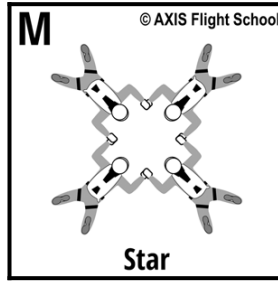
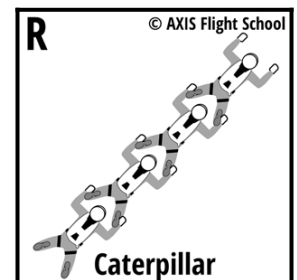
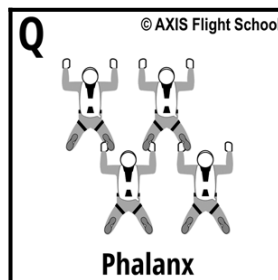
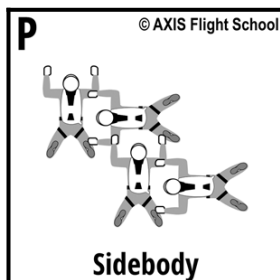
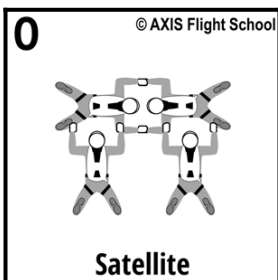
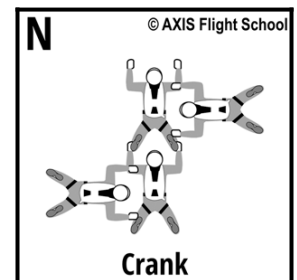
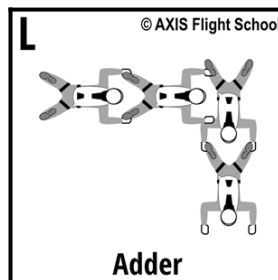
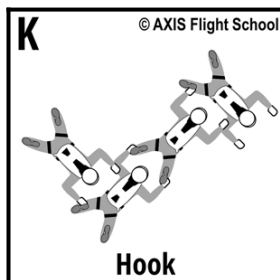
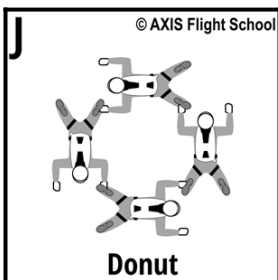
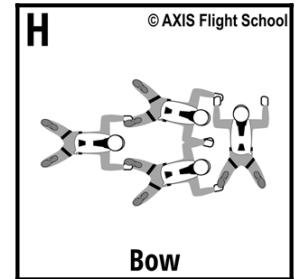
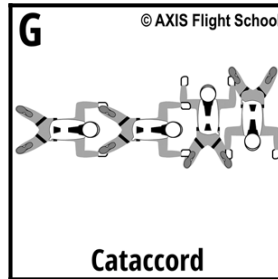
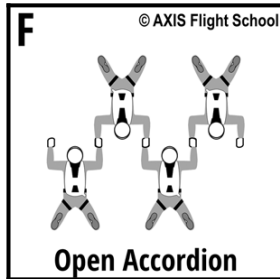
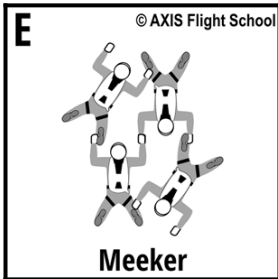
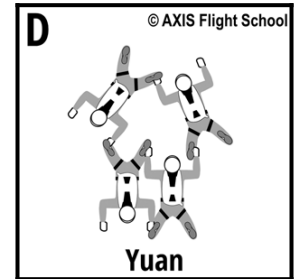
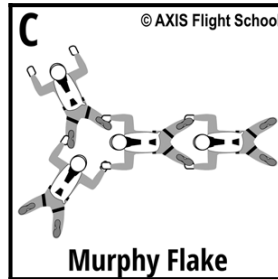
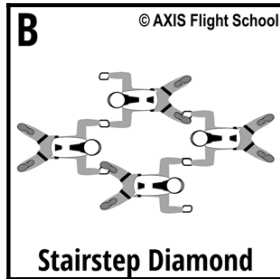
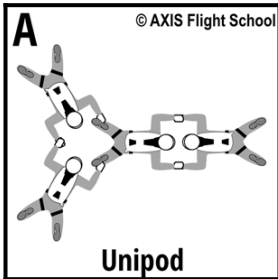


Exit Formation

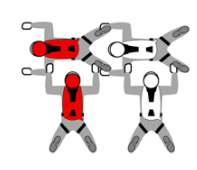


Random Formations

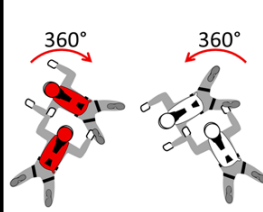


Block Formations


**1** © AXIS Flight School

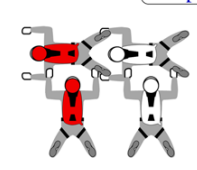


**Molar**



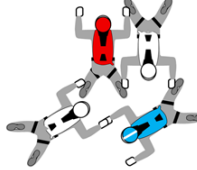
360° 360°

INTER  video courtesy of Arizona Airspeed

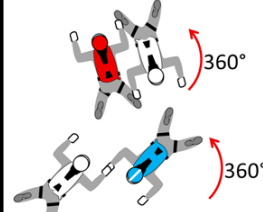


**Molar**


**11** © AXIS Flight School

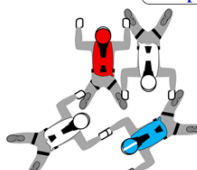


**Photon**



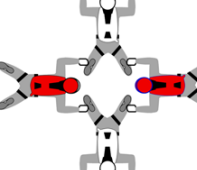
360° 360°

INTER  video courtesy of Arizona Airspeed

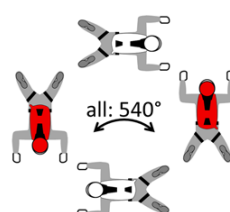


**Photon**


**14** © AXIS Flight School

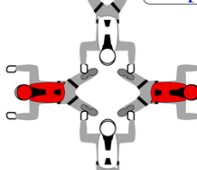


**Bipole**



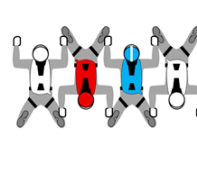
all: 540°

INTER  video courtesy of Arizona Airspeed

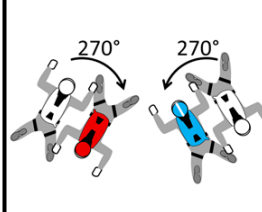


**Bipole**


**16** © AXIS Flight School

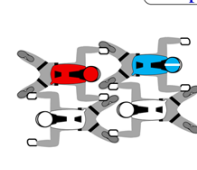


**Compressed**



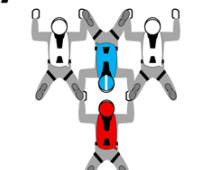
270° 270°

INTER  video courtesy of Arizona Airspeed

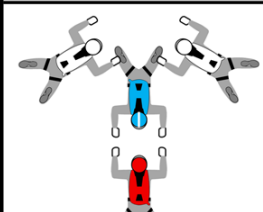


**Box**


**17** © AXIS Flight School

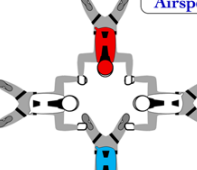


**Danish Tee**



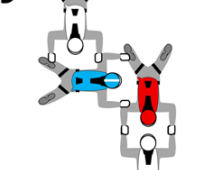
360°

INTER  video courtesy of Arizona Airspeed

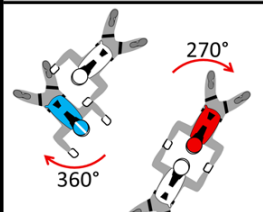


**Murphy**


**19** © AXIS Flight School

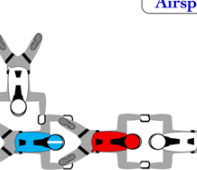


**Ritz**



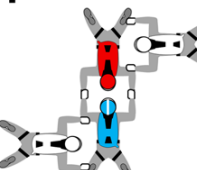
270° 360°

INTER  video courtesy of Arizona Airspeed

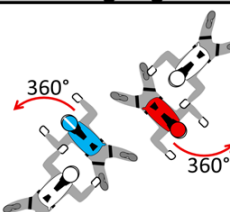


**Icepick**


**21** © AXIS Flight School

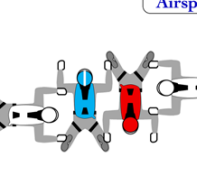


**Zig Zag**



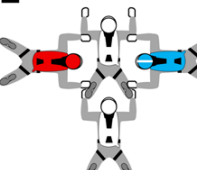
360° 360°

INTER  video courtesy of Arizona Airspeed

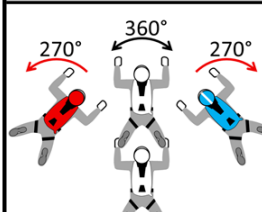


**Marquis**


**22** © AXIS Flight School

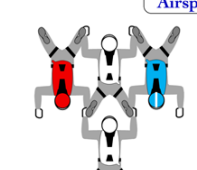


**Tee**



270° 360° 270°

INTER  video courtesy of Arizona Airspeed

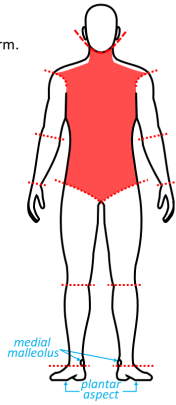


**Chinese Tee**

**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.
- 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°».

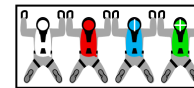
For a complete analysis of body-flight movements, reference the paper «Body-flight Theory» by Niklas Daniel (click on this legend or – if you are looking at a printed version of this dive pool – go to [axisflightschool.com](http://axisflightschool.com)).



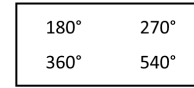
Indicates direction of turn by a sub-group.



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.