. It is the responsibility of the Videographer to show the start of working time.
- 4.4.9 As soon as possible after each jump, the Videographer must deliver the air-to-air video equipment for dubbing at the designated station. The video evidence must remain available for viewing or dubbing until all scores are posted as final.
- 4.5. Rejumps:
- 4.5.1 In a situation where the video evidence is considered insufficient for judging by a majority of the Judging Panel, the air-to-air video equipment will be handed directly to the VRP for assessment and a determination as follows:
- 4.5.2 If the VRP determines that there has been an intentional abuse of the rules by the Team, no rejump will be granted and the Team's score for that jump will be zero (0).
- 4.5.3 In the case the VRP determines the insufficiency of the video evidence is due to a factor that could be controlled by the Team, no rejump will be granted and the Team will receive a score based on the video evidence available.
- 4.5.4 If the VRP determines the insufficiency of the video evidence is due to weather conditions or a cause beyond the control of the Team, a rejump will be given.
- 4.5.5 Contact or other means of inference between Performer(s) and/or the Videographer in a Team shall not be grounds for a rejump.
- 4.5.6 Problems with a competitor's equipment (excluding air-to-air video equipment) shall not be grounds for a rejump.
- 4.5.7 Adverse weather conditions during a jump are not grounds for protest. However, a rejump may be granted due to adverse weather conditions, at the discretion of the Chief Judge.

## **5 RULES SPECIFIC TO THE EVENT**

- 5.1 Jump Run: should be perpendicular to the wind line upwind of the designated landing area, established at the discretion of the Meet Director and Chief Judge based on drop zone safety considerations and local aviation/airspace regulations.
- 5.2 Order of jumping: is at the discretion of the Meet Director and Chief Judge based on safety considerations.
- 5.3 Exit point: Exit point(s) determined by consultation of the Chief Pilot, Meet Director and Chief Judge. The jump pilot will signal the teams when they are cleared to exit. Teams will be briefed on the exit signals at the pre-event competitor's briefing.
- 5.3.1 Exit delay between teams must be spaced to ensure safe separation, generally at least 10 seconds. All teams must turn 90 degrees from jump run immediately after exit. Teams will fly towards their designated landing area in parallel lanes.
- 5.3.2 There will be a maximum of four (4) teams per exit pass, but this may be reduced by the Meet Director and Chief Judge taking into consideration the aircraft size and type, the dropzone, meteorological conditions and ATC or airspace restrictions.
- 5.4 Flight path: a team must not cross other lanes or deviate more than 30 degrees from the designated flight path. Violation of this rule, by decision of the Chief Judge, will result in a score of zero for that jump. If violation of this rule results in endangering other competitors, the competitor may, by decision of the Chief Judge, be disqualified from further participation in the competition and the competitor will be removed from the official standings. This decision is not grounds for protest.

- 5.5 Lowered Exit Altitude: for meteorological or ATC reasons only, and with the consent of the Chief Judge and FAI Controller, the Meet Director may lower the exit altitude to 10,000ft (3050m) AGL and continue the competition with working time of 50 seconds. If the exit altitude is lowered it must apply for a complete round for all teams.
- 5.6 Deployment altitude: for each competitor will be pre-determined by the Meet Director and Chief Judge in order to maximize horizontal and vertical separation and may not exceed 5000ft AGL.
- 5.7 Equipment: competitors must jump the same model wingsuit throughout the event.
- 5.8 Competitors may change their role in the Team from jump to jump; however, they may only perform one role (Performer A, Performer B, Videographer) during a jump.
- 5.9 Representation: a Team may only represent one (1) NAC.
- 5.9.1 Each participant may only be a member of one team.
- 5.10 Compulsory Routines
- 5.10.1 The Compulsory Routines consist of two (2) Compulsory Sequences as described in Addendum C.
- 5.10.2 Compulsory sequences are repeated until the end of working time.
- 5.10.3 Compulsory Sequences are determined via a random draw
- The Chief Judge performs the draw.
  - Drawn sequences are added back into the sequence pool after each draw.
- 5.10.4 The order of the compulsory sequences is determined by the order drawn.
- 5.11 Free Routines
- 5.11.1 The content of the Free Routine(s) is chosen entirely by the Team and may or may not include grips.
- 5.11.2 Free Routines may be repeated for each Free Round.
- 5.11.3 Teams are encouraged to deliver a description of their Free Routine(s) to the Chief Judge before the start of the competition, using a standard form provided by the Chief Judge. Not providing this information shall not influence the team's score. Deviation from the described Free Routine shall not influence the scoring.
- 5.12 Number of rounds: Seven (7)
- Compulsory Routines: Four (4) rounds
  - Free Routines: Three (3) rounds
  - Minimum valid competition: One (1) round
- 5.13 Order of the routines: F - C - C - F - C - C - F  
(C = Compulsory Routine, F = Free Routine)
- 5.14 The performer (defined as Performer A, Performer B) who executes the first move in each compulsory routine is defined as Performer A; this establishes the performer's role in the sequences (described in Addendum B) for the remainder of the routine.

## **6 JUDGING AND SCORING**

- 6.1 Once any Team Member has left the aircraft, the jump shall be evaluated and scored.
- 6.2 The judging of each sequence ends when the judges see the team complete the working time, or abandon the performance requirements for that sequence.
- 6.3 Judging procedures:
- 6.3.1 The jumps shall be judged using the video evidence as provided by the Videographer.
- 6.3.2 A panel consisting of three (3) Judges must evaluate each Team's routine. Where possible, a complete round shall be judged by the same panel.
- 6.3.3 Compulsory Routines: all three (3) Judges will evaluate the routines.
- 6.3.4 Free Routines: all three Judges evaluate the Technical and the Presentation criteria.

- 6.3.5 Judges may view the jump a maximum of three (3) times. On the first viewing, the judges will score all three measures: Grips, Style and Camera. A second viewing to assess scoring measure(s) is allowed; however, judges may not jump back and forth between scoring measures. A third viewing may be allowed at the discretion of the Event Judge.
- 6.3.6 All viewings must be at normal speed.
- 6.3.7 The Judges will use the electronic scoring system to record the evaluation of the performance. At the end of working time, freeze frame will be applied on each viewing, based on the timing taken from the first viewing only. The Judges may correct their evaluation record after the jump has been judged. Corrections to the evaluation record can only be made before the Chief Judge signs the score sheet.
- 6.3.8 The chronometer will be operated by the Judges or by (a) person(s) appointed by the Chief Judge, and will be started when a Team Member leaves the aircraft. If Judges cannot determine the start of the working time, then the working time starts when the Videographer separates from the aircraft. A penalty of 20% (rounded down) of the score will be deducted to produce a final score for that jump.
- 6.4 Scoring Compulsory Routines:
- 6.4.1 The Routine is judged on three (3) criteria: style, number of grips and camerawork.
- 6.4.2 Judges give each of the above criteria a score between zero and ten, expressed as a number with decimals (0.5, 5.5, 9.9, etc.), based on the guidelines in Addendum C.
- 6.5 Scoring Free Routines:
- 6.5.1 The Routine is judged on three (3) criteria: style, dive plan and camerawork.
- 6.5.2 Judges give each of the above three criteria a score from zero to ten, expressed as a number with decimals (0.5, 5.5, 9.9, etc.), based on the guidelines in Addendum C.
- 6.6 Score Calculation:
- 6.6.1 The total score for grips (compulsories), style (all rounds), dive plan (free round) and camera (all rounds) will be weighted 0% to 100% between all teams for that round, based on the highest score defining 100% (100), and a no-score being 0% (0).
- 6.6.2 The team's score for each round is calculated by combining the three judges' scores for a total of 0-300. The team's final score for the event is the sum of scores from all completed rounds.
- 6.6.3 All scores for each judge will be published.
- 6.7 Training Jumps:
- 6.7.1 Each Team will be given the opportunity of two (2) official training jumps prior to the start of the competition. The aircraft/configuration plus the judging and scoring systems to be used in the competition will be used for the official training jumps.
- 6.7.2 If no official training jumps are possible due to weather, this is not grounds for protest.
- 6.7.3 Prior to the start of official training jumps, the Team Captain has the option of presenting the free routine description form(s) to the Chief Judge and explaining the team's moves. If no training jumps are possible due to weather, teams may deliver up to two (2) previously recorded training jumps for scoring. No scores for Presentation will be given on official (or previously recorded) training jumps.

**7 TITLE OF THE COMPETITION**

“The \_\_\_ **FAI World Acrobatic Wingsuit Flying Championship**, (location), (year)” or,  
“The \_\_\_ **FAI World Cup of Acrobatic Wingsuit Flying**, (location), (year)” or,  
“The \_\_\_ **FAI (continent) Acrobatic Wingsuit Flying Championship**, (location), (year)” or,  
“The \_\_\_ **FAI (continent) Cup of Acrobatic Wingsuit Flying**, (location), (year).”

**7.1 Aims of the Competition**

7.1.1 To determine the Champions of Acrobatic Wingsuit Flying.

7.1.2 To promote and develop Wingsuit Acrobatic Flying training and competition.

7.1.3 To exchange ideas and strengthen friendly relations between wingsuit flyers, judges and support personnel of all nations.

7.1.4 To present a visually attractive image of the competition jumps and timely standings (scores) for competitors, spectators and media.

7.1.5 To improve judging methods and practices.

**7.2 Composition of Delegations**

7.2.1 Each delegation may be comprised of:

- One Head of Delegation
- Team Manager/Coach
- One Interpreter
- A maximum of two (2) teams for a World Parachuting Competition
- A maximum of four (4) teams for a World Cup or Continental Championship
- Judges and trainee judges as decided by the IPC
- Accompanying persons at the discretion of the event organizer.

**7.3 Prizes and Awards**

7.3.1 After all completed rounds, the title of World or Continental Champions, or World Cup Champions in Acrobatic Wingsuit Flying will be declared.

7.3.2 Medals will be awarded to members of the First, Second and Third-placed teams.

7.3.3 The flags of the countries of the first, second and third-placed teams shall be flown and the national anthem of the first-place team played

**ADDENDA A, B, C, D**

Addendum A: Basic orientations, body positions and definitions

Addendum B: Acrobatic Wingsuit Flying Compulsory Sequences

Addendum C: Acrobatic Wingsuit Flying Judging Criteria

Addendum D: Judging Scoring Sheet

## **Addendum – A Definitions**

### **A. Basic rotational actions**

#### **A-1 Barrel Roll**

A barrel roll is a 360 degree rotation about the body head-toe axis, when that axis is aligned with the direction of flight. The rotation of a barrel roll may be performed in either direction (left or right).

#### **A-2 Back Loop**

A back loop is a loop where the rotation is initiated about the body left-right axis with the torso rotating backwards.

#### **A-3 Front Loop**

A front loop is a loop where the rotation is initiated about the body left-right axis with the torso rotating forwards.

## **Addendum - B**

### **Acrobatic Wingsuit Flying Compulsory Sequences**

- Set sequences may be broken down into separate elements during execution, but will result in lower scoring on style.
- The last position of each set sequence leads into the beginning position of the next set sequence, and is counted as one grip.
- Performers are defined as Performer A and B.
- Online compulsory sequences with animations may be found at <http://www.wingsuitcompetition.com/divepool.php>

#### **Sequence A: Up and Over**

- Performers A and B are in belly to earth orientation, facing forward with a hand grip.
- Performer A releases the grip and transitions over Performer B to the other side.
- Performer A takes a hand grip on Performer B in belly to earth orientation.
- Performer B releases the grip and transitions over Performer A to the other side.
- Performer B takes a hand grip on Performer A in belly to earth orientation.

#### **Sequence B: Rock and Roll**

- Performers A and B are in belly to earth orientation, facing forward with a hand grip.
- Performer A releases the grip and performs a barrel roll.
- Performer A takes a hand grip on Performer B in belly to earth orientation.
- Performer B releases the grip and performs a barrel roll.
- Performer B takes a hand grip on Performer A in belly to earth orientation.

#### **Sequence C: Revolutions**

- Performers A and B are in belly to earth orientation, facing forward with a hand grip.
- Performer A releases the grip and transitions over Performer B to the other side and then transitions back under Performer B to the original starting position.
- Performer A takes a hand grip on Performer B in belly to earth orientation.
- Performer B releases the grip and transitions over Performer A to the other side and then transitions back under Performer A to the original starting position.
- Performer B takes a hand grip on Performer A in belly to earth orientation.

#### **Sequence D: Roll Over**

- Performers A and B are in belly to earth orientation, facing forward with a hand grip.
- Performer A releases the grip and makes a barrel roll over Performer B to the other side.
- Performer A takes a hand grip on Performer B in belly to earth orientation.
- Performer B releases the grip and makes a barrel roll over Performer A to the other side.
- Performer B takes a hand grip on Performer A in belly to earth orientation.

**Sequence E: Fruity Loops**

- Performers A and B are in belly to earth orientation, facing forward with a hand grip.
- Performer A releases the grip and performs a front loop.
- Performer A takes a hand grip on Performer B in belly to earth orientation.
- Performer B releases the grip and performs a front loop.
- Performer B takes a hand grip on Performer A in belly to earth orientation.

**Sequence F: Duck and Roll**

- Performers A and B are in belly to earth orientation, facing forward with a hand grip.
- Performer A releases the grip and makes a barrel roll under Performer B to the other side.
- Performer A takes a hand grip on Performer B in belly to earth orientation.
- Performer B releases the grip and makes a barrel roll under Performer A to the other side.
- Performer B takes a hand grip on Performer A in belly to earth orientation.

**Sequence G: Déjà vu**

- Performers A and B are in belly to earth orientation, facing forward with a hand grip.
- Performer A releases the grip and transitions over Performer B to the other side.
- Performer A takes a hand grip on Performer B in belly to earth orientation.
- Performer A releases the grip and transitions over Performer B back to the other side.
- Performer A takes a hand grip on Performer B in belly to earth orientation.
- Performer B releases the grip and transitions over Performer A to the other side.
- Performer B takes a hand grip on Performer A in belly to earth orientation.
- Performer B releases the grip and transitions over Performer A back to the other side.
- Performer B takes a hand grip on Performer A in belly to earth orientation.

**Sequence H: Ying Yang**

- Performers A and B are in belly to earth orientation, facing forward with a hand grip.
- Performer A releases the grip and transitions to back flying.
- Performer A takes a hand grip on Performer B in back flying orientation.
- Performer A releases the grip and transitions to belly to earth orientation.
- Performer A takes a hand grip on Performer B in belly to earth orientation.
- Performer B releases the grip and transitions to back flying.
- Performer B takes a hand grip on Performer A in back flying orientation.
- Performer B releases the grip and transitions to belly to earth orientation.
- Performer B takes a hand grip on Performer A in belly to earth orientation.

**Sequence I: Back to Back**

- Performers A and B are in belly to earth orientation, facing forward with a hand grip.
- Performer A and Performer B release the grip and both transition to backflying.
- Performer A and Performer B take a hand grip in back flying orientation.
- Performer A and Performer B release the grip and both transition to belly to earth orientation.
- Performer A and Performer B take a hand grip in belly to earth orientation.

**Sequence J: Pancakes**

- Performers A and B are in belly to earth orientation, facing forward with a hand grip.
- Performer A releases the grip and transitions to back flying over Performer B to the other side.
- Performer A takes a hand grip on Performer B in backfly orientation.
- Performer A releases the grip and transitions back to belly to earth orientation over Performer B back to the other side.
- Performer A takes a hand grip on Performer B in belly to earth orientation.
- Performer B releases the grip and transitions to back flying over Performer A to the other side.
- Performer B takes a hand grip on Performer A in backfly orientation.
- Performer B releases the grip and transitions back to belly to earth orientation over Performer A back to the other side.
- Performer B takes a hand grip on Performer A in belly to earth orientation

**Sequence K: Reversed Pancakes**

- Performers A and B are in belly to earth orientation, facing forward with a hand grip.
- Performer A releases the grip and transitions to back flying under Performer B to the other side.
- Performer A takes a hand grip on Performer B in backfly orientation.
- Performer A releases the grip and transitions back to belly to earth orientation under Performer B back to the other side.
- Performer A takes a hand grip on Performer B in belly to earth orientation.
- Performer B releases the grip and transitions to back flying under Performer A to the other side.
- Performer B takes a hand grip on Performer A in backfly orientation.
- Performer B releases the grip and transitions back to belly to earth orientation under Performer A back to the other side.
- Performer B takes a hand grip on Performer A in belly to earth orientation.

## **Addendum - C**

### **Acrobatic Wingsuit Flying Judging Criteria**

#### **C-1 Scoring Grips**

Grip scoring is only required for the Compulsory Rounds.

- Each completed grip between each set sequence will be added up to create a total.
- If multiple grips are taken between each set sequence, only one grip will be counted.
- A grip not on video, or not recognizable as such, will receive no score.
- Compulsory Routines have to be made in the correct sequence. A set sequence skipped in the sequence will lead to -1 subtracted from the total scoring of grips for that routine. This score may not fall below 0.

#### **C-2 Scoring Style**

Judges give a score for the Team (between 0 and 10, up to one decimal point) for Presentation and for each of the four (4) Compulsory Rounds and three (3) Free Rounds, using the following guidelines:

10 points - Move is performed flawlessly with no noticeable mistakes.

8 points - Move is performed with some small mistakes.

5 points - Move is performed with several medium mistakes.

3 points - Move is performed with several major mistakes.

0 points – Moves are not performed or identifiable

Examples of style:

- Body position: the performers' posture should present clean and defined arm and leg position ideal for flight.
- Grips: each grip is made smooth and fully in control.
- Control: all movements made by the performers are precise and deliberate, without a lot of 'nervous' movement in the arms, legs and body or heading.
- Leveling: the performer is adjusting fallrate and level accordingly during each move, allowing the other pilot to remain static. The less changes the static performer has to make to accommodate the active performer making a move, the higher the score.
- Proximity: the performers stay close together, never moving more than one body distance apart.
- Transitions: more complex moves are made according to the intended figures, rather than broken down into two or more simpler elements.

Small mistake examples:

- Move: finish slightly off heading, slight wobble, etc.
- Move: arms bent down or forward, knees bent
- Move: grips made resulting in tension and movement

Medium mistake examples:

- Move: significantly off heading, wobble, not enough rotation, etc.
- Move: grips made with considerable force, not fully in control

Major mistake examples:

- Move: completely missing required elements of performed so poorly that move is barely recognizable.
- Not generating forward movement (using aerodynamic properties of the Wingsuit).
- Move: grips made with considerable force, resulting in out of control flying on one or both Performers.

### **C-3 Scoring Camera**

Judges give a score for the Team (between 0 and 10, up to one decimal point) for each of the four (4) Compulsory Sequences and three (3) Free Rounds, using the following guidelines:

- 10 points - Camerawork is flawless with no noticeable mistakes and creative flying
- 8 points - Camerawork has some small mistakes.
- 5 points - Camerawork has several medium mistakes.
- 3 points - Camerawork has with several major mistakes.
- 0 points - Camerawork show no Performer Routines.

Examples for good camerawork:

- Video is smooth and does not bounce around.
- Utilizes available landmarks, clouds and/or lighting to enhance video.
- Performers occupy most of the video and remain centered
- Cameraman remains within a consistent distance of the Performers.
- Utilizes advanced flying techniques (i.e. Carving around the performers, back flying) resulting in creative angles without loss of framing or proximity.

Small mistake examples:

- Momentary loss of framing or focus, occasional minor distance errors, etc.

Medium mistake examples:

- Momentary loss of image, framing, focus, or distance errors for about 20 % or more of the Compulsory Sequence, etc.

Major mistake examples:

- Contact with one or both performers
- Loss of control, resulting in in lost framing of the performers or no video
- 50% or more of Compulsory Routine or Free Routine cannot be judged. .

## C-4 Scoring Dive Plan

Dive plan scoring is only required for the free routine rounds. Judges give the following judging criteria a score, between 0 and 10 expressed as a number up to one decimal point, taking into account the following guidelines:

### Technical:

- **Difficulty:** The degree of difficulty of all set sequences and transitions in the routine.
- **Flying Skills:** Ability to move smoothly or fly in any orientation (vertically, horizontally, back flying, etc.).
- **Precision, control:** Ability of the Team to demonstrate body control and smoothness of transitions.
- **Team Work:** The ability to for the team to perform movements together to create a unified performance.

### Examples for Technical:

- The two (2) Performers maintain proper proximity throughout each sequence.
- All flying surfaces and/or flight angles are used (i.e. belly to earth and back flying, steeper angles)
- A constant interaction and teamwork is displayed.
- The routine shows a wide variety of set sequences that vary by complexity.
- Team separation after each set sequence.
- Grip complexity, if present.

### Presentation:

- **Visual Excitement:** Routine should hold the viewer's attention throughout, dynamic variety, entertaining without being unnecessary.
- **Originality:** Creative choreography in variety.
- **Team Work:** Routines that demonstrate combined skills of all Team Members.
- Grips performed in a controlled manner.

### Examples for Presentation:

- The routine has a defining beginning and end.
- Working time is utilized to the fullest extent possible.
- The routine has a high level of creativity that contains new moves, and flows from one set sequence to the next.
- The routine is enjoyable and aesthetically pleasing to watch.

