

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 is requested to submit the order of the Compulsory Sequences at 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.

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

- At the beginning the Videographer must show the Performers from the side.
- The Videographer must make a synchronized roll with the Performers, showing an image as if the Performers remain static with only the background moving.
- The Videographer must be on the same level with the Performers' centre point.

Judging guidelines

- Wrong grip location (not right-to-right hand or left-to-left hand), the maximum score will be 7,0.
- Wrong grip is not hand-to-hand, the maximum score will be 7,0.
- When the Videographer makes the roll in the wrong direction, the maximum score will be 5,0.
- When the Videographer does not make a synchronised roll, the maximum score will be 3,0.

FF-2. Vertical Compressed Switch

Vertical Compressed

- One Performer is in head-up orientation, the other Performer in head-down orientation, side by side, on the same level and heading.
- The right hand of each Performer must be on the right lower leg of the other Performer (or left hand on left lower leg).
- Both Performers release their grip at the same time.
- Both performers simultaneously perform a half front loop.

- Both Performers retake both grips at the same time.
- 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.
- Judging guidelines
- One or both grips in wrong location (i.e., not on lower leg), the maximum score will be 7,0.
 - When grips are not taken simultaneously, the maximum score will be 8,0.

FF-3. 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 two (2) consecutive full barrel rolls, without stopping, along the same axis, maintaining the same heading.
- The barrel rolls can be in either direction.

Videographer requirements

- The image must be upright with the sky in the upper portion of the frame.
- 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.

Judging guidelines

- One or both grips in wrong location (i.e., not on lower leg), the maximum score will be 7,0.
- If the two (2) barrel rolls are not consecutive and smooth, the maximum score will be 8,0.

FF-4. Turning Totem

Totem

- Both Performers are in layout position 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.

Judging guidelines

- Wrong body position (when the lower Performer is sitflying/kneeflying, instead of layout position), the maximum score will be 5,0.
- For assisting grip(s) (i.e. hands on feet), the maximum score will be 7,0.

SECOND COMPULSORY ROUND (ROUND 5)

FF-5. *Angle Carve*

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

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

- 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.
- 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 3,0.

FF-6. *Linked Full Eagle with Trick*

Eagle

- Both Performers are in head-down orientation, with a hand-to-hand grip (left hand of one Performer with the right hand of the other Performer or vice versa), 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 Performers must perform a tuck front loop (trick) in the middle of the second part of the Eagle (when they are above the Videographer).
- 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, with the exception of the full tuck front loop.

Judging guidelines

- When no trick is performed, the maximum score will be 6,0.

FF-7. *Stand-up Star*

Stand-up Star

- Beginning is when both Performers are in layout position in head-up orientation face to face.
- A double hand-to hand grip is taken (left-to-right hand and right-to-left hand).
- Both Performers release their grip at the same time.
- Both performers simultaneously perform a 360° pirouette in the layout position while remaining on the same level.
- Both Performers retake both grips at the same time.
- The distance between the Performers must remain the same during the sequence.

Videographer requirements

- Videographer must show the side of the Performers at the beginning, on the same level, stay on level and remain in place.

Judging guidelines

- Wrong body position (when either or both Performers is/are sitflying/kneeflying, instead of layout position), the maximum score will be 5,0.
- When grips are not taken simultaneously, the maximum score will be 8,0.
- When only one (1) grip is taken, the maximum score is 7,0.

FF-8. Synchronized 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.
- Without stopping, both performers simultaneously perform a full layout back loop half twist.
- The half twist must be performed within and evenly executed throughout the loop, and performed in the same direction.
- 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 opposite heading (of the beginning).

Videographer requirements

- The image must be upright with the sky in the upper portion of the frame.
- 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.

Judging guidelines

- When each Performer is twisting in a different direction, the maximum score will be 5,0.
- When no twist is made, the maximum score will be 3,0.