

Appendix A.2: Freestyle Skydiving Compulsory Sequences (Intermediate Test Event)

1. General

- 1.1. The order in which these Compulsory Sequences can be performed is determined by the team.
- 1.2. 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 Rules Specific to the Event, 3.2.4 and Appendix E.)
- 1.3. If the Judges determine that the Team has performed a lower Max Value of a Compulsory Sequence than the declared Max Value, the maximum score will be 0.5 points less than the lower Max Value actually performed.
- 1.4. The Compulsory Sequences must be performed in the submitted order.
- 1.5. 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).
- 1.6. No static start or stop is required unless indicated within the sequence.
- 1.7. The judging of each sequence ends when the judges see the team completes or abandons the performance requirements of that sequence.
- 1.8. The videographer must maintain proximity to the performer throughout each compulsory sequence, except where the Compulsory Sequence description specifically prescribes otherwise.
- 1.9. 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. Otherwise, the maximum possible score for the Compulsory Sequence is 70% of the Max Value.
- 1.10. The definition of each body position is described in Addendum B.
- 1.11. The competition for Intermediate follows the same order of jumps as Open: F-C-F-F-C-F-F, where F stands for a free routine round and C stands for compulsory round.
- 1.12. Scoring for Intermediate compulsory rounds will be as follows: The average score for each Compulsory Sequence will be multiplied by 0.3, the average score for Presentation will be multiplied by 0.1, and then the sum of these four (4) values will be rounded to the first decimal place.

1.13. Video examples of all compulsories can be found here:

<https://www.xpascend.com/ae-intermediate>

2. First FR Intermediate Compulsory Round (Round 2)

2.1 FR-11. Belly Carving Sequence with Barrel Roll

2.1.1 Belly Carve with Barrel Roll

- The performer is in the belly-down orientation, facing the videographer.
- The performer and videographer must orbit 360° around an imaginary center point.
- During the 360° orbit, the performer must make one (1) full barrel roll.
- The barrel rolling can be in either direction.

2.1.2 Videographer requirements:

- Videographer must be on the same level as the performer (and show the performer on the horizon throughout the sequence).
- Videographer must maintain the same distance from the performer throughout the sequence.

2.1.3 Max Value 7.5 pts: Belly Carving Sequence is performed as described above.

- The waist/hips/knees may bend.

2.1.4 Max Value 10 pts: Layout Belly Carving Sequence with Barrel Roll

- The move is performed as described above, and
- The performer must maintain the layout position without a bend in the waist/hips/knees with the legs together throughout the sequence.

2.2 FR-12. Front Looping Sequence

2.2.1 Front Looping Sequence

- Beginning is in a head-up orientation.
- Two (2) complete 360° front loop rotations, without stopping, must be performed.
- Looping movement must remain about a horizontal axis, without tilting or changing heading.

2.2.2 Videographer requirements:

- Videographer must be on the same level with the performer and show the performer from the side at start of the sequence and must remain in place.

2.2.3 Max Value 7.5 pts: Front Looping Sequence is performed as described above.

- The waist/hips/knees may bend.

2.2.4 Max Value 10 pts: Layout Front Looping Sequence

- The move is performed as described above, and
- The torso must be straight and legs in line with torso, without any bend at the waist/hips/knees.

2.2 FR-13. Half Eagle Sequence

Half Eagle Sequence

- The performer is in the belly-down orientation throughout the sequence.
- At the beginning and end, the performer is facing the videographer on the same level.
- The performer goes below the videographer as the videographer goes over the top, moving around an imaginary center between them so that both end up in opposite positions than they originally began.
- The half eagle should be performed as one continuous movement.
- The performer must make a half (180°) flat turn on the belly in the middle of the half eagle (when he/she is below the videographer).

Videographer requirements:

- Synchronous with the performer's rotation, the videographer must perform a half (180°) camera rotation while above the performer in either direction as the Performer's rotation.
- At the beginning and end, the videographer must be on the same level.

Max Value 7.5 pts: The Half Eagle Sequence is performed as described above.

Max Value 10 pts: Half Eagle with 540° Rotation

- While passing underneath, the performer will flat spin 540° on the belly.
- Performer must be in the layout position during the 540° flat spin.

Second FR Intermediate Compulsory Round (Round 5)

FR-14 Angle Sequence

This Compulsory Sequence must not be the first one performed, otherwise 70% will be deducted from the score.

- Performer is flying at a minimum of 20° diagonally off vertical and horizontal compared to the horizon with the head low.
- Videographer must be on the same level as the performer.
- The performer is angle-flying facing downward, with the head low, for minimum two (2) seconds.

Max Value 7.5 pts: Angle Sequence is performed as described above.

Max Value 10 pts: Angle Sequence is performed in the layout position.

- The performer must maintain the layout position with no bend in the waist throughout the sequence.

FR-15 Flip Through (Horizontal Twisting) Sequence

- At the beginning, the performer is in a belly-down orientation.
- For a complete Flip Through, the torso must roll 360° while simultaneously flat turning through 360° on a horizontal plane.
- The torso must be belly-down at the start of the rotation, on its side when 90° of the turn is complete, back-down when 180° of the turn is complete, and on the other side when 270° of the turn is complete.
- The face must remain facing the same direction (looking into the camera) throughout all the rotations.
- The rotational motion must be smooth and continuous.
- The torso must remain horizontal throughout the rotations.
- Two (2) complete rotations must be performed.

Videographer requirements:

- The videographer must stay on the same level and remain in place.

Max Value 7.5 pts: Flip Through (Horizontal Twisting) Sequence is performed as described above.

- The waist/hips/knees may bend, and the legs may separate more than shoulder width.

Max Value 10 pts: Layout Flip Through (Horizontal Twisting) Sequence

- The move is performed as described above, and
- Legs must remain together and straight.

FR-16 Head-Down Carving Sequence

- At the beginning, the performer must be in a head-down orientation, facing the videographer.
- The performer and videographer must orbit 360° around an imaginary center.

Videographer requirements:

- Videographer must show the front of the performer throughout the sequence.
- Videographer must show the image as if the performer remains static with only the background moving.
- Videographer must be on the same level as the performer (and show the performer on the horizon) throughout the sequence.
- Videographer must maintain the same distance from the performer throughout the sequence.

Max Value 7.5 pts: Head-Down Carving Sequence is performed as described above.

Max Value 10 pts: Layout Head-Down Carving Sequence

- The move is performed as described above, and
- The performer must maintain the layout position throughout the sequence.