Subject:	ARTISTIC EVENTS COMMITTEE REPORT 2016 & OPEN MEETING AGENDA	Annex No. -	23
Author:	Ron Miasanikov, AE Committee Chair	Agenda ref. -	15.1
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FÉDÉRATION AÉRONAUTIQUE INTERNATIONALE

INTERNATIONAL PARACHUTING COMMISSION

ARTISTIC EVENTS COMMITTEE

IPC MEETING 2017 FARO

- ***Committee members***
- ***AE events 2016***
- ***Proposals for changes to competition rules 2017***
- ***Future events***
- ***Budget***

Committee members:

Chair: Ron Miasnikov
Deputy chair: Sarka Blaskova

- Ronald Overdijk
- Alyia Ananina
- Ray Williams
- Tamara Kyon
- Chris Dixon
- Domi Kiger
- Adam Mattacola

AE events – 2016

Mondial – SD Chicago
CJ – Thi Bich Van HA

13 freestyle teams and 15 freefly teams. Very high level.

Over all was good competition. See CJ report.

Main issues from CJ report

- AE first round – priorities of jumping orders of different events.
- Competitors meeting – rules changes
- Competitors meeting – judging AE

2nd indoor world cup – Warsaw
CJ – Aliya Ananina

24 Dynamic 2 way teams

No Dynamic 4 way

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13 freestyle open competitors

9 freestyle junior competitors

Main issues from CJ report and FAI controller report:

- AE judging room
- Number of judges
- Music hardware requirements for future competitions
- Dynamic set up requirements for future competitions
- competitors meeting – rules changes
- competitors meeting – judging AE

Proposals for changes to competition rules 2017

- **Outdoor AE –**

  Competitors meeting at the end of the mondial, developed into a combined competitors/judges workshop:

  - Splitting the compulsories into different difficulties levels to help new teams. Leading to future new judging method.
  - Updating the difficulty table
  - New guidelines regarding camera judging
  - More suggestions from judging panel.

  See attached documents – AE outdoor work shop 2016 (Annex 19a)

- **Indoor AE** -

  Dynamic: competitor workshop after the competitions:

  - clarifications to speed round
  - "Challenge the bust"
  - The tournaments brackets in the rules need to be fixed and updated
  - Scale weight- flow rate

  See attached documents – Dynamic work shop – October 2016

  Solo Freestyle: competitor meeting after the competitions:

  - Suggestion to split male/female category (Not recommended)
  - Discussion about music round
  - Option for tournament system in freestyle
  - Updating difficulties table to adjust technical scores
  - Judges asking to watch full round 1 on video before scoring

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- **Section 5** -

  At the competitors meeting in Warsaw, competitors complained the judges had not practice enough before the competitions.
  That leads to 3 requests:
  - Get different panels for freestyle and dynamic (4 more judges). Judging live is demanding. Judging 14 hours a day is too much. There are enough teams to justify more judges.
  - More professional judges – even if that mean Paying the judges. This sounds like a "revolutionary" idea. But in all local indoor competitions judges are getting paid for judging. Moreover, there are more competitions per year now. All judges wants to judge, but it is time and money consuming.
    The AE committee is asking to have a discussion on this matter.
  - Second training day for the judges before the competition.

Future events

Skydiving –

2017 - Saar Luis, Germany.
2018 - World championship - Bids from Australia and Russia.

Indoor bids – To be discussed by indoor committee

Budget - Judges training aids

The budget that was approved last year for training aids hasn't been used. (Problems with the animation software).

Due to increasing interest in Dynamic judging, and the demand to open the FAI indoor judging courses to non flyers who are not familiar / less experienced with the rules, we need to make a thorough course, presenting all basics and advanced knowledge required to become a judge.
The course includes many videos from all relevant angles (Ring, side lines and center line).
Since competition videos cannot be used to test new judges (judging live, a red light comes up on every bust) new videos should be recorded, cut and edited. That takes a lot of work.
We are asking for 1500 € (with indoor committee)

Ron Miasnikov

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Updates from the workshop October – 2016

Clarifications to speed rounds:

Verticals :
You must be completely on your side of the centre line when you start and finish the verticals. You can drift over during the vertical but must finish back on your side. All verticals start and finish head down.

Classic :
You must perform the head down 180 turn before your head gets below the ring

Butterfly :
You must be completely on your side of the centre line when you start the bottom loop. Any sign of the transition and you are not completely on your side of the centre line will result in a 5 second penalty .

Mixers :
You must be completely on your side of the centre line when you start and finish the mixers.
Mixers - head down snakes. The mixer finishes once you have done the bottom loop to head down.
Mixers - head up snakes . The mixer finishes once you have done the back layout through you belly and are in head up position before you stall back.
(Head up outface position before you stall back is when you need to be completely on your side of the centre line.)

All turns during verticals :
Every single turn you perform during verticals must be towards the finish sideline including barrel rolls. (Sideline is usually coloured blue)
So each page you will turn in the opposite direction.
Example : Classics from head up snake and head down snakes. Head down turn on page 1 and 3 will be right shoulder forward and page 2 will be left shoulder forward and for the head up turn during the classic on page 1 and 3 will be right shoulder forward and page two will be left shoulder forward.

Barrel roll :
You must start the barrel roll on your belly when your head is in line with the sidelines... It will be a bust if the barrel roll is performed before or after your head is at the sideline it will result in a 5 second penalty.

Head up circles and head up shuffler :
All transitions to head up must be performed and finished before any part of the body touches the sideline. If you touch the sideline whilst transitioning of are fully in position when you pass the sideline this will result in a 5 second penalty.

Challenge the bust:

We plan to have a "challenge" for competitors.
A challenge is where a team can challenge the judges decision on a bust. The judge will then check camera footage to determine wether or not it was a bust. If it is a bust you can not challenge again in the whole competition.
If you challenge the judge and it is not a bust you do not lose your challenge.
All teams get only 1 challenge during the whole competition.

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This will not always be possible due to the tunnels technology and camera set ups. When this is possible and the cameras are in place, this rule will apply. When the camera set ups are not possible or are not in place this rule will not apply.

More updates:

The tournament brackets in the rules now, allows top teams to meet before finals. All brackets needs to be fixed.

We need to add up to 30 teams as now it is an acceptable number of D2W teams.