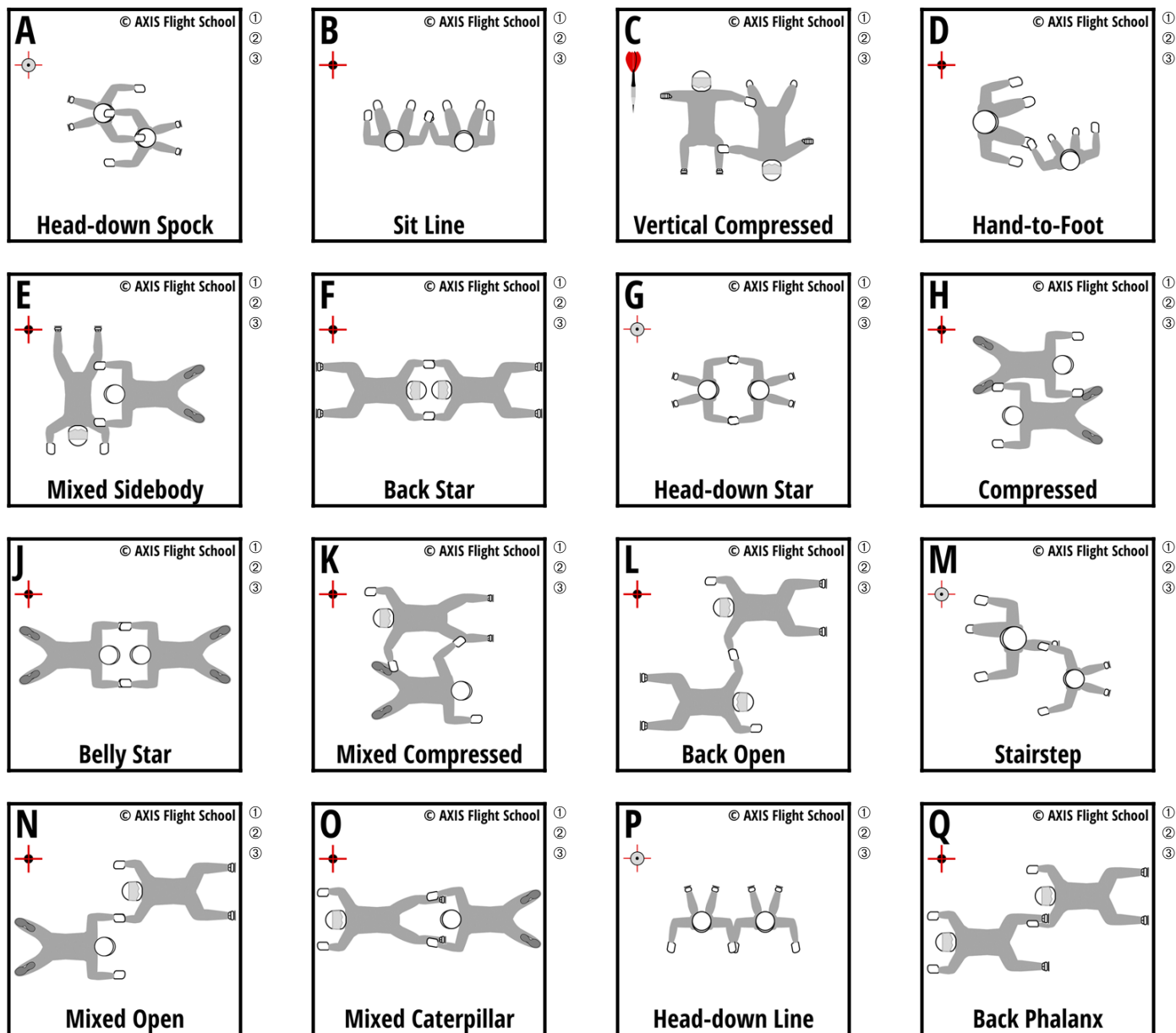


Random Formations

Whether a formation belongs to a certain class dive pool is indicated by the following symbols:

① Open ② Advanced ③ Intermediate



Block Formations

Whether a formation belongs to a certain dive pool is indicated by the following symbols:

① Open ② Advanced ③ Intermediate

1 © AXIS Flight School Double 69 INTER Double 69	2 © AXIS Flight School Head-down Star INTER Head-down Star	3 © AXIS Flight School Head-up Open INTER Head-up Open	4 © AXIS Flight School Cogwheel INTER Cogwheel
5 © AXIS Flight School Head-up Open INTER Head-up Open	6 © AXIS Flight School Head-up Open INTER Head-up Open	7 © AXIS Flight School Back Open INTER Back Open	8 © AXIS Flight School Gears INTER Gears

Block Formations

Whether a formation belongs to a certain dive pool is indicated by the following symbols:

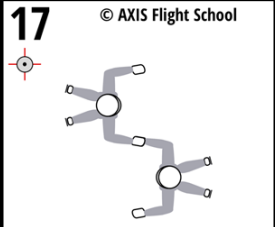
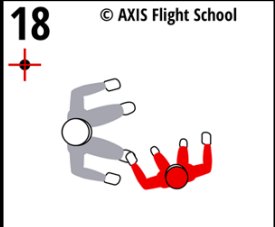
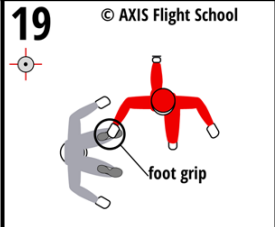
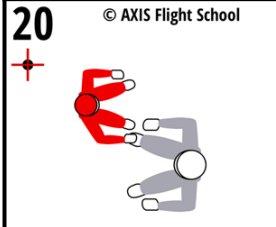
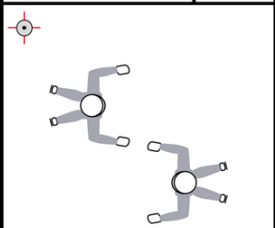
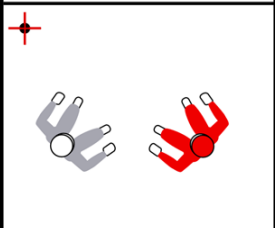
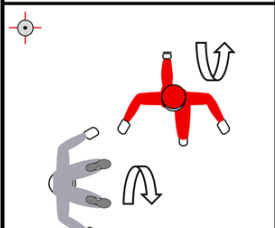
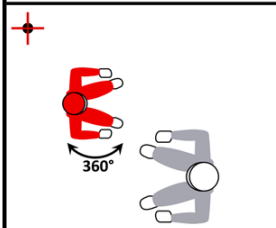
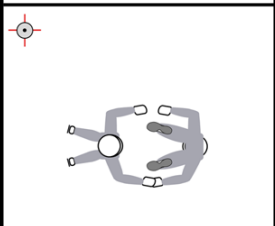
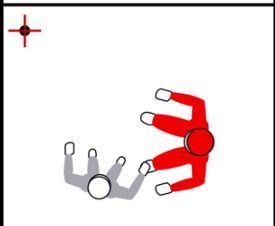
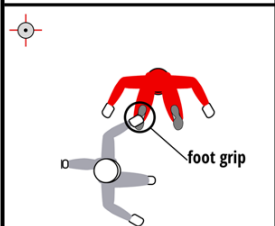
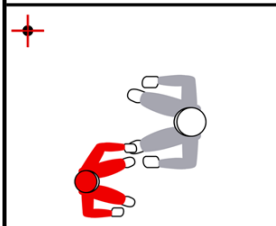
① Open ② Advanced ③ Intermediate

9 © AXIS Flight School Back Open	10 © AXIS Flight School Compressed	11 © AXIS Flight School Mixed Open	12 © AXIS Flight School Head-down Line
INTER	INTER	INTER	INTER
Back Open	Compressed	Mixed Open	Head-down Line
13 © AXIS Flight School Phalanx	14 © AXIS Flight School Mixed Vertical Open	15 © AXIS Flight School Head-down Open	16 © AXIS Flight School Vertical Compressed
INTER	INTER	INTER	INTER
Phalanx	Mixed Vertical Open	Head-down Open	Vertical Compressed

Block Formations

Whether a formation belongs to a certain dive pool is indicated by the following symbols:

① Open ② Advanced ③ Intermediate

17	18	19	20
© AXIS Flight School	© AXIS Flight School	© AXIS Flight School	© AXIS Flight School
 ① ② ③	 ① ② ③	 ① ② ③	 ① ② ③
Head-down Open	Hand-to-Foot	Zins	Shoe Shine
 INTER	 INTER	 INTER	 INTER
 Mixed Line	 Hand-to-Foot	 Zins	 Shoe Shine

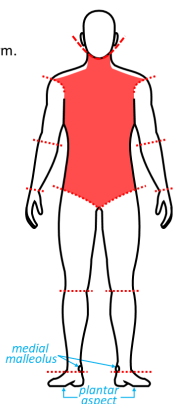
Definitions for Building a Formation

Scoring Zones

Head	Above the jaw-line.
Shoulder	The upper part of the body between the neck the upper arm. The shoulder blade is excluded.
Arm	Below a line from the tip of the shoulder to the armpit, including the hand, excluding the shoulder. <i>Upper Arm:</i> between shoulder and elbow. <i>Lower Arm:</i> between elbow and wrist.
Hand	Wrist to finger tips.
Leg	Below a line from hip joint to crotch, including the foot. <i>Upper Leg:</i> between hip and knee. <i>Lower Leg:</i> between knee and ankle.
Foot	On or below the anklebone (slight protrusion of the 'medial malleolus').
Sole	Underside ('plantar aspect') of the foot.
'same'	(arm, leg, foot): left to left -or- right to right
'opposite'	(arm, leg, foot): left to right -or- right to left

For MFS grips only

A depicted grip by hand A on arm/hand B of another jumper may be substituted with a grip by hand B on arm/hand A, or by both grips simultaneously.



Legend Point of View / Camera Position



All parts of the dart can be seen. This symbol indicates an **edge-on** view. The camera flyer is on level with the subjects.



Only the flight and shaft can be seen. This symbol indicates a view from **above**. The camera flyer is trailing or above the subjects, looking into the relative wind.



Only the point, barrel and parts of the flight can be seen. This symbol indicates a view from **below**. The camera flyer is leading or below the subjects.

A dart will orient itself parallel to the relative wind, with its tip towards the oncoming wind.

We have chosen three different views of a dart to indicate from which point of view the formation was drawn. It corresponds with what we think is the optimal position from which to film a particular formation, if the draw for the round permits it.

If the draw for the round forces the camera flyer to film a formation from a different position, the subjects might need to make adjustments in order to properly present the required grip to the camera.

The camera view depicted is for reference only.
Camera positioning is not a performance requirement.

Legend for INTER Moves



A **Turn** is a rotation around the vertical axis and can be executed left or right. The person's location relative to the center of the formation does not change.



A **Carve** involves a turn combined with horizontal translation (change of a person's location relative to the center of the formation).



A **Flip** is a pitch transition (rotation around the lateral axis) and can be executed front or back. The person's location relative to the center of the formation does not change.



A **Loop** involves a flip combined with horizontal translation (change of a person's location relative to the center of the formation). A half loop is indicated by an added «180°».

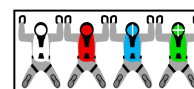
For a complete analysis of body-flight movements, reference the paper «Body-flight Theory» by Niklas Daniel (click on this legend or – if you are looking at a printed version of this dive pool – go to axisflightschool.com).



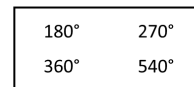
Indicates direction of turn by a sub-group.



Indicates turn by sub-group in either direction. Sub-group can only accumulate the necessary degrees in the initially committed direction.



Indicates clarification of intent.



Indicates approximate degrees of turn to show intent of the transition maneuver.