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CANOE FREESTYLE 2026 – RULES APPENDICES

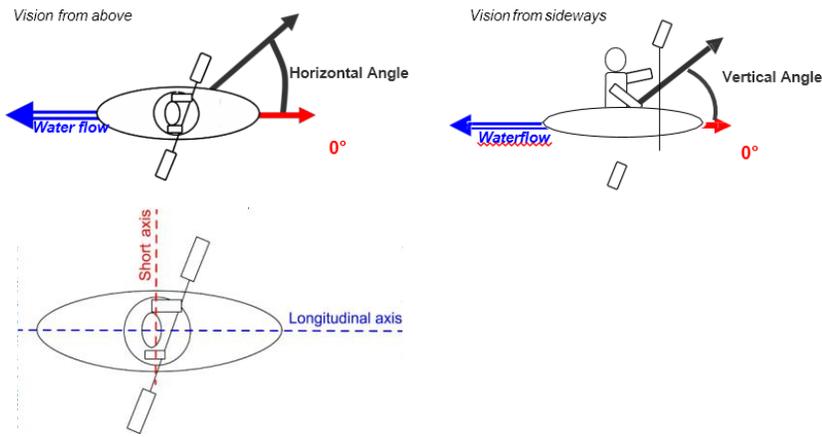
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Appendix 1 - Basic Moves List – Surface Boat

A. Preliminary definitions

A.i. Angle



The 0° for the angle calculation is the long axis of the boat in a front or back surfing position.

A.ii. Moves completion

All the moves must be retained in the feature meaning the move is completed before crossing the line break of the feature, the line break is determined by the ICJCFR at the competition briefing meeting. The move must be performed in one fluid motion.

A.iii. End

180° long-axis vertical rotation around the body.

A.iv. Bonus awarding limits

If a bonus is part of the definition of a basic move, it cannot be awarded for that move.

A.v. Front Surf

The boat will be floating on the surface of the water, within +/- 20° in line with the flow and the bow facing upstream.

A.vi. Back Surf

The boat will be floating on the surface of the water, within +/- 20° in line with the flow and the bow facing downstream.

A.vii. Basic, Intermediate and Advanced level moves

There are three levels of moves listed in the appendices.

Basic Moves	Intermediate Moves	Advanced moves
Move Value ≤ 30 points	30 < Move value ≤ 90	90 points < Move Value

B. Moves definitions

Name	Execution	Value	Definition
Shuvit	Left or Right	5	2 consecutive 180° horizontal angle rotations of the boat at a vertical angle between 0° and 45°, beginning in either a front surf position or a back surf position and ending in the same surf position as the trick started without a pause. The 2 nd rotation must be in the opposite direction of the 1 st one and the entire trick is completed with 1 blade remaining in the water during the whole action phase.
Spin	Left or Right	10	At least a 360° horizontal angle rotation of the boat at an angle between 0° and 45° vertical angle.
Roundhouse	Left or Right	15	180° horizontal angle rotation on green water at a vertical angle between 0° and 45°, clear of the foam pile at one point, where the competitor rotates around the bow of the boat landing in a backwards position.
Back Roundhouse	Left or Right	20	180° horizontal angle rotation on green water at a vertical angle between 0° and 45°, clear of the foam pile at one point, where the competitor rotates around the stern of the boat landing in a forward position.
Blunt	Left or Right	50	180° horizontal angle rotation on green water at a vertical angle between 45° and 90°, clear of the foam pile at some point, where the competitor rotates around the bow of the boat landing in a backwards position.
Back Blunt	Left or Right	70	180° horizontal angle rotation on green water at a vertical angle between 45° and 90°, clear of the foam pile at some point, where the competitor rotates around the stern of the boat landing in a frontwards position.

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Name	Execution	Value	Definition
Pan Am	Left or Right	110	Elevated aerial rotation at a vertical angle greater than 90°, clear of the foam pile at some point, where the competitor rotates around the bow of the boat.
Back Pan Am	Left or Right	130	Elevated aerial rotation at a vertical angle greater than 90°, clear of the foam pile at some point, where the competitor rotates around the stern of the boat.
Donkey Flip	Left or Right	80	Starting within +/- 45° in line with the flow and the bow facing upstream. A 360° rotation around the longitudinal axis of the boat ending within +/- 45° of the initiation, where the boat is aerial at some point and less than 180° of the move.
Air Screw	Left or Right	140	Starting within +/- 45° in line with the flow and the bow facing upstream. A 360° rotation around the longitudinal axis of the boat ending within +/- 20° of the initiation, where the boat is aerial for at least 180° of the move.
Felix	Left or Right	40	A 360° spin with at least 180° of which the boat must be inverted. *Note: This move is not eligible to receive an air Bonus.
Flip Turn	Left or Right	90	Rotation of over 90° at a horizontal angle followed by a rotation with a vertical angle over 45° on the stern in one fluid motion. The boat must be aerial at one point of the move.
Helix	Left or Right	150	A 270° spin with at least 180° of which the boat must be inverted, aerial at some point.
Pirouette/Orbit	Left or Right	25	A 330° horizontal angle rotation at a vertical angle greater than 45°, on the bow or stern. (For an OC1 class, the vertical angle must be greater than 30 degrees).
Cartwheel	Left or Right	30	At least two consecutive ends in the same rotational direction, and both ends at a vertical angle between 45° and 100°.
Split-wheel	Left or Right	40	At least two consecutive ends at a vertical angle of between 45° and 100° linked together by at least a 160° horizontal rotation near the vertical point of the first end on the long axis.

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Name	Execution	Value	Definition
Woo Tricky	Left or Right	120	At least three consecutive ends beginning on the stern, each at a vertical angle of between 45° and 100°. The first three ends are linked together by at least a 160° horizontal rotation near the vertical point of the end on the long axis. The two rotations must flow in the same direction. The first three ends are performed with one paddle blade only.
Tricky Woo	Left or Right	160	At least three consecutive ends beginning on the bow, each at a vertical angle of between 45° and 100°. The first three ends are linked together by at least a 160° horizontal rotation near the vertical point of the end on the long axis. The two rotations must flow in the same direction. The first three ends are performed with one paddle blade only.
Tricky-Loop	Left or Right	180	Three consecutive ends beginning on the bow, each at a vertical angle of between 45° and 100°. Each end is linked together by at least a 160° horizontal rotation near the vertical point of the end on the long axis. The two rotations must flow in the same direction. While still above a 45° vertical angle on the final bow end the boat flows into a front loop.
Loop	Front	60	Front Flip initiated and finished between a horizontal angle of -20° and +20°
Back Loop	Back	90	Back Flip initiated and finished between a horizontal angle of -20° and +20°.
Space Godzilla	Left or Right	100	An aerial loop with an additional 90° or greater rotation (twist) in the middle of the flip.
Mc Nasty / Pistol Flip	Left or Right	120	At least 150° horizontal angle rotation or half a barrel roll flowing into a front loop or Space Godzilla. "Note: A Mc Nasty that ends in a Space Godzilla will be scored with an air bonus.
Three Point Loop / Backloop-Loop	Left or Right	170	Back flip initiated between a horizontal angle of -20 and +20 while still above a 30° vertical angle on the bow end the boat flowing into a front flip finished between a horizontal angle of -20° and +20°

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Name	Execution	Value	Definition
Lunar Orbit / Back Mc Nasty	Left or Right	150	Starting in a front surf position. At least a 180° horizontal angle rotation during which the boat reaches a vertical angle over 30° flowing into at least one cartwheel end starting on the bow or a back loop. *Note: The back loop must begin at a vertical angle over 30°.
Lunar-Loop	Left or Right	170	Starting in a front surf position. At least a 180° horizontal angle rotation during which the boat reaches a vertical angle over 30° flowing into a bow end or a back loop. While still above a 45° vertical angle on the bow end the boat flows into a front loop.
Phonics Monkey	Left or Right	140	Pirouette initiated by a cross-bow stroke in a front surf position and followed by a front loop in one fluid motion.
Trophy Move 1	Left or Right/ Front or Back	50 60	A move that does not meet any other definition in the list of moves of the appendix.
Trophy Move 2	Left or Right/ Front or Back	170 120	A move that does not meet any other definition in the list of moves of the appendix and based of high-level skills.
Trophy Move 3	Left or Right/ Front or Back	240 180	A move that does not meet any other definition in the list of moves of the appendix and based of expert level skills.
Gedi Flip	Left or Right	160	Starting in a front surf: a 180° rotation that remains within +/- 20° of perpendicular to the flow, at a vertical angle between 45° and 100°. The rotation is aerial at some point, landing on the stern of the boat, flowing directly into a back loop. (Air: Must be aerial at some point during the back loop.)
Vada Flip	Left or Right	180	Starting in a front surf: a 360° rotation that remains within +/- 20° of perpendicular to the flow, at a vertical angle between 45° and 100°. The rotation is aerial at some point, landing on the bow of the boat, flowing directly into a front loop. (Air: Must be aerial at some point during the front loop.)

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Name	Execution	Value	Definition
Side Kick	Left or Right	80	Starting within +/- 45° in line with the flow and the bow facing upstream, an aerial rotation and immediate counter-rotation about the longitudinal axis of the boat. The boat reaches a minimum longitudinal angle of 90° degrees and the trick must land within +/- 20° horizontal angle of the initiation.
Sasquatch	Left or Right	80	Starting in a front surf, an aerial rotation around the short axis of the boat, reaching a vertical angle of at least 60° before landing and returning to a front surf. The boat remains in line with the flow throughout the entire movement.
Silly Flip	Left or Right	170	Starting within +/- 45° in line with the flow and the bow facing upstream, an aerial rotation about the longitudinal axis of the boat of at least 180° followed by a rotation around the short axis of the boat landing within +/- 45° in line with the flow and the stern facing upstream.

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Appendix 2 - Entry moves definitions – Surface Boat

Level	Definition	Points
1	Basic skill level entry move. All Bonuses are applicable.	30
2	Intermediate skill level entry move. All Bonuses are applicable.	50
3	Expert skill level entry move based. All Bonuses are applicable.	80

Appendix 3 - Bonuses List – Surface Boat

A. Bonuses definitions

Clean	The paddle or hand may be used to start or finish the move but cannot be used during the other part of the move. The paddle or hand must remain clearly unused.		
	Move value ≤ 30	$30 < \text{Move value} \leq 90$	Move value > 90
	10 points	30 points	50 points
Super Clean	Full move executed without a paddle or hand. The paddle or hand must remain clearly unused.		
	Move value ≤ 30	$30 < \text{Move value} \leq 90$	Move value > 90
	10 points	10 points	10 points
Air	Move performed with the boat not touching the water at one point of the execution of the move.		
	Move value ≤ 30	$30 < \text{Move value} \leq 90$	Move value > 90
	10 points	30 points	40 points
Huge	Air with a distance defined by the ICJCFR at the first briefing of the competition.		
	Move value ≤ 30	$30 < \text{Move value} \leq 90$	Move value > 90
	20 points	40 points	50 points
Link	Two moves performed consecutively in one fluid motion. The last 30 degrees of rotation of the first move can be skipped in order to facilitate a smooth transition into the next move. The bonus is awarded to the 2 moves, the value of each bonus depending on the value of each single move.		
	Move value ≤ 30	$30 < \text{Move value} \leq 90$	Move value > 90
	10 points	20 points	30 points

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Style	A bonus awarded to a trick that achieves at least one of the following criteria: 1. The boat is aerial at more than one point during the move. 2. The boat maintains a vertical angle above 70 degrees on all ends and pirouettes within the move. 3. The Boat goes well above the defined huge bonus distance. 4. A paddler performs a maneuver within the trick that increases the tricks difficulty (e.g. a rail grab during a blunt).		
	Move value ≤ 30	30 < Move value ≤ 90	Move value > 90
	Not Eligible	20 points	30 points

B. Bonus List

Name	Clean	Super Clean	Air	Huge	Link	Style
Shuvit			X	X	X	
Spin	X	X	X	X	X	
Roundhouse	X	X	X	X	X	
Back Roundhouse	X	X	X	X	X	
Blunt	X	X	X	X	X	X
Back Blunt	X	X	X	X	X	X
Pan Am	X	X		X	X	X
Back Pan Am	X	X		X	X	X
Donkey Flip	X	X		X	X	X
Air Screw	X	X		X	X	X
Felix					X	X

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Name	Clean	Super Clean	Air	Huge	Link	Style
Flip Turn	X	X		X	X	X
Helix	X	X		X	X	X
Pirouette	X	X	X	X	X	X
Cartwheel	X	X	X	X	X	
Split-wheel	X	X	X	X	X	X
Woo Tricky	X		X	X	X	X
Tricky Woo	X		X	X	X	X
Tricky-Loop	X	x	X	X	X	X
Loop	X	X	X	X	X	X
Back Loop	X	X	X	X	X	X
Space Godzilla	X	X		X	X	X
Mc Nasty / Pistol Flip	X	X	X	X	X	X
Backloop-Loop / Three Point Loop	x	x	x	x	x	X
Lunar Orbit / Back Mc Nasty	X	X	X	X	X	X
Lunar-Loop	X	X	X	X	X	X
Phonics Monkey	X		X	X	X	X
Trophy Move 1	X	X	X	X	X	X
Trophy Move 2	X	X	X	X	X	X

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Name	Clean	Super Clean	Air	Huge	Link	Style
Trophy Move 3	X	X	X	X	X	X
Entry 1	X	X	X	X	X	X
Entry 2	X	X	X	X	X	X
Entry 3	X	X	X	X	X	X
Gedi Flip	X	X	X	X	X	X
Vada Flip	X	X	X	X	X	X
Side Kick	X	X		X	X	X
Sasquatch	X	X		X	X	X
Silly Flip	X	X		X	X	X

Appendix 4 - Basic Moves List – Squirt Boat

Name	Execution	Value	Definition
Spin	Left or Right	5	360° flat rotation of the boat at a vertical angle of less than 60°. Clean: one stroke only, either in the start or end of the move.
Stall	Front or Back	10	Boat held on bow or stern at a vertical angle between 60°-120° for a minimum of 2 seconds. Clean: must be balanced without paddle or hand.
Bow Pirouette	Left or Right	15	360° horizontal rotation at a vertical angle greater than 60° on the bow. Clean: Not applicable
Stern Pirouette	Left or Right	20	360° horizontal rotation at a vertical angle greater than 60° on the stern. Clean: Not applicable
Change of Direction	Left or Right	10	Two consecutive ends of opposite edges (left/right) but going in opposite direction and at a vertical angle between 60° and 120°. (Split Wheel without the linking rotation) Clean: No paddle or hand during one end and the change of direction.
Cartwheel	Left or Right	25	360° rotation of the boat at a vertical angle between 60° and 120°. Clean: One stroke only, either in the start or end of the move.
Switchwheel	Left or Right	50	Cartwheel executed with the one single blade in the water during full rotation. The paddler rotates around the stationary paddle. The paddle blade remains in contact with the water throughout the entire move. Clean: Not applicable

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Name	Execution	Value	Definition
Bow Screw	Left or Right	20	<p>Starting from any position, the boat must pass over-vertical (past 120° vertical) on the bow and include a minimum rotation of 90° around the long axis of the boat.</p> <p>Clean: no paddle or hand for EITHER the initiation OR the recovery.</p>
Stern Screw	Left or Right	20	<p>Starting from any position, the boat must pass over-vertical (past 120° vertical) on the stern and include a minimum rotation of 90° around the long axis of the boat.</p> <p>Clean: no paddle or hand for EITHER the initiation OR the recovery</p>
Washout	Left or Right	40	<p>A Bow Screw, but with no initiation stroke and at a vertical angle over 140°, the paddler completes the move quickly.</p> <p>Clean: No paddle or hand for the recovery.</p>
Party Trick	One Direction	30	<p>From a flat, up-side down starting position into an elevated stern end over 60°. The move is performed in one smooth motion and the elevated end must reach a balance point.</p> <p>Clean: Not applicable</p>
Zero to Hero	One Direction	40	<p>From a flat, up-side down starting position into an elevated Bow end over 60°. The move is performed in one smooth motion and the elevated end must reach a balance point.</p> <p>Clean: Not applicable</p>
One-Armed Bandit	Left or Right	35	<p>Starting with the boat flat or with bow slightly submerged directly into a horizontal roll pivoted on the stern. (A stern screw without the 90-degree rotation). The trick starts and finishes pointing in the same direction.</p> <p>Clean: Paddle or hand is used only for the recovery.</p>

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Name	Execution	Value	Definition
Split Wheel	Left to Right or Right to Left	50	<p>Two consecutive ends at a vertical angle between 60° and 120° linked together by a 170° to 190° rotation on the long axis near the vertical point of the first end on the long axis.</p> <p>Clean: No paddle or hand for either the initiation or the recovery and during the 170° to 190° horizontal rotation on the long axis. One end and the full rotation is completed clean</p>
Loop	Front or Back	60	<p>Complete 360° front or back flip initiated and finished between a horizontal angle of -20° and 20°.</p> <p>Clean: No paddle or hand used for the recovery.</p>
Tricky-Woo	Left or Right	80	<p>Three consecutive ends beginning on the bow each at a vertical angle between 60° to 120°. Each end is linked together by a 170° to 190° horizontal rotation at the near vertical point of the end on the long axis. The two rotations must flow in the same direction. The entire sequence is performed using one paddle blade only.</p> <p>Clean: No paddle or hand used during the initiation and first bow end plus the full first 170° to 190° rotation and the initiation of the stern end. The paddle or hand can be used once the boat is near vertical on the stern for the second rotation and to complete the move.</p>
Woo-Tricky	Left or Right	80	<p>Three consecutive ends beginning on the stern each at a vertical angle between 60° to 120°. Each end is linked together by a 170° to 190° horizontal rotation at the near vertical point of the end on the long axis. The two rotations must flow in the same direction. The entire sequence is performed using one paddle blade only.</p> <p>Clean: No paddle or hand used during the initiation, first end plus the full first 170° to 190° rotation and the initiation of the bow end. The paddle or hand can be used once the boat is near vertical on the bow for the second rotation and to complete the move.</p>

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Name	Execution	Value	Definition
Screwing Around	Left or Right	100	<p>A sequence of 2 Bow Screws linked into 2 Stern Screws alternating. All 4 ends are completed in the same direction and the boat must remain past 120° for the duration of the trick.</p> <p>Clean: 2 of the screws must be initiated and completed without the use of the paddle or hand.</p>
Changing Around	Left or Right	120	<p>A sequence of 2 Bow Screws linked into 2 Stern Screws alternating. With two changes of directions. The change of direction needs to be performed whilst the boat is on its bow in its over vertical position and in one fluid motion and the boat must remain past 120° for the duration of the trick.</p> <p>Screwing around with a change of direction in the middle of each bow end.</p> <p>Clean: Not applicable</p>
Trophy 1	One way only	50	<p>A move that does not meet any other definition in the list of basic moves in the appendix and based on a basic level of skill.</p> <p>Clean: Not applicable</p>
Trophy 2	One way only	90	<p>A move that does not meet any other definition in the list of basic moves in the appendix and based on a high level of skill.</p> <p>Clean: Not applicable</p>
Trophy 3	One way only	120	<p>A move that does not meet any other definition in the list of basic moves in the appendix and based on an expert level of skill.</p> <p>Clean: Not applicable</p>
Mystery Exit 1	Left or Right / Back or Front	20	<p>A move executed coming out of a sustained minimum chest under submersion, where one end and the majority of the boat is clear of the water.</p> <p>Clean: Not applicable</p>
Mystery Exit 2	Left or Right / Back or Front	40	<p>A move executed coming out of a sustained (minimum 2 seconds) mystery/mush, where one end and the majority of the boat is clear of the water.</p> <p>Clean: Not applicable</p>

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Name	Execution	Value	Definition
Mystery Exit 3	Left or Right / Back or Front	90	A move executed coming out of a sustained (minimum 2 seconds) mystery/mush, where the whole boat is clear of the water at some point. Clean: Not applicable
Mystery/Mush	n/a	Number of seconds x 20	Complete and sustained up-right submersion of the boat and paddler, calculated in seconds for the total time the paddler's head is under water. Only the paddle and arms can break the surface. Best two count for technical score. Clean: Not applicable

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Appendix 5 - Bonuses List – Squirt Boat

A. Bonuses Definitions

Where applicable bonuses will accumulate on one trick.

For example - a Super Clean Heli Split wheel will score Split Wheel (50) + Clean (50) + Super Clean (50) + Heli Bonus (50) = 200

Name	Description	Value
Clean	<p>The paddle or hand may only be used during part of a move.</p> <p>See specific variations for each move.</p>	<p>Adds the base value of the trick to the score</p>
Super Clean	<p>Full move executed without using the paddle or hand.</p>	<p>Adds the base value of the trick to the score</p>
Feature	<p>Given when the move is done inside the designated area, on a specified feature.</p> <p>It is up to the head judge's discretion to define those features in advance and inform the competitors (ex: wave/hole, rock, wall, etc).</p>	<p>Adds the base value of the trick to the score</p>
Heli Bonus	<p>A Heli Wheel is performed during the trick. Heli Wheel: The paddle is spun 360 degrees while the boat is vertical between an angle of 60 and 120 degrees.</p> <p>Note: axis of paddle rotation cannot be along the long axis of the shaft and the paddle should not touch the water at any stage during the rotation.</p> <p>The Heli bonus only applies to clean / super clean moves.</p>	<p>Adds the base value of the trick to the score</p>

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B. Bonus List

Name	Clean	Super Clean	Feature	Heli
Stall	X	X	✗	X
Spin	X	X	✗	
Bow Pirouette			✗	
Stern Pirouette			✗	
Change of Direction	X	X	✗	X
Cartwheel	X	X	✗	X
Switchwheel			✗	
Bow Screw	X	X	✗	X
Stern Screw	X	X	✗	X
Washout	X	X	✗	X
Party Trick			✗	
Zero to Hero			✗	
One-Armed Bandit	X	X	✗	X
Split Wheel	X	X	✗	X
Loop	X	X	✗	X
Tricky-Woo	X	X	✗	X
Woo-Tricky	X	X	✗	X
Screwing Around	X		✗	
Changing Around			✗	
Trophy 1			✗	
Trophy 2			✗	
Trophy 3			✗	
Mystery Exit 1			✗	
Mystery Exit 2			✗	
Mystery Exit 3			✗	
Mystery/Mush			✗	

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Appendix 6 - Mystery multipliers – Squirt Boat

The deepest submersion of the run, measured after a minimum of 2 seconds of initiation (or up to head judge's discretion), also becomes the Mystery Multiplier.

The depth is measured following a scale of 1.0, 1.1, 1.2 (...) to 2.0.

Depth	Definition
1.0	No submersion/no Mystery
1.2	Full boat under
1.4	Waist under
1.6	Chest under
1.8	Shoulders under
2.0	Head under

Appendix 7 - Competition Format

A. Surface Boat Events

A.1 - ICJCFR evaluates whether a feature is attainable or non-attainable and announces it at the Team Leaders meeting.

A.2 - Attainable features are features that can be re-accessed during the course of the run, within the allotted time.

A.3 - Non-attainable features cannot be re-accessed during the course of the run, within the allotted time.

A.4 - Number of runs and their duration at each competition phase:

Phase	Attainable		Non attainable	
Heats	2 runs of 45 sec	Both scores added	4 <u>3</u> runs of 45 sec	Both scores added Best 2 scores added
1/4 Finals	3 runs of 45 sec	Best 2 scores added	3 runs of 45 sec	Best 2 scores added
1/2 Finals	<u>2 3</u> runs of 45 sec	Best score <u>Best 2 scores added</u>	<u>2 3</u> runs of 45 sec	Best score <u>Best 2 scores added</u>
Finals	3 runs of 45 sec	Best score	3 runs of 45 sec	Best score

A.5 - The run is audibly finished by an audible warning signal. Ten (10) seconds prior to the run finishing a different or shorter audible warning signal informs the athlete of the time remaining.

B. Squirt Events

B.1 - The ICJCFR defines the arena ~~for the squirt boat competition that must surround and include the main feature of the surface boats.~~

B.2 - The ICJCFR decides which features within the arena can be used by the athletes (wave, hole, rocks, wall, etc.)

~~**B.3** - The arena can start a maximum of 50 meters upstream and finish a maximum of 50 meters from downstream the main feature.~~

~~**B.4**~~ **B.3** - The arena is announced by the ICJCFR at the Team Leaders meeting.

~~**B.5**~~ **B.4** - Number of runs and their duration at each competition phase:

Phase	Number of runs	Scoring format
Heats	2 runs of 60 sec	Both scores added
1/4 Finals	3 runs of 60 sec	Best 2 scores added
1/2 Finals	<u>2 3</u> runs of 60 sec	Best score <u>Best 2 scores added</u>
Finals	3 runs of 60 sec	Best score

~~**B.6**~~ **B.5** - The run is finished by an audible warning signal. Fifteen (15) seconds prior to the run finishing, a different or shorter audible warning signal informs the athlete of the time remaining.

Appendix 8 - Progression System

A. Heats

A.1 - Athletes are seeded in groups for the heats based upon the reverse order of the last level 1 or level 2 competition in this event ~~and class in the previous year~~. Athletes who did not compete in the last level 1 or level 2 competition in this event ~~an class in the previous year~~ are randomly seeded in front of the seeded athletes. All juniors and under 23 athletes moving up will be randomly seeded ~~with the randomly seeded seniors~~.

~~A.2~~ - 25% of the event rounded up to the nearest five (5) with a maximum of 40 and a minimum of 20 athletes will advance to the quarterfinals.

~~A.3~~ - When an event has 35 or fewer athletes, the top 10 from the heats go straight to the semi-finals.

~~A.4~~ - When an event has 10 or fewer athletes, five (5) athletes will advance straight to the finals.

~~A.2~~ - The number of athletes that progress to the next round will be calculated with the following equation:

~~Athletes progressing = (Athletes in Class + 10) / 3~~

~~The results will be rounded down to the nearest 5.~~

$$\text{Athletes Progressing} = \frac{\text{Athletes in Class} + 10}{3}$$

~~A.3~~ - If fewer than 10 athletes will progress to the next round, the class will go straight to finals.

~~A.4~~ - A maximum of 40 athletes can progress to the semi finals.

~~A.5~~ - When a class has fewer than twenty (20) athletes, the Heats phase will be run using the Semi-finals format, with the seeding remaining the same.

~~A.5~~ - ~~A.6~~ - In the case of a tie, tie breakers are as follow:

1. FIRST - Highest Scoring run
2. SECOND - 2nd Highest Scoring run
3. THIRD - 3rd Highest Scoring run (Non-attainable features only)
4. ~~FOURTH~~ - 4th Highest Scoring run (Non-attainable features only)

~~5.4.~~ ~~FIFTH-FOURTH~~ - Highest scoring move including bonuses performed on one of the runs of the event phase (moved judge by at least one (1) IJCFR).

~~6.5.~~ If there is still a tie between athletes in the last qualifying places, all of the athletes concerned will go through to the next event phase.

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~~A.6-A.7~~ - Athletes with a score of zero (0) points cannot progress to the next round.

~~B.~~ **Quarterfinals**

~~B.1~~ - Athletes are seeded by the result of the heats, the best result starting last. The running order between athletes who progressed via a tie will be randomly selected.

~~B.2~~ - Top 10 athletes advance to the semi-finals.

~~B.3~~ - In the case of a tie, tie breakers are as follow:

1. ~~FIRST~~ - Highest Scoring run
2. ~~SECOND~~ - 2nd Highest Scoring run
3. ~~THIRD~~ - 3rd Scoring run
4. ~~FOURTH~~ - Highest scoring move including bonuses performed on one of the runs of the event phase (moved judged by at least one (1) IJCFR).

~~B.4~~ - If there is still a tie between athletes in the last qualifying places, all of the athletes concerned will go through to the next event phase.

~~B.5~~ - Athletes with a score of zero (0) points cannot progress to the next event phase.

~~C.B.~~ **Semi-finals**

~~C.1-B.1~~ - Athletes are seeded by the results of the event phase preceding the semi-finals, Athletes are seeded by the results of the heats; the best result starting last. The running order between athletes who progressed via a tie will be randomly selected.

~~C.2-B.2~~ - Top five (5) athletes advance to Finals.

~~C.3-B.3~~ - In the case of a tie, tie breakers are as follow:

- a. FIRST - Highest Scoring run
- b. SECOND - 2nd Highest Scoring run
- c. ~~THIRD - 3rd Highest Scoring run~~
- ~~e.d.~~ **FOURTH** - Highest scoring move including bonuses performed on one of the runs of the event phase (moved judged by at least one (1) IJCFR).
- ~~e.e.~~ If there is still a tie between athletes in the last qualifying places, the athletes concerned will have one (1) extra run to break the tie.

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#ICF freestyle



~~C.4~~ ~~B.4~~ - In the case where the tie cannot be broken according to the rules mentioned above, the ICJCFR can propose a solution to the CC.

~~C.5~~ ~~B.5~~ - Athletes with a score of zero (0) points cannot progress to the next event phase

~~D.C.~~ Finals

~~D.1~~ ~~C.1~~ - The athletes are seeded according to the results of the preceding event phase, the best result starting last. The running order between athletes who progressed via a tie will be randomly selected.

~~D.2~~ ~~C.2~~ - Start order is the same for all the three (3) runs.

~~D.3~~ ~~C.3~~ - In case of a tie, tie breakers are as follow:

- a. FIRST – 1st Highest Scoring Run
- b. SECOND – 2nd Highest Scoring Run
- c. THIRD – 3rd Highest Scoring Run
- d. FOURTH - Highest scoring move including bonuses performed on one
- e. of the runs of the event phase (move~~d~~ judged by at least one (1) IJCFR).
- f. If the tie still remains, it is kept for final result. This may result in one (1) or more athletes with the same rank.