

FÉDÉRATION AÉRONAUTIQUE INTERNATIONALE
PARACHUTING COMMISSION
COMPETITION RULES
FOR ARTISTIC EVENTS
FREESTYLE SKYDIVING, SKYSURFING & FREEFLYING
2002

1. FAI AUTHORITY

- 1.1. The competition will be conducted under the authority granted by the FAI, according to the regulations of the Sporting Code of the FAI, General Section, and Section 5 as approved by the IPC and validated by the FAI, and these rules. All participants accept these rules and the FAI regulations as binding by registering in the competition.

2. DEFINITIONS OF WORDS AND PHRASES USED IN THESE RULES

2.1. Team

A Freestyle Skydiving or a Skysurfing Team are composed of a Performer and a Videographer.

A Freeflying Team is composed of two (2) Performers and a Videographer.

2.2. Heading

The direction in which the Performer faces.

2.3. Move

A change in body position, and/or a rotation around one or more of the three body axes, or a static pose. See Addendum-B.

2.4. Routine

A sequence of moves performed during the working time.

2.5. Compulsory Routine

A routine in which the Team is required to demonstrate pre-determined skills.

2.6. Free Routine

A routine in which the moves are chosen entirely at the discretion of the Team.

2.7. Working time

The period of time during which Teams may perform a routine during a jump. Working time starts the instant any Team Member separates from the aircraft, as determined by the judges, and terminates a fixed length of time later, as specified in para. 3.1.

2.8. Surfboard

A board-like item attached to the Skysurfers' feet during the jump. (see CR para 6.2.)

3. THE EVENTS

3.1. Discipline

The discipline will comprise the following events:

- Freestyle Skydiving, exit altitude 13.000 feet (3960 m.) AGL, working time is 45 seconds.
- Skysurfing, exit altitude 13.000 feet (3960 m.) AGL, working time is 50 seconds.
- Freeflying, exit altitude 13.000 feet (3960 m.) AGL, working time is 45 seconds.

Freestyle Skydiving and Skysurfing have a male and female category. Freeflying has no separate classification for gender.

3.2. Objective of the Events

3.2.1. The objective for the Team is to record a sequence of moves in freefall with the highest possible merit.

3.2.2. The accumulated total of the scores for all completed rounds is the final score for the Team. The Team with the highest final score is the World Champion. (For the determination of the World Champions see CR para. 7.3.11.)

4. ROUTINES

4.1. The discipline is comprised of Compulsory Routines and Free Routines.

4.2. Number of rounds

4.2.1. Full competition:

Compulsory Routines: 2 rounds

Free Routines: 5 rounds

4.2.2. Minimum competition: 1 round

4.3. Jump order of routines

Jump order of the routines must be: F - C - F - F - C - F - F

(C = Compulsory Routine, F = Free Routine)

4.4. Teams

4.4.1. Teams may consist of members of either or both sexes.

4.4.2. The gender classification of a Freestyle Skydiving or Skysurfing Team is determined by the gender of the Performer of that Team.

4.4.3. A Team may only represent one NAC.

4.4.4. Each Team Member may compete in maximum two (2) Teams per 1st Category Event:

- in the same event (Freestyle Skydiving and Skysurfing only) as Performer and as Videographer with the opposite gender.
- in different events (Freestyle Skydiving, Skysurfing and Freeflying) as Performer or as Videographer with either gender.

4.5. World Champions

4.5.1. After all completed rounds World Champions in Freestyle Skydiving and Skysurfing in both male and female categories, and in Freeflying, will be declared. (para 7.3.11.)

4.5.2. Prizes and awards.

Prizes and medals are awarded as follows:

- All Team Members in the events will be awarded medals if placed First, Second or Third.
- The flags of the countries of the Teams in the events placed First, Second and Third shall be flown and the national anthems of the countries of the Teams placed first shall be played.
- Diplomas are awarded to all Competitors that are placed Fourth to Tenth.

5. GENERAL RULES

5.1. Exit Procedure: There are no limitations on the exit other than those imposed by the Chief Pilot for safety reasons.

5.1.1. Once any Team Member has left the aircraft, the jump shall be evaluated and scored.

5.2. Jump Order

The initial jump order will be by draw and will be maintained until the start of the final rounds.

After round five (5) the final rounds will start. The final rounds will be executed by an updated reverse-order-of-jumping which shall be implemented after round five (5) and six (6).

The relevant jump order will be maintained throughout the competition, except for any logistical changes deemed necessary by the Chief Judge and the Meet Director.

5.3. Jump Abortion

5.3.1. The team may choose to abort a jump for any pertinent reason and may descend with the aircraft. While the length of time elapsed since take-off of the aircraft is not considered a pertinent reason to abort a jump, if the aircraft spends more than fifteen (15) minutes above 3000 m (10.000 ft) msl. or ten (10) minutes above 3650 m (12.000 ft) msl. and there is no supplementary oxygen provided, that will constitute a pertinent reason. If a jump-run is aborted and the Judges decide the reason is pertinent, the jump must then be made at the earliest opportunity.

5.3.2. If the reason is deemed not pertinent, no new opportunity will be given and the minimum score shall be given.

5.4. Weather Conditions

5.4.1. Adverse weather conditions during a jump are no grounds for protest. However, a rejump may be granted due to adverse weather conditions, at the discretion of the Chief Judge, Meet Director and FAI Controller, by unanimous decision.

5.4.2. Their decision cannot be grounds for protests.

5.5. Compulsory Routine

- 5.5.1. The Compulsory Routines consist of a number of Compulsory Sequences drawn from the pools as described in the relevant Addenda-A, as follows:
 - 5.5.1.1. For Freestyle Skydiving and Skysurfing all Compulsory Routines consist of four (4) Compulsory Sequences.
 - 5.5.1.2. For Freeflying the first Compulsory Round (round 2) consists of four (4) Compulsory Sequences drawn from the "blocks" of Addendum-A Freeflying.
 - 5.5.1.3. For Freeflying the second Compulsory Round (round 5) consists of all five (5) Compulsory Sequences drawn from the "randoms" of Addendum-A Freeflying.
- 5.5.2. The order in which the Teams must perform their Compulsory Sequences, is as drawn.
- 5.5.3. The draw.
 - 5.5.3.1. The Chief Judge will supervise the draw of the Compulsory Sequences. Teams will be given not less than one hour of the results of the draw before commencement of the competition. There will be a separate draw for each event from the relevant Addendum-A.
 - 5.5.3.2. The Compulsory Sequences will be drawn as follows: all Compulsory Sequences, as shown in Addendum-A, will be placed in one container. Each Compulsory Round consists of four (4) or five (5) Compulsory Sequences as appropriate, following para. 5.5.1.1, 5.5.1.2 and 5.5.1.3, which will be drawn one at a time from this container, without replacement.

5.6. Free Routine

- 5.6.1. The content of the Free Routine(s) is chosen entirely by the Team.

5.7. Air-to-Air Video Recording

- 5.7.1. The Videographer will record the video evidence required to judge each jump to show the Team's performance to third parties.
- 5.7.2. For the purpose of these rules, "freefall video equipment" shall consist of the complete video system(s) used to record the video evidence of the Team's freefall performance, including the camera(s), video tape(s) and battery(ies). The freefall video equipment must deliver a PAL digital signal by means of an IEEE 1394 (firewire) compatible connection. Each Videographer must be in possession of suitable cables for dubbing purposes.
- 5.7.3. A Video Controller will be appointed by the Chief Judge prior to the start of the Judges' Conference. The Video Controller will be responsible for ensuring that the tape transport speed of all freefall video equipment is operating accurately in real-time throughout the competition.
- 5.7.4. Prior to using any freefall video equipment for the official Training Jump or Competition Jumps, it must be presented to the Video Controller for inspection. If any freefall video equipment does not meet the performance requirements as determined by the Video Controller, this equipment will be deemed to be unsuitable for the competition. After the initial inspection, the Video Controller may re-inspect any freefall video equipment at a time which does not interfere with a Team's performance, as determined by the Event Judge or Chief Judge.
- 5.7.5. After recording each jump, the Videographer must turn off the freefall video equipment and not operate or remove the video tape(s). As soon as possible

after each jump is completed, the Videographer must deliver the freefall video equipment (used to record that jump) to the Chief Judge or the Organizer for dubbing purposes. Only a dubbing from one camera may be made.

5.7.6. A Video Review Panel (VRP) will be established prior to the start of the official Training Jump, consisting of the Chief Judge, the President of the Jury, and the Chairperson, or acting Chairperson, of the Committee for Freestyle Skydiving, Skysurfing & Freeflying. The VRP may enlist the help of the Video Controller. Decisions rendered by the VRP shall be final and shall not be subject to protest or review by the Jury.

5.7.6.1. If at least half of the evaluating Judges consider the quality of the video image insufficient for judging purposes, the VRP will assess the conditions and circumstances surrounding that occurrence. A rejump may be given. (see CR para 5.9.)

5.7.6.2. If the VRP determines that the freefall video equipment has been deliberately tampered with, the Team will receive no points for all competition rounds involved with this tampering.

5.7.6.3. Contact, or other means of interference, between the Performer and the Videographer shall not be grounds for a rejump.

5.8. Equipment malfunctions

Problems with a competitor's equipment shall not be grounds for a rejump, with the exception of circumstances as stated in CR para 5.9.

5.9. Rejumps

In each case of a jump where part of the Team's performance is not judgeable due to lack of video evidence, the freefall video equipment will be handed directly to the VRP for assessing the conditions and circumstances of that occurrence. In this case, a rejump may be given, unless the VRP determines that there has been an intentional abuse of the rules by the Team, in which case no rejump will be granted and the Team will receive the minimum score.

5.10. Compulsory Routine Freestyle Skydiving & Skysurfing.

5.10.1. Judges give a score for the Performer between 0 and 10, up to one decimal point, for each of the four (4) Compulsory Sequences, using the following guidelines;

Performer

10 points	Move performed flawlessly.
8 points	Some minor breaks in form (toes not pointed {freestyle skydiving only} knees bent, finish slightly off heading, slight wobble, etc..)
5 points	Mistakes. (about 45° off heading, wobble, not enough rotations, etc..)
3 points	Major mistakes. (about 90° off heading, major wobble, not enough rotations, etc..)
0 points	Move not identifiable

5.10.2. Judges give a score for the Videographer between 0 and 10, up to one decimal point, for the compulsory components including camera requirements of the whole jump, using the following guidelines:

Videographer

10 points	Flawless camerawork: stable image, no loss of image or focus, correct distance at all times.
8 points	Momentary loss of image, framing or focus, occasional distance errors
5 points	Loss of image, framing or focus, or incorrect distance for no more than about 20% of the working time.
3 points	Inferior picture for about 50% or more of the working time.
0 points	Unsuitable image.

5.10.3. Any move performed, not included in the drawn order for that particular Compulsory Round, will not receive a score.

5.11. Free Routine Freestyle Skydiving & Skysurfing

5.11.1. Judges give each of the judging criteria a score, between 0 and 10, up to one decimal point using the following guidelines.

Difficulty

Difficulty is the total amount of difficulty of all skills, style, moves and transitions of the Performer and the Videographer combined. The following guidelines can be used:

10 points	Routine is composed of very difficult moves only.
8 points	Routine is mostly composed of difficult moves.
5 points	Routine is mostly composed of moderately difficult moves.
3 points	Routine is mostly composed of easy moves.
0 points	Routine lacks any move with a difficulty value.

Execution

10 points	Routine is performed flawlessly with no noticeable mistakes.
8 points	Routine is flawless except for one major mistake or several minor mistakes or breaks in form.
5 points	Routine has a couple major mistakes and/or is performed mostly in poor form with several minor mistakes.
3 points	Routine is plagued with mistakes and poor form.
0 points	Virtually nothing is performed correctly

Artistic

The following criteria should be taken into consideration for scoring:

- The routine shows a definite beginning, a good use of working time and a definite ending.
- The routine shows a wide variety of skills.
- There is a high level of creativity in the way of new moves, original choreography and new twists on old moves.
- The routine shows interactive camerawork that adds to the visual appeal.
- The routine is enjoyable and aesthetically pleasing to watch.

Camera

The following criteria should be taken into consideration for scoring:

- There is constantly a smooth and stable image on screen.
- The Performer is always in frame.
- A variety of camera angles is used with attention paid to the sun.
- Interactive moves are executed with the Performer.
- Originality. (to be given credit only if effective)

5.12. Compulsory Routines Freeflying

5.12.1. Compulsory Round 1 (round 2): Judges give a score for the Performers between 0 and 10 expressed as a number up to one decimal point, for each of the four (4) Compulsory Sequences, using the following guidelines.

10 points	Move performed flawlessly with proper proximity and control.
8 points	Some minor mistakes (slight differences in proximity or levels, slightly off heading, etc.)
5 points	Mistakes. (moderate differences in proximity of levels, wobbling, etc.)
3 points	Major mistakes. (major differences in proximity of levels, major wobbling, long time needed to come together, etc.)
0 points	Move not identifiable.

5.12.1.1. Complete separation must be shown between each Compulsory Sequence.

5.12.1.2. Any move performed, not included in the drawn order for that particular Compulsory Round, will not receive a score.

5.12.2. Compulsory Round 2 (round 5): Judges give a score for the Team as follows:

5.12.2.1. Scoring Sequence: is a random Compulsory Sequence which is correctly performed in the drawn order and which, apart from the first formation after exit, must be preceded by a correctly performed total separation.

5.12.2.2. Each correctly performed Compulsory Sequence will receive one (1) point within the allotted working time. Teams may continue scoring by continually repeating the drawn Compulsory Sequences.

5.12.2.3. Any incorrectly performed or non judge-able Compulsory Sequence will receive a score of zero (0) points.

5.12.2.4. Failure to meet the requirement of total separation will lead to a deduction of one (1) point.

5.12.2.5. An omitted Compulsory Sequence will lead to a deduction of one (1) point.

5.12.2.5. The minimum score for this Compulsory Round is zero (0) points.

5.12.2.6. After the completion of the second Compulsory Round (round 5) by all Teams, all Teams scores will be transformed on a zero (0) to ten (10) point scale, as follows:

- Highest scoring Team: X scoring formations = 10,0 points.
- Other Team(s): X scoring formations of highest scoring Team, divided by Y scoring formations of other Team(s), multiplied by 10 (Y / X times 10) gives points. For rounding, see para. 5.14.8.

5.13. Free Routine Freeflying

5.13.1. Judges give the following judging criteria a score, between 0 and 10 expressed as a number up to one decimal point, taking into account the following guidelines:

Technical:

- *Difficulty:* The degree of difficulty of all moves and transitions of the jump.
- *Movement Skills:* Ability to move vertical, horizontal and multiple rotations in an flat, back-down, sideways, and/or head-up attitude or any other possible orientation.
- *Precision, control:* Ability of the Performers to demonstrate body control skill or series of skills
- *Team Work:* The ability to combine technical skills of the Performers to stay within close proximity of each other throughout the routine and/or create complex effects of movement

Examples for Technical:

- The Performers maintain proper proximity throughout moves.
- All flying surfaces are used (i.e. flat, back-down, head-up, head-down, sideways, diagonal).
- A constant interaction and teamwork is displayed.
- The routine shows a wide variety of skills.

Presentation:

- *Visual Excitement:* Routine should hold the viewers attention throughout, dynamic variety, entertaining without being unnecessary.
- *Originality:* Creative choreography in variety.
- *Composition:* A balanced, well-composed, dynamic, interactive video image that uses a variety of photographic techniques that makes the routine interesting to view.
- *Team Work:* Routines that demonstrate combined skills of all three Team Members.

Examples for Presentation:

- A good use of available landmarks, clouds and/or lighting to enhance video.
- The routine has a definite beginning, good use of working time and definite ending.
- The routine has a nice flow. There is a high level of creativity in the way of new moves, original choreography and new twists on old moves.
- The routine is enjoyable and aesthetically pleasing to watch.

5.14. Judging rules

- 5.14.1. The jumps shall be judged using the air-to-air video recording.
- 5.14.2. A panel consisting of five (5) Judges must evaluate each Team's Performance. Where possible a complete round shall be judged by the same panel.
- 5.14.3. The Judges will watch each jump twice at normal speed. The second viewing may be waived if all Judges agree it is not necessary.
- 5.14.4. The chronometer will be operated by the Judges or by (a) person(s) appointed by the Chief Judge, and will be started when a Team Member leaves the aircraft. At the end of working time, freeze frame of the image will be applied.
- 5.14.5. After viewing, each Judge will give preliminary scores for the jump for each compulsory sequence or judging criteria.
- 5.14.6. If in the opinion of the Event Judge there is an unacceptable difference between any scores, the Judges may confer. After conferring, any Judge may change their score.
- 5.14.7. For all events the score for each round (except the second Compulsory Round Freeflying) is calculated by discarding the highest and lowest Judges' scores of each Compulsory Sequence, Videographer score or judging criteria and taking average of the remaining three scores. The calculation of the official score shall be completed as follows:
 - Compulsory Round Freestyle Skydiving & Skysurfing: the average scores will be added, and the result will be divided by five (5) and rounded to the first decimal place.
 - Free Round Freestyle Skydiving & Skysurfing: the average scores will be added, and the result will be divided by four (4) and rounded to the first decimal place.
 - First Compulsory Round Freeflying : the average scores will be added, and the result will be divided by four (4) and rounded to the first decimal place.
 - Second Compulsory Round Freeflying: (see para. 5.12.2.6. Points can only be given if scored by a majority of the Judges)
 - Free Round Freeflying : the average scores will be added, and the result will be divided by two (2) and rounded to the first decimal place.
- 5.14.8. Rounding must be done as follows: intermediate values must be converted from two decimal places to one, by rounding to the nearest tenth, except where the second decimal digit is exactly halfway between the two values, where it must be rounded to the higher of the two.
- 5.14.9. Total scores for the qualification and final rounds for the events are calculated by adding Team's official scores of all relevant completed rounds. For qualification rounds, only the totals for round one (1) till six (6) may be used, for the final rounds, only the totals of round six (6) and seven (7) may be used.
- 5.14.10 The scores of all Judges must be collated immediately after the Judges have scored the jump for evaluation by the scoring section. The results of the collation will be checked by at least one Judge.

5.14.11 All scores for each Judge will be published.

5.15. Training Jump

5.15.1. Each Team in each event will be given the option of one (1) official training jump prior to the first competition jump. The aircraft type and configuration to be used in the competition will be used for the official training jump.

5.15.2. For the training jump, if the Team performs four (4) Compulsory Routines (for Freeflying the "block" Compulsory Sequences only may be used) as chosen by the Team, the jump will be evaluated by the Judges and the score will be displayed before the Team makes its first competition jump. (This is to allow the Team to assess the Judges' evaluation.)

5.15.3. For the training jump, if the Team performs a Free Routine, the jump will be evaluated and scored; for Freestyle Skydiving and Skysurfing for the difficulty criteria only, for Freeflying for technical only. This score will be made available to the Team only.

5.16. Jury: An independent Jury as stated in the Sporting Code (4.7.), will be formed.

6. RULES SPECIFIC TO THE SKYSURFING EVENT

6.1. General Safety

6.1.1. Each Team Member is responsible for outfitting him/herself and being fully trained in the safe operation of all appropriate equipment and clothing.

6.1.2. Each Team Member is required to carry a hook-knife during the jump.

6.1.3. Each Team Member is required to carry at least one audible or visual altimeter during the jump. It is recommended to carry both.

Recommendations:

- The use of LOR and Stevens devices is not recommended.
- The use of a functioning and armed automatic activation device (AAD) by all Team Members is highly recommended.
- In the event of a main canopy malfunction, it is recommended to cutaway the surfboard first, then the main canopy.

6.2. Surfboards

6.2.1. All Skysurfers are required to utilise a surfboard cutaway system that can be activated by the Skysurfer without bending at the waist. The cutaway system must be designed to ensure reliable, easy and fast cutaways, in addition to serving as an efficient fastener.

6.2.2. The binding system will be inspected prior to the competition and may be required to be demonstrated on the ground before the first training jump. Shoes must suit the practice and should not cause distortion of the bindings. Any binding system deemed to be unsafe by the IPC Controller and/or the Drop Zone Safety Officer will not be deemed suitable for the competition.

6.2.3. All surfboards must meet the following requirements:

6.2.3.1. The ratio of the surfboards length to the Skysurfers length shall be a minimum of 0,75.

6.2.3.2. Minimum surfboard length: 110 cm.

6.2.3.3. Minimum surfboard width : 22 cm.

6.2.4. All surfboards with a surface-to-weight ratio (S/W ratio) greater than 0.7 gr/cm² must be equipped with their own parachute recovery system that is automatically activated upon cutaway of the surfboard.

6.2.5. To determine the S/W ratio, weigh the surfboard to the nearest gram (as it is jumped including bindings, but not a recovery system) and divide this total weight by the lower surface area. All measurements have to be done in the metric system.

6.3. Videographers

It is recommended that Videographers use a hard-shell helmet with a chin piece made of material of the same strength as the helmet, tightly covering the chin.

7. RULES SPECIFIC TO THE COMPETITION

7.1. Title of the Competition: "The _____ World Parachuting Championships of Freestyle Skydiving & Skysurfing, and the _____ World Parachuting Championships of Freeflying".

7.2. Aims of the World Championships

7.2.1. To determine the World Champions of Freestyle Skydiving, Skysurfing (male and female) and Freeflying.

7.2.2. To determine the World standings of the competing Teams.

7.2.3. To promote and develop Freestyle Skydiving, Skysurfing and Freeflying.

7.2.4. To exchange ideas and strengthen friendly relations between sport parachutists, Judges and support personnel of all nations.

7.2.5. To allow participants to share and exchange experience, knowledge, and information.

7.2.6. To improve judging methods and practices.

7.3. Competition Information:

7.3.1. Date and Place

7.3.1.1. The competition will take place from: _____ to _____

7.3.1.2. The venue of the competition will be: (Location of event) _____

7.3.2. Judges' Conference:

There will be a Judges' conference commencing: _____

7.3.3. Entries

7.3.3.1. Provisional entries must reach the organiser no later than: _____

7.3.3.2. Official entries must reach the organiser no later than: _____

7.3.3.3. Entries sent after _____ may be accepted if there are vacancies. A late entry fee per person will be added. (see CR para 7.3.4.2.)

7.3.3.4. The entry forms shall be sent to: _____

7.3.4. Entry Fees

7.3.4.1. All delegation members except the approved judges shall pay an Entry Fee.

7.3.4.2. The Entry Fees are:

Competitors entered in one or two events _____
Non-competitors _____

7.3.4.3. The Entry Fees cover the cost of jumps, accommodations, meals and local transportation necessary for the conduct of the championships.

7.3.4.4. The Entry Fees shall be paid by ____/____/____ to the following bank account:

7.3.5. Organisation

7.3.5.1. The Organising Committee shall be headed by: _____

7.3.5.2. The Meet Director shall be: _____

7.3.5.3. Training facilities shall be available to teams prior to the competition at _____
(location) commencing: ____/____/____
(Conditions will be announced in Bulletin N° _____)

7.3.6. Composition of Delegations:

7.3.6.1. Each Delegation may be comprised of:

One (1) Head of Delegation
One (1) Jury Member (if not Head of Delegation)
One (1) Team Manager
One (1) Team Coach
One (1) Interpreter

A maximum of three (3) Teams for each category in each event for a WPC
A maximum of four (4) Teams for each category in each event for a Worldcup

7.3.7. Aircraft: the aircraft shall be: _____

7.3.8. Program of Events:

7.3.8.1. The Championships is comprised of the following events

Freestyle Skydiving (male and female)
Skysurfing (male and female)
Freeflying

Each event is comprised of seven (7) rounds.

7.3.8.2. The first five (5) rounds will be the qualification rounds for the final rounds. If the qualification rounds are not completed at the stated starting time for the final rounds (see para. 7.3.8.4.), the final rounds will start regardless of the number of completed rounds. For the final rounds, only the standings from the completed rounds are considered.

7.3.8.3. The 6th and 7th round of each event shall be the final rounds, consisting of the top eight (8) Teams, per event.

7.3.8.4. The timetable for competition jumping is:

Official training jumps commence: (hour, day, date)

Competition jumps commence: (hour, day, date)

The competition will be organised in accordance with a maximum time frame of five (5) consecutive competition days.

Time must be reserved before the end of the competition to allow for the completion of the final rounds.

Competition jumps end: (hour, day, date)

Lay day (if planned) will be after the completion of the competition: (day, date)

7.3.9. Panel of Judges:

The Chief Judge is:

The Assistant Chief Judge is: _____.

The Chief of Judge Training is: _____.

7.3.10. Protest Fee: Each protest shall be accompanied by a fee of USD 50.00.

7.3.11. Determination of World Champions:

The Men's and Women's Freestyle Skydiving & Skysurfing World Champions, and the Freeflying World Champions, are the Teams with the highest aggregate total of the completed final round(s) (e.g. rounds 6 and 7). In the case that the final rounds have not commenced at the completion of the competition, World Champions will be determined by the highest aggregate total of all completed rounds. If the two or more Teams have equal scores, the first three places will be determined by a tie-break free round. If a tie still exists, comparison of the highest scoring Free Round will determine placing. If a tie still exists, the next highest scoring Free round will determine placing, which will continue until a clear placing is determined.

(SEE ADDENDA A, B and C)