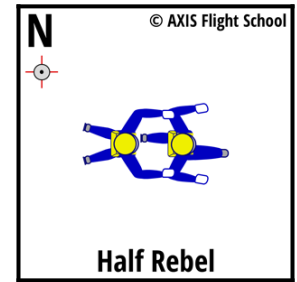
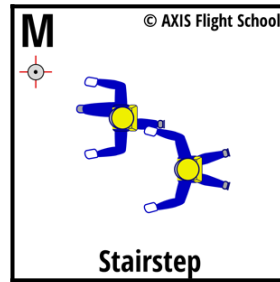
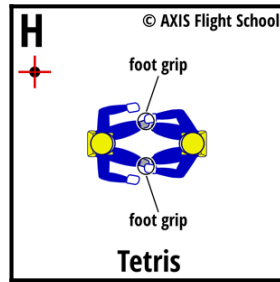
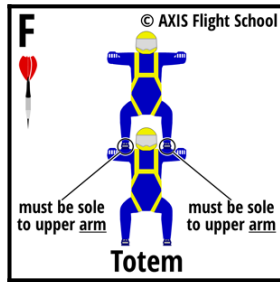
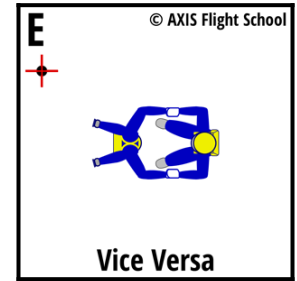
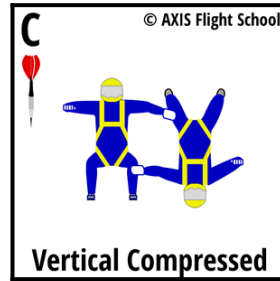
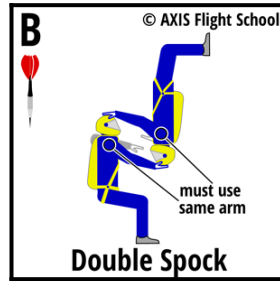
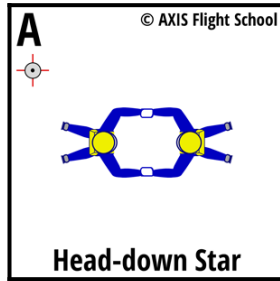


Random Formations (taken from the Mixed Formation Skydiving dive pool; see USPA SCM chapter 9)



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).

Legend Point of View / Camera Position

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

Block Formations (taken from the Mixed Formation Skydiving dive pool; see USPA SCM chapter 9)

1 © AXIS Flight School

Double 69

all transition 180° (flip or cartwheel; flyer's choice)

INTER

Double 69

2 © AXIS Flight School

Auger

INTER

Auger

3 © AXIS Flight School

Oil Drill

must use same arm

Front Loop 180°

INTER

must use same arm

Oil Drill

4 © AXIS Flight School

Cogwheel

foot grip

Flip 360°

INTER

foot grip

Cogwheel

5 © AXIS Flight School

Upright Auger

all 360°

INTER

Upright Auger

6 © AXIS Flight School

Gears

foot grip

Flip 360°

INTER

foot grip

Gears

Definitions for Building a Formation

Scoring Zones

Head Above the ears.

Arm Below a line from the tip of the shoulder to the armpit, including the hand, excluding the shoulder.
Upper Arm: between shoulder and elbow.
Lower Arm: between elbow (excluded) and wrist.

Hand Wrist to finger tips.

Leg Below a line from hip joint to crotch, including the foot.
Upper Leg: between hip and knee.
Lower Leg: between knee and ankle.

Foot Below the ankle (slight protrusion of the 'medial malleolus').

Sole Underside ('plantar aspect') of the foot.

Grip Stationary contact of any part of the hand (palm, digits, and back of hand) on the scoring zone. Thus, a fist bump, as long as it is stationary, is allowed.
 As long as a part of the hand is making stationary contact with the scoring zone, other parts may have contact outside of the scoring zone (e.g. on the shoulder; above the ankle).

'same' (arm, leg, foot): left to left -or- right to right
 'opposite' (arm, leg, foot): left to right -or- right to left