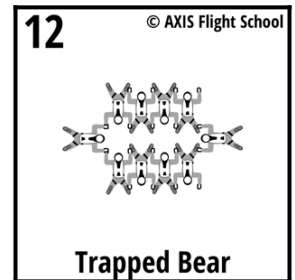
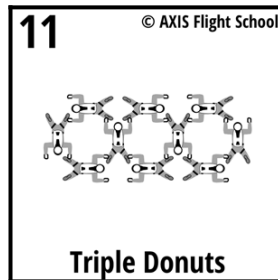
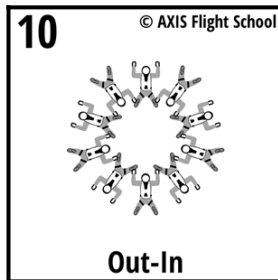
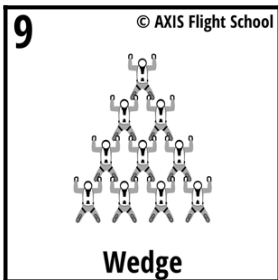
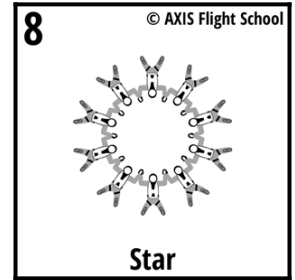
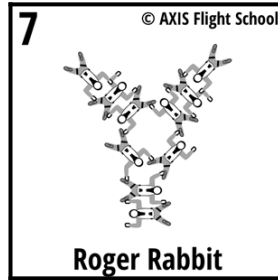
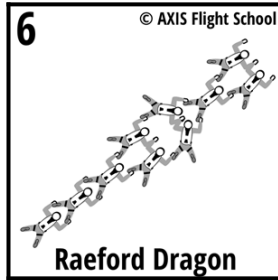
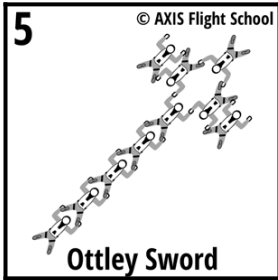
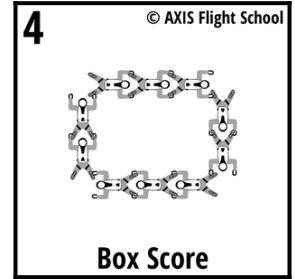
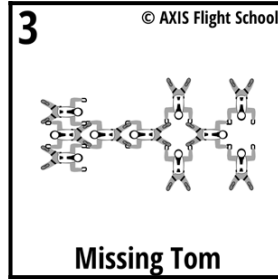
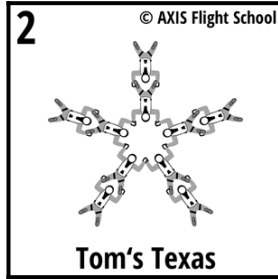
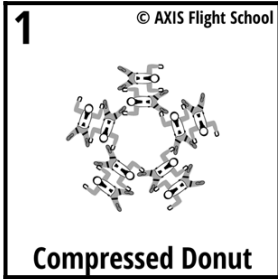


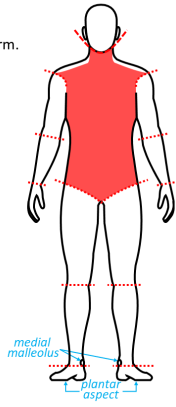
10-Way Formations



**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.  
*Upper Arm:* between shoulder and elbow.  
*Lower Arm:* between elbow 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** 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.

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.



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.

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.



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.

**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).

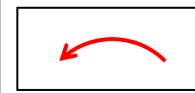


A **Flip** is a pitch transition (rotation around the lateral axis) and can be executed front or back. The person's location relative to the center of the formation does not change.

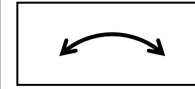


A **Loop** involves a flip combined with horizontal translation (change of a person's location relative to the center of the formation). A half loop is indicated by an added «180°».

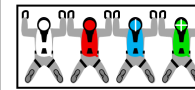
For a complete analysis of body-flight movements, reference the paper «Body-flight Theory» by Niklas Daniel (click on this legend or – if you are looking at a printed version of this dive pool – go to axisflightschool.com).



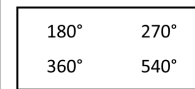
Indicates direction of turn by a sub-group.



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.