

ADDENDUM – A

SKYSURFING COMPULSORY SEQUENCES 2002 PERFORMANCE REQUIREMENTS & JUDGEMENT CRITERIA

All sequences shall have a static start and a static stop.

SK-1. *BBF Layout Loop Twist Sequence*

Back Layout Loop:

- Start shall be from a layout position in head-up orientation.
- One complete 360° layout rotation must be performed.
- Torso must be straight and legs in line with the torso without any bend at the waist
- Loop must be about a horizontal axis, without tilting or changing heading.
- Looping motion must be smooth.

Back Layout Loop Half Twist:

- Entry into the Back Layout Loop Half Twist shall be smooth and without any stopping after the first Front Layout Loop.
- One complete 360° layout rotation must be performed.
- One Half Twist must be performed within and evenly executed throughout the loop.
- Torso must be straight and legs in line with torso, without any bend at the waist.
- Looping movement must remain about a horizontal axis, without tilting or changing heading.
- Looping motion must be smooth.

Front Layout Loop Full Twist:

- One complete 360° layout rotation must be performed.
- One Full Twist must be performed within and evenly executed throughout the loop.
- Torso must be straight and legs in line with the torso, without any bend at the waist
- Looping movement must remain about a horizontal axis, without tilting or changing heading.
- Looping motion must be smooth.

Camera requirements:

- Camera must show Performer from his/her front at the start of the compulsory sequence, should stay in place, and must show the back of the Performer at the end of the compulsory sequence.

SK-2. *Tracking Back Loop Sequence*

Tracking:

- The Performer shall start from a layout position in an head-up orientation, with his back facing the camera.
- The Performer shall change into a Tracking position and start moving horizontally away from the Videographer who must remain in place.
- Tracking shall be maintained a minimum of three seconds.
- At completion of track the Performer must stop and perform a 180° turn.
- The Performer tracks towards the Videographer who must remain in place.
- Tracking shall be maintained until the Performer is near the Videographer.
- The Performer shall finish in an head-up orientation, in layout position, facing the camera.

Back Layout Loop:

- The Back Layout Loop should be performed close to the Videographer with his front facing the camera.
- One Back Layout Loop must be performed, ending in an head-up orientation.
- Legs must remain straight during the Loop.
- Looping movement must remain about a horizontal axis, without tilting or changing heading.

SK-3. Helicopter Sequence

Head-down Layout Spin (Helicopter):

- Entry into the Helicopter can be from any other position and/or orientation.
- A static layout position in back-down orientation must be shown before starting the spin.
- Torso must stay vertical and head-down and not tilt or wobble during the spins.
- Torso must be straight and legs in line with the torso, without any bend at the waist
- The Helicopter must spin rapidly, with a minimum of five (5) revolutions performed within five (5) seconds from the start of the first revolution. (more revolutions may be performed)
- The spin must be performed in the direction of the forward foot on the surfboard.
- Good stability and balance must be maintained during the spins.
- Spin must stop within one revolution, without tilting or wobbling.

SK-4. Track Orbit

Track position:

- A track position with the board vertical must be demonstrated prior to starting the rotation.

Turn:

- The Performer must make a 360 ° turn.
- Turn can be in either direction.
- Turning motion must be smooth.

Camera requirements:

- At the start, camera must show the front of the Performer. (face to face)
- Videographer must make a full 360° orbit around the Performer. (without changing the distance between Team Members during orbit)
- Camera Orbit must be in the opposite direction as the turning direction of the Performer.
- Movement must be synchronous, both Performer and Videographer ending at the same position where they started. (Performer and Videographer will come face to face twice, excluding the start)
- When the camera and Performer come face-to-face for the first time (180° into the turn), the camera must invert their orientation (e.g. head-down to head-up or head-up to head-down) and continue in the same orbiting direction as started. (i.e. the same direction is the Team when viewed from above)
- Orbiting motion must be smooth.

SK-5. Double Side Layout Loop Sequence

Side Layout Loop

- The Side Layout Loop shall be performed close to the Videographer with the Performers front facing the camera during the Loop.
- One Side Layout Loop must be performed, starting and ending in an head-up orientation.
- Legs must remain straight during the Loop.
- Looping movement must remain about a horizontal axis (through the Performers front to back), without tilting or changing heading.

Camera requirements

- Camera must show the front of the Performer. (face to face)
- Camera must make a synchronised Barrel Roll with the Performer, showing an image as if the Performer remains static with only the background moving.

Side Layout Loop (opposite direction)

- Second Side Layout Loop must be performed in the opposite direction with the same performance criteria as the first, including the Videographer.

Camera requirements

- Camera must show the front of the Performer. (face to face)
- Camera must make a synchronised Barrel Roll with the Performer, showing an image as if the Performer remains static with only the background moving.

SK-6. Body spin sequence

Body Spin

- The Performer must be in a horizontal plane. (belly to earth)
- The Performer must make one turn around the vertical axis.
- The Performer must make two complete 360° turns while performing the barrel rolls.
- Three Body Rolls must be performed within the two turns.
- Turning motion must be smooth.
- Legs must remain straight and in line with the torso.
- Rolling movement must remain about the horizontal axis, without tilting or wobbling.

Camera requirements:

- Camera must be above the horizontal plane of the Performer.

SK-7. Sit Spin

Sit Spin:

- Entry into the Sit position must be from a layout position in head-up orientation.
- The Sit Spin must be performed in a back-down orientation.
- The torso must be nearly horizontal in a back-down orientation.
- One thigh must be nearly vertical, the other thigh is more in line with the surfboard.
- The buttock must remain in contact the surfboard during the revolutions.
- The Sit Spin must spin rapidly, with at least five (5) revolutions performed within five (5) seconds from the start of the first revolution. (more revolutions may be performed)
- The spin must be performed in the direction of the forward foot on the surfboard.
- The body must stay in line and not tilt or wobble during the spins.
- No hand-grip may be taken on the board.

Camera requirements:

- Camera must be in the same horizontal plane as the Performer during this sequence.

SK-8. Side Layout Twist Sequence

Side Layout Loop Full Twist

- Start shall be from a layout position in head-up orientation.
- A complete 360° Side Layout Loop must be performed, ending in an head-up orientation.
- One Full Twist must be performed within and evenly executed throughout the loop.
- Torso must be straight and legs in line with the torso, without any bend at the waist.
- Legs must remain straight throughout the Loop.
- Looping movement must remain about the horizontal axis, without tilting or changing heading.
- Looping motion must be smooth.

SK-9. Front Layout Loop Twist Sequence

Front Layout Loop:

- Start shall be from a layout position in head-up orientation.
- One complete 360° layout rotation must be performed.
- Torso must be straight and legs in line with the torso without any bend at the waist
- Loop must be about a horizontal axis, without tilting or changing heading.
- Looping motion must be smooth.

Front Layout Loop One and Half Twist:

- Entry into the Front Layout Loop One and half Twists shall be smooth and without any stopping after the first Front Layout Loop.
- One complete 360° layout rotation must be performed.
- One and half Twists must be performed within and evenly executed throughout the loop.
- Torso must be straight and legs in line with torso, without any bend at the waist.
- Looping movement must remain about a horizontal axis, without tilting or changing heading.
- Looping motion must be smooth.

Back Layout Loop:

- One complete 360° layout rotation must be performed.
- Torso must be straight and legs in line with the torso, without any bend at the waist
- Looping movement must remain about a horizontal axis, without tilting or changing heading.
- Looping motion must be smooth.

Camera requirements:

- Camera must show Performer from his/her front at the start of the compulsory sequence, should stay in place, and must show the back of the Performer at the end of the compulsory sequence.

SK-10. Full Eagle Sequence**Eagle start position:**

- The Performer is in a head-down orientation. The board may be in any position in order to perform the compulsory sequence.

Camera requirements:

- Camera must show the Performer from his/her front.
- The Videographer is in a stand-up or sit orientation. (assuming the video camera is mounted normally, e.g. not upside down, on the helmet)

Full Eagle, first half:

- The Performer in a head-down goes below aiming just below the legs of the Videographer, the Videographer goes simultaneously over of the Performer, so that both Team members end up in opposite positions than they originally started.
- The rotation should be performed as one continuous movement.

Full Eagle, second half:

- The Performer, now in a stand-up orientation goes over the Videographer, the Videographer, now in a head-down orientation, goes simultaneously below aiming just below the legs of the Performer, so that both Team members end up in their respective starting positions.
- The rotation should be performed as one continuous movement.

Camera requirements:

- Camera must show the Performer from his/her front.
- The same distance between Performer and Videographer should be maintained during the whole Sequence.