

76th FAI/ISC PLENARY MEETING, 24-25 JANUARY 2026, RIYADH, SAUDI ARABIA

<i>SUBJECT:</i>	Canopy Piloting Annual Report for ISC Plenary 2026	<i>AGENDA #</i>	Annex 17
<i>AUTHOR:</i>	Mike Teague, Chair, Canopy Piloting Committee		
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76th FAI/ISC PLENARY MEETING, 21 January to 25 January 2026, Riyadh Saudi Arabia

Subject: ISC Canopy Piloting Committee Annual Report

Author: Mike Teague, Canopy Piloting Committee Chair

Date: 30 November 2025 Pages 2

The 12th FAI World Cup of Canopy Piloting and 3rd FAI World Cup of Canopy Piloting Freestyle 2025 were held in Arizona, USA. The competition was held from 8th September 2025 to 13th September 2025. It was also the 6th FAI European Canopy Piloting Championships and the 2nd FAI European Canopy Piloting Freestyle Championships

Entries for the events were as follows: 17 NACs were present

12th FAI World Cup of Canopy Piloting 2025, 54 Competitors;

3rd FAI World Cup of Canopy Piloting Freestyle 2025, 39 Competitors.

The pond was the same as it was used in 2023. The location is well-liked by the competitors.

No new records were set.

A competitors' meeting was held after the event with all suggestions looked at to help make changes to our rules for the new year.

The committee is also continually discussing ways to reduce injuries that occur during Canopy Piloting as can be seen by the change in the CP – Speed rules. It has been decided to enforce a “breakaway” style marker used for inside gates 3 and 4. Ongoing discussions are taking place regarding inside gate 2.

Our next event will be the World Championships to be held in Arizona in October 2026.

We have also had one bid submitted for 2027. We are hopeful that the bid will be successful. We have also received a late bid from France for the 2028 World Championships. As this bid was received after the bid deadline, it will be submitted at the plenary for a 2/3 majority vote to allow it to be submitted at the plenary. As it proves to be more difficult to obtain bids from new venues, we are very hopeful that the bid will receive the necessary vote so that it can be presented. The committee will continue to pursue various venues to approach about submitting bids for future competitions.

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The committee has a budget request amount of CHF 200. The use of the budget would be to update drawings required by rule changes, create new drawings for new moves in CP freestyle, and the use of google cloud services for our documents and drawings.

I would like to thank the committee members and all our advisers of the past year for their help during the year. The CP committee for the new year will remain unchanged. We are in the good position of having experienced past competitors, current competitors and judges on our committee.

Our committee will be as follows:

Mike Teague (RSA) - Chair;

Rainer “Exi” Hoenle (GER) - Deputy Chair;

Agnieszka Sobczynska (FIN);

Björn Korth (AUT);

Cedric Veiga Rios (FRA);

Jasper Williams (GER);

Ian Bobo (USA);

Nina Engel (GER);

Andrew Du Toit (RSA).

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Canopy Piloting Rule changes proposals for approval ISP Plenary 2026

AIW—Additional individual weight that a competitor can carry in accordance with ~~Addendum~~ Annex E.

Housekeeping

6.8.3

A competitor must earn landing zone points for at least one landing zone to be awarded Water Gate Drag points. Landing in water after scoring G1 will yield a DR. Landing Zone point values are as in Annex ~~e~~ F. The competitor is awarded the score of the zone with the lowest point value that was touched during the landing. No landing zone points will yield a DR.

Housekeeping

B.1.5.4 The inside course markers of G3 and G4 must be an approved breakaway type marker.

Recommended to make the speed course safer.

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Canopy Piloting Freestyle Rules

Proposed changes for approval ISP Plenary 2026

2. DEFINITIONS OF WORDS AND PHRASES USED IN THESE RULES

Body – illustration > change the text „**SOLE**” to “**SOLE**” in green to match the colour of the illustration

To make it clearer that the sole is part of the green in the illustration.

~~Water landing (WL)—A landing in the water portion of the course coming to a full stop in the water.~~

Water landing (WL)—A landing in the water portion of the course coming to a full stop in the water, **without touching any land.**

6.1.1

~~A move will only be judged for that part of the move, while in contact with water. Any part of the move performed while not having contact with the water will be disregarded by the judges.~~

6.1.1

A move will only be judged for that part of the move in contact with water. Any part of the move performed while not having contact with the water will be disregarded by the judges. **The landing should finish in a stand-up landing.**

Clarification of landing.

6.1.3.2

Move Variation Failure (MV)

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~~For a three round event, no performance for a round may be repeated in another round. A performance is considered a repetition only if a single move or an exact combination (same moves in same order) is repeated in a subsequent jump.~~

~~For a six round event, any move or exact combination performed in R1 to R3 may be repeated once only in R4 to R6.~~

For a three round event, no performance for a round may be repeated in another round. A performance is considered a repetition only if a single move or an exact combination (same moves in same order) is repeated in a subsequent jump. **A move to a previously performed combination is not considered a MV.**

For a six round event, any move or exact combination performed in R1 to R3 may be repeated once only in R4 to R6.

Clarification of the rule

~~6.1.4.5~~

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

Removal

~~6.2.1~~

~~The first round. A single move may be presented. It may be a move described in the Annex Freestyle B (DoD: Below 5.0).~~

6.2.1

The first round. **Any single move from Annex B must be presented.**

Removing restriction of what move may be done

~~6.2.2~~

~~The second round. A single move or a combination of moves may be presented. It may be any move described in the Annex CP Freestyle B.~~

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6.2.2

The second round. A single move or a combination of moves may be presented. It may be any move described in Annex **B** or **H**.

Clarification of move allowed for round two

6.2.4

Combination of moves can be either:

A sequential, where moves are presented separately from each other clearly (so each move shown separately by itself).

A fusion is a combination moves, where one move blends into another or moves are performed at the same time.

Inserting 6.2.4 clarify what is meant by fusion and combination

6.2.4 change to 6.2.5

6.2.5 change to 6.2.6

6.2.6 change to 6.2.7

8.1.1

~~In the freestyle event there must be a video camera system set up, which must be capable of reduced speed playback and be accessible instantly. The system must include audio and record on a hard drive. It must be a secure closed system with access limited to the Judges Panel.~~

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In the freestyle event there must be a video camera system set up covering the performance of the competitor over the water and for landing (panning camera). The camera must be able to record at a minimum of 50 fps and 1080p resolution.

Clarification of camera and position of camera

8.1.2

~~At the discretion of the CJ or EJ, The Video Camera System or electronic system will be used as an additional tool to verify and score.~~

At the discretion of the CJ or EJ, The Video Camera may be used as an additional tool to verify the score by means of video replays.

Improved wording

8.1.3

The positioning of the cameras shall be site related and placed near to the judges so that the view is similar to that of the judging panel. The positioning of the cameras will not be grounds for protest.

One or more cameras

8.2.1

~~At the request of a member of the judging panel, and if the VR has been recorded on the judge's score sheet, the CJ shall order a review of the jump in question at the earliest opportunity.~~

If the Chief Judge, Event Judge or any Judge on the panel considers that an absolutely incorrect assessment has

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occurred, the Chief Judge or Event Judge will direct that only that part(s) of the jump in question to be reviewed at the earliest opportunity.

Clarification of who can ask for a review and when

8.2.2

~~The VRP of three persons is selected by the CJ.~~

The VRP will be made up of the existing panel of judges.

Changes to who is on the panel. This will improve judging

8.2.4.1

~~Confirmation of the assessment on the judge's original score sheet~~

Confirmation of the original score.

Clarification

8.2.4.2

~~A thumbs up or thumbs down voting process will be used to determine the outcome of a VR. The exact point in question of what the judges will be voting on must be declared before the voting starts.~~

To apply or remove a penalty only, such as ME, WL or MF, a thumbs up or thumbs down voting process will be used to determine the outcome of a VR as per 6.2.6. The exact point in question of what the judges will be voting on must be declared before the voting starts.

Clarification of how the voting process will work

8.2.4.3

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~~The initial assessment on the score sheet can only be changed with a unanimous decision of the video review panel.~~

To review the presentation score only, all members of the judging panel will have an opportunity to submit adjusted scores for that competitor at the end of the video review process.

Clarification of the outcome of a review

8.2.4.4

~~A majority decision of a video review panel leaves the initial assessment unchanged. If no initial assessment was made for any reason on the score sheet, the majority vote will be used as the decision.~~

8.3.1

~~Competitors shall be entitled to invoke a video review challenge.~~

Competitors shall be entitled to invoke a video review challenge for any penalty applied only. Performance scores are not subject to challenge.

Clarification of what can be challenged

8.3.7

The video review for a challenge will be conducted in accordance with section 8.2. ~~regarding Video Review, except for § 8.2.3. The Judge, whose assessment is being challenged will not be on the CPVRP.~~

To bring a challenge review inline with other video reviews

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ANNEX B: DESCRIPTION OF FREESTYLE MOVES

Moves not included (new moves), must be described in similar manner, including the minimum requirement and orientation.

Requirement for new moves added

DOD	1.2			
Crane	Body straight, leaning forward; one leg straight, foot dragging, other leg bent as much as possible, foot above the surface			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Body straight and rigid from head to dragging foot	-	Bent hip, torso up to 30° Bent hip, torso bent less than 30°	Bent hip, torso bent more than 30°
Orientation	Body leaning forward between 30° and 45°	Leaning forward more than 45°	Leaning forward less than 30°	-
Legs	<ul style="list-style-type: none"> Dragging leg straight, knee locked, dragging with foot Non-dragging leg bent at knee; foot as close to knee of dragging leg as possible 	Foot above knee of dragging leg	<ul style="list-style-type: none"> Dragging leg bent Foot below the knee of dragging leg 	Non-dragging foot close to surface
Minimum requirement	Body leaning forward, only one foot dragging			

DOD	1.3			
Can-Can	Body vertical and straight; both legs to one side of body, feet apart , one leg in front, one leg trailing, dragging at least one foot			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	<ul style="list-style-type: none"> Upper body facing forward Upper body square to line of flight 	-	-	-
Orientation	Upper body Vertical	-	Up to Less than 30° off vertical orientation	More than 30° off vertical orientation
Legs	<ul style="list-style-type: none"> Legs to one side straight, knees locked Feet far apart one in front of the other At least one foot dragging 	<ul style="list-style-type: none"> Legs to the side more than 45° from the vertical axis Angle between legs more than 45° 	<ul style="list-style-type: none"> Legs of vertical axis between 15° and 30° Legs to the side between 15° and 30° from the vertical axis Angle between legs from 15° to 30° 	<ul style="list-style-type: none"> Legs of vertical axis less 15° Legs to the side less than 15° from the vertical axis Angle between legs less 15°
Minimum requirement	Legs to one side, at least one foot dragging			
DOD	1.3			

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Cross-up	Body vertical and straight; both legs crossed and in-line with body, both feet dragging at the same time.			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Upper body straight	-	Bend in hip or torso up to less than 30°	Bend in hip or torso more than 30°
Orientation	Upper body vertical	-	-	-
Legs	<ul style="list-style-type: none"> Legs in line with body Crossed below knees Both feet dragging 	-	Knees bent more than 30°	Knees bent more than 60°
Minimum requirement	Legs crossed, both feet dragging both feet dragging at the same time			

DOD	1.4			
Nac-Nac	Body vertical and straight; legs straight, one leg in front, one leg trailing, feet in-line with body; forward foot dragging the heel, trailing foot dragging the toes both feet dragging at the same time			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Upper body facing forward	-	-	-
Orientation	Vertical	-	Up to Less than 30° off vertical orientation	More than 30° off vertical orientation
Legs	<ul style="list-style-type: none"> Legs inline straight Both feet dragging Dragging forward foot— heel Dragging trailing foot— toe Front Leg dragging with the heel Trailing foot dragging with the toes 	Full split	Angle between legs from 30° to 45°	Legs dragging outside shoulder width
Minimum requirement	Heel and toe dragging both feet dragging at the same time One leg in front, one leg behind, both feet dragging at the same time			

DOD	1.5			
“T”	Body vertical and straight; one leg straight and vertical , foot dragging, other leg straight and horizontal to surface			
	Details	Increased difficulty	Minor mistake	Major mistake

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Body	Upper body straight and facing forward	-	-	-
Orientation	Vertical	-	Up to 30° off vertical orientation	More than 30° off vertical orientation
Legs	<ul style="list-style-type: none"> • Dragging leg straight • Foot dragging • Non-dragging leg straight and horizontal 	Full split	<ul style="list-style-type: none"> • Dragging leg knee bent up to less than 30° • Non-dragging leg bent up to less than 30° or angled up to less than 120° from body 	<ul style="list-style-type: none"> • 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			

DOD	1.6			
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 at the same time.			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	<ul style="list-style-type: none"> • Upper body straight and facing forward • Buttocks close to surface 	-	Upper body leaning back slightly	Upper body leaning back significantly
Orientation	Upper body vertical	-	Up to Less than 30° off vertical orientation	More than 30° off vertical orientation
Legs	<ul style="list-style-type: none"> • Forward leg straight and horizontal, knee locked, dragging heel. Straight leg horizontal (90° to upper body), knee locked, dragging heel. • Other leg bent at knee close to the chest, foot dragging. • Knee of bent leg close to chest, foot dragging 	90° between forward leg and upper body	<ul style="list-style-type: none"> • Forward Straight leg has knee bent up to less than 30° • Angle between forward leg and body from 120° to and 140° • Bent leg foot not close to buttocks • Knee of bent leg slightly away from chest 	<ul style="list-style-type: none"> • Forward Straight leg has knee bent more than 30° • Angle between forward leg and body Straight leg and body angle more than 140° • Foot of bent leg foot away from buttocks • Knee of bent leg significantly away from chest
Minimum requirement	Buttocks close to surface, both feet dragging both feet dragging at the same time			

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DOD	4.7			
Cowboy	<p>One hand on the controls while the other hand off the controls and dragging; both legs extended to one side while dragging at least one foot; the hand of controls (on the same side as legs) is dragging behind the body and on the same side as legs</p>			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	<ul style="list-style-type: none"> Low to surface Shoulder line horizontal and level One hand off controls dragging, other hand on controls 	-	<ul style="list-style-type: none"> Shoulder level between 15° and 30° off Hand dragging to the side, not behind the body 	<ul style="list-style-type: none"> Shoulder level more than 30° off Both controls in one hand
Orientation	Body leaning slightly backwards	Body vertical	-	-
Legs	<ul style="list-style-type: none"> Legs extended to side One hand and at least one foot dragging simultaneously 	-	-	Legs not to the side of the body
Minimum requirement	One hand on controls, other hand dragging, at least one foot dragging on the same side as the hand			

DOD	1.9			
Method	<p>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 at the same time</p>			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	<ul style="list-style-type: none"> 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 Less than 30° off vertical orientation	More than 30° off vertical orientation
Legs	<ul style="list-style-type: none"> Feet far apart Both dragging 	-	Feet close together	-
Minimum requirement	Lower body rotation minimum of 45°, both feet dragging at the same time			

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DOD	2.1			
Superman	Body straight, facing and leaning forward. Chest close to surface. both Both feet dragging at the same time			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	<ul style="list-style-type: none"> Body facing forward and straight Rigid from head to feet 	-	<ul style="list-style-type: none"> Bent in knee, hip or torso up to less than 30° Slightly arched 	Bent in knee, hip or torso more than 30°
Orientation	<ul style="list-style-type: none"> Body horizontal and low to surface Horizontal less than 30° from surface Body almost horizontal, leaning forward As close to surface as possible 	Face close to surface Body less than 30° from surface	Body between 30° and 45° from surface	Body more than 45° from surface
Legs	<ul style="list-style-type: none"> Legs inline Both feet dragging 	Legs locked together	Legs wider than body apart	-
Minimum requirement	Body leaning forward, both feet dragging at the same time			

DOD	2.3			
Walnut	Upper body straight and rigid from knees to the head, facing and leaning forward; both knees dragging at the same time and bent as much as possible, feet near buttocks			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Facing forward and straight from head to knees	-	Bent in hip or torso up to less than 30°	Bent in hip or torso more than 30°
Orientation	Leaning forward	Leaning forward more than 45°	-	-
Legs	<ul style="list-style-type: none"> Legs in line with body Both knees dragging Knees bent, feet near buttocks 	Knees close together	<ul style="list-style-type: none"> Legs wider than body apart Knees apart, wider than body width Knees angle between 45° and 60° to buttocks Feet slightly away from buttocks 	Knees angle more than 60° to buttocks Feet significantly away from buttocks
Minimum requirement	Both knees dragging at the same time			

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DOD	2.6			
Boomerang	Body straight and chest facing forward. carving the wing with banking turn while at least one foot dragging; Carving the wing in a banked turn. At least one foot dragging; Lower body side close to the surface			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	<ul style="list-style-type: none"> Upper body square to line of flight Chest facing forward Lower body side 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° Carve with a bank of at least 45°	Carving more than 60° Carve with a bank of more than 60°	-	-
Minimum requirement	Carve must be shown, at least one foot dragging			

DOD	2.7			
Lazy Boy	Body straight from head to feet and almost horizontal, leaning back; legs extended out in front, both feet dragging at the same time			
	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 <ul style="list-style-type: none"> Almost horizontal body 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	<ul style="list-style-type: none"> Legs and feet together Knees locked while dragging Both feet dragging at the same time 	-	<ul style="list-style-type: none"> Bent in knee; hip, torso up to 30° Bend in knee, hip, or torso less than 30° Legs apart wider than body apart 	Bent Bend in knee, hip or torso more than 30°
Minimum requirement	Body leaning backward, both feet dragging at the same time			

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DOD	3.5			
Switchblade	Both toggles in one hand and in front of body; upper body facing forward ef -in the direction of flight; dragging at least one foot.			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	<ul style="list-style-type: none"> Upper body square to line of flight Chest facing forward Both toggles in one hand and in front of body 	<ul style="list-style-type: none"> Switch back to toggles in both hands Extra trick (wave, blow kiss, etc.) 	<ul style="list-style-type: none"> Upper body twisted up-to less than 30° from line of flight Hand higher than shoulders or to side 	Toggles in one hand only momentarily
Orientation	Vertical	-	-	-
Legs	At least one foot dragging	-	-	-
Minimum requirement	Both toggles in one hand, at least one foot dragging			

DOD	3.8			
Switchcow	Both toggles in one hand and in front of the body, while the The other hand dragging and at least one foot (heel) dragging, Upper body facing forward, body leaning back			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	<ul style="list-style-type: none"> Upper body facing forward Both toggles in one hand in front of body, dragging other hand 	<ul style="list-style-type: none"> Switch back to toggles in both hands Extra trick (wave, blow kiss, etc.) 	Short dip instead of hand drag	Body not facing forward
Orientation	Leaning back	-	-	-
Legs	At least one foot dragging	-	-	-
Minimum requirement	Both toggles in one hand, other hand dragging, at least one foot dragging			

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DOD	4.1			
Lazyswitch	Switchblade while in Lazyboy position. Body straight and rigid from head to feet and-. Body almost horizontal, leaning back; Legs extended out in front, both feet dragging at the same time; Both toggles in one hand and in front of body.	Picture needed NEW MOVE		
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Body straight and rigid from head to feet Both toggles in one hand and in front	<ul style="list-style-type: none"> Looking up or to the side Switch back to toggles in both hands Extra trick (wave, blow kiss, etc.) 	-	Toggles in one hand only momentarily
Orientation	<ul style="list-style-type: none"> Almost 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	<ul style="list-style-type: none"> Legs and feet together Knees locked while dragging Both feet dragging at the same time 	-	<ul style="list-style-type: none"> Bent Bend in knee, hip, torso up to 30° Legs wider than body apart 	Bent-Bend in knee, hip or torso more than 30°
Minimum requirement	Body leaning backward, both feet dragging at the same time, both toggles in one hand			

DOD	4.3			
Blind Man	Rotating the entire body 180° in either direction, while Dragging with at least one foot; Rotation without losing contact with the surface.			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	<ul style="list-style-type: none"> Knees slightly bent. Rotating full 180° from direction of flight while dragging 		Rotating less than 180°	Rotating less than 150°
Orientation	Vertical	-	Body between 15° and 30° off vertical	Body more than 30° off vertical and/or knees bent more than 45°
Legs	At least one foot dragging during the rotation	-	-	Momentarily losing contact with surface during any part of the rotation
Minimum requirement	Rotation minimum of 120°, at least one foot dragging			

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DOD	4.5			
Boomcow	Outside hand on the controls while the Inside hand off the controls and dragging; Both legs extended to one side while Dragging at least one foot; Carving the wing with in a banking banked turn; Lower body close to the surface.	Picture needed NEW MOVE		
	Details	Increased difficulty	Minor mistake	Major mistake
Body	Lower body close to surface	-	-	Hand and feet not dragging at the same time
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 of at least 45°	Carving Carve with a bank of more than 60°	-	-
Minimum requirement	While carving: At least one foot, and one hand dragging whilst carving			

DOD	4.6			
Blindboom	Rotating entire body 180°, while carving with banking banked wing, close to the surface; knees slightly bent, while dragging at least one foot.			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	<ul style="list-style-type: none"> Rotating full 180° from direction of flight Rotating and carving while dragging 		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	<ul style="list-style-type: none"> 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 at least 45°	Carving more than 60°	Carving between 30° and 45°	-
Minimum requirement	Rotation minimum of 120°, carve must be shown, at least one foot dragging			

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DOD	4.8			
Ghost Rider	<p>Hands completely off controls (toggles and risers must remain free); while Body facing forward; Feet underneath body, dragging at least one foot</p>			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	<ul style="list-style-type: none"> Body straight Both hands off controls Hands/arms extended to the sides during execution 	<ul style="list-style-type: none"> Back to toggles Extra trick (wave, blow kiss, etc.) 	Hands off but close to controls	-
Orientation	Vertical	-	Up to 30° off vertical orientation	<ul style="list-style-type: none"> More than 30° off vertical orientation
Legs	<ul style="list-style-type: none"> At least one foot dragging Legs straight 	-	-	-
Minimum requirement	Both hands off controls, at least one foot dragging			

DOD	4.8			
Tick Jockey	<p>Body arched; Both toggles in one hand and in front of the body with a Simultaneously, one foot-grab is held behind the back with the other hand; The other foot dragging</p>			
	Details	Increased difficulty	Minor mistake	Major mistake
Body	<ul style="list-style-type: none"> Arched as much as possible Both toggles in one hand in front of body Other hand grabbing foot behind body 	Back to both toggles	Body straight	Body de-arched
Orientation	Vertical	-	-	-
Legs	One foot dragging	-	-	-
Minimum Requirement	Both toggles in one hand, other hand touching holding/grabbing foot, one other foot dragging			

ANNEX C:
ROUTINE DESCRIPTION SHEET FOR THE FREESTYLE EVENT
Row 1 A and row 1 B

~~DoD below 5.0~~

Changes as in above rules

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ANNEX E: VIDEO REVIEW FORM

Changes to be made to form for freestyle

ANNEX G: CHALLENGE FORM

Correction – make bigger space for amount in CHF

~~Competitors must state the single Gate, Zone or Penalty indicator that is being challenged.~~

Competitors must state the Penalty that is being challenged.

Correction of form for freestyle

FINAL DECISION

Replace with part from VRF – two options only:

No change

Change

Bottom page – Remove 50 EUR text

ADDENDUM H

Crane + Superman	Sequential	2.3	
CraneSuper	Fusion	2.4	Crane leaning to Superman
Superman + Cross-up	Sequential	2.5	
SuperWalnut	Fusion	2.5	Superman with knees of Walnut
Superman + Walnut	Sequential	2.9	
Boomerang + Can-Can	Sequential	2.9	
CraneBoom	Fusion	3.0	Crane while in the carve
BoomNac	Fusion	3.0	
NacNac + Superman	Sequential	3.1	
Superman + Method	Sequential	3.1	
Boomerang + Superman	Sequential	3.2	
Superman + Boomerang	Sequential	3.3	
Boomerang + Method	Sequential	3.4	
BoomMeth	Fusion	3.4	While in a Boomerang doing a Method

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Method + Superman	Sequential	3.5	
BoomNac + Superman	Sequential	3.6	Fusion plus Sequential
BoomSuper	Fusion	3.6	While in a Boomerang doing a Superman
Nac-Nac + Lazy Boy	Sequential	3.6	
Lazycow	Fusion	3.6	needed for Lazycow + Lazyghost
Method + Lazy Boy	Sequential	3.8	
Flex Head + Lazy Boy	Sequential	3.8	
Method + Boomerang + Superman	Sequential	3.8	
T + Crane + Superman	Sequential	3.9	
Crane + Switchblade	Sequential	4.0	
Switchblade + Nac Nac	Sequential	4.0	
LazySwitch	Fusion	4.1	Switchblade while in a Lazyboy position
SwitchNac	Fusion	4.2	Switchblade while feet are in Nac-Nac position
BoomMeth + Superman	Sequential	4.2	Fusion plus Sequential
LazySwitchcow	Fusion	4.3	Lazyboy with switchcow hand drag
Lazy Boy + Switchcow	Sequential	4.3	never sequential
Switchblade + Method	Sequential	4.4	
Method + Switchblade	Sequential	4.4	
Switchblade + Superman	Sequential	4.4	
SwitchCow + Lazyboy	Sequential	4.5	
Superman + Switchblade	Sequential	4.6	
Boomerang + Switchblade	Sequential	4.7	
Lazy Boy + Superman	Sequential	4.7	opposite
Boomerang + Lazy Boy	Sequential	4.8	
Lazy Boy + Switchblade	Sequential	4.8	
Superman + Lazy Boy	Sequential	4.9	opposite
Method + Blindman	Sequential	4.9	
SwitchSuper	Fusion	5.0	Switchblade in a Superman position, with arm extended
Boomerang + Switchcow	Sequential	5.0	
BoomSwitch	Fusion	5.1	Switchblade while carving
Boomerang + Lazyswitch	Sequential	5.1	Sequential plus Fusion
Lazyswitch + Superman	Sequential	5.2	Fusion plus Sequential
Lazycow + Lazyghost	Sequential	5.2	Fusion plus Fusion
Tick Jockey + Superman	Sequential	5.3	
BoomCow	Fusion	5.3	Cowboy while carving
Method + Cowboy	Sequential	5.3	

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Blind Man + Jesus	Sequential	5.3	three steps need to be done
BoomSwitchcow	Fusion	5.4	Switchcow while carving
Blind Man + Superman	Sequential	5.4	
Switchblade + Lazy Boy	Sequential	5.4	
BoomMeth + Lazy Boy	Sequential	5.4	Fusion plus Sequential
Boomerang + Lazyboy + Switchcow	Sequential	5.4	
TickSuper	Fusion	5.5	Tick Jockey in superman leaning position
Cowboy + Superman	Sequential	5.5	
Knuckledragger	NEW	5.5	
Cowboy + Lazyboy	Sequential	5.5	
Superman + walnut + Lazy Boy	Sequential	5.6	
Superman + Tick Jockey	Sequential	5.6	
Boomerang + Lazyswitch	Sequential	5.6	Sequential plus Fusion
Superman + Tickjockey	Sequential	5.6	currently 5.6 should be
Ghost Rider + Superman	Sequential	5.7	
Boomerang + Tick Jockey	Sequential	5.7	
Lazyghost + Method	Sequential	5.8	Fusion plus Sequential
Banjo Patterson	NEW	5.8	
Knuckledragger / Handymancurve (no feet) + Superman	Sequential	6.0	
Lazy Boy + Ghost Rider	Sequential	6.0	
Lazy Boy + Tick Jockey	Sequential	6.1	opposite
BoomCow + Superman	Sequential	6.1	Fusion plus Sequential
Blind Man + Lazy Boy	Sequential	6.3	
BlindSwitch	Fusion	6.3	Switchblade flying blind
Method + Cowboy + Superman	Sequential	6.3	
Boomerang + Blind Man	Sequential	6.4	
Superman + Miracle Man	Sequential	6.4	
Double Cowboy (First left, then right)	Sequential	6.5	opposite
Ghost Rider + Lazy Boy	Sequential	6.5	
GhostJockey	Fusion	6.5	
Switchblade + Ghost Rider	Sequential	6.7	
BoomSuper + Tick Jockey	Sequential	6.8	Fusion plus Sequential
BlindSwitchCow	Fusion	6.8	Switchcow flying blind, Fusion/Fusion
Wingover + Lazy Boy	Sequential	6.9	
Blind Man + Switchblade	Sequential	6.9	

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Cowboy + Ghost rider	Sequential	6.9	
Tick Jockey + Lazy Boy	Sequential	7.0	opposite
Blind Man + Switchcow	Sequential	7.1	
Boomerang + Blindman + Superman	Sequential	7.2	
Ghostjockey + Lazyboy	Sequential	7.2	Fusion plus Sequential
BoomSwitch + Lazy Boy	Sequential	7.3	Fusion plus Sequential
Switchblade + Lazy Boy + Superman	Sequential	7.3	opposite
Boomerang + Switchblade + Lazy Boy	Sequential	7.5	
TickBoy (TickJokey + Lazyboy)	Fusion	7.5	Tickjockey + Switchblade are one already – and all in lazy position
Switchblade + Blind Man	Sequential	7.6	
Banjo Patterson + Superman	Sequential	7.6	opposite
Switchblade + Ghost Rider + Lazy Boy	Sequential	8.2	
BlindBoom + Cowboy	Sequential	8.3	
Miracle Man + Ghost Rider + Lazy Boy	Sequential	8.5	
Blind Man + Miracle Man + Switchblade	Sequential	8.7	

ADDENDUM B and H

Suggested addition of Boomcow and Lazyswitch to Addendum B
removal from Addendum H