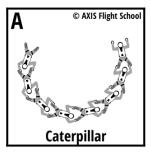
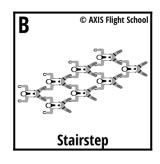
Starting Formations — choose from

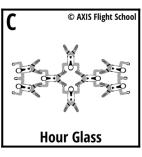


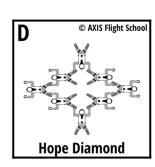


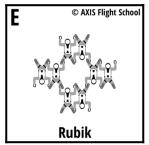
Random Formations

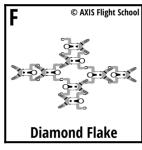


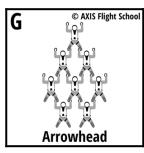


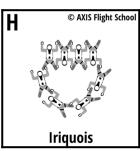


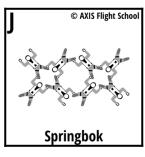


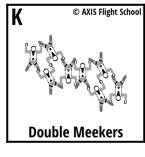


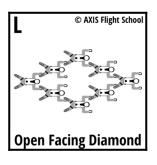


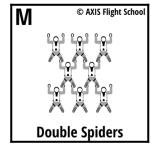




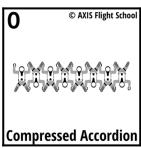


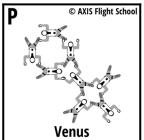


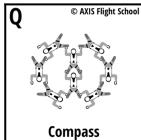






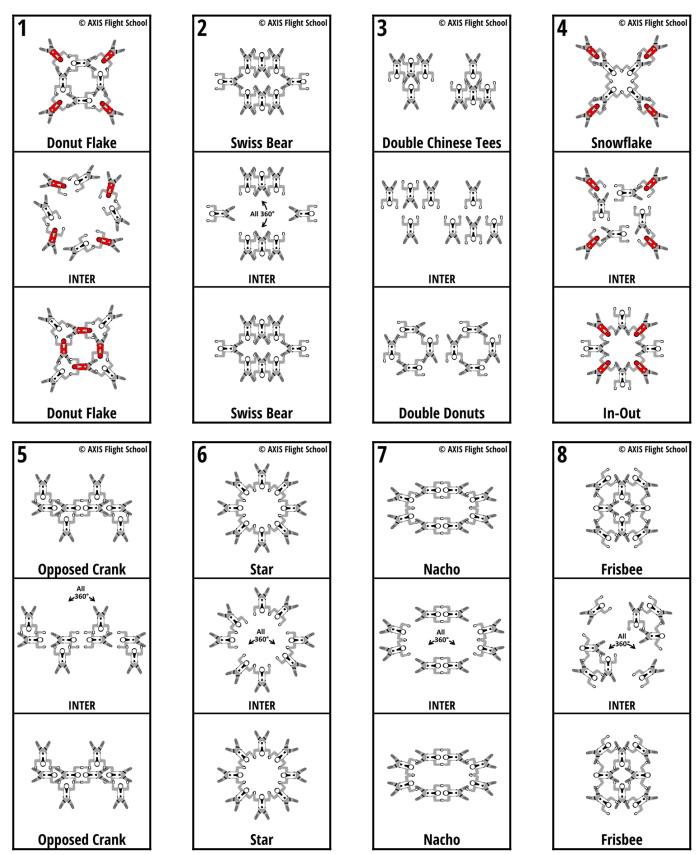






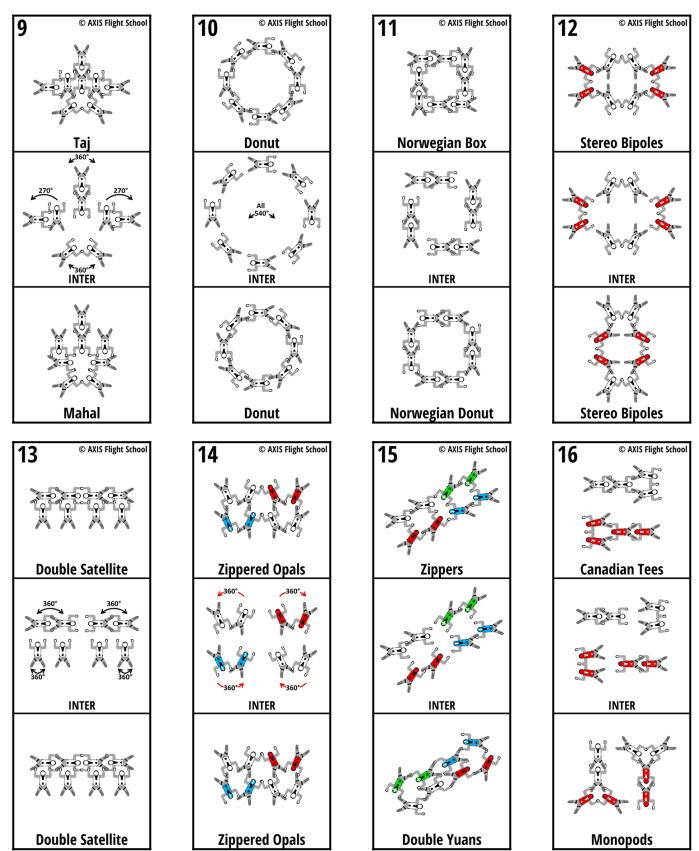
Indoor Indoor 8-Way Formation Skydiving FAI-ISC: Indoor Formation and Indoor Vertical Formation Skydiving. USIS: No current rules available.

Block Formations



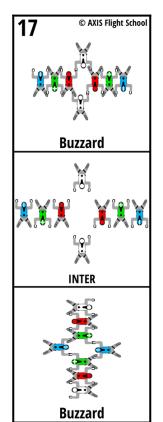
USIS: No current rules available.

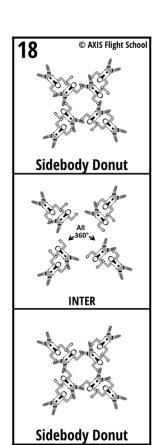
Block Formations

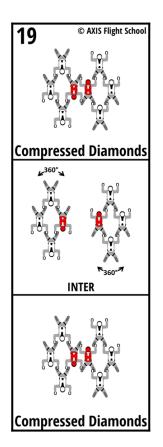


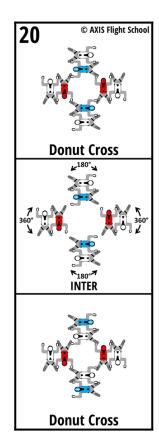
Indoor Indoor 8-Way Formation Skydiving FAI-ISC: Indoor Formation and Indoor Vertical Formation Skydiving. USIS: No current rules available.

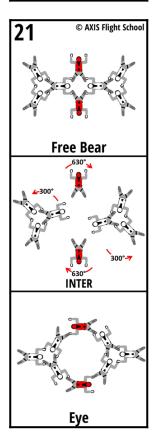
Block Formations

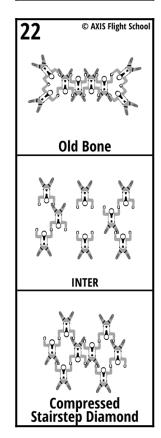












Definitions for Building a Formation

Scoring Zones

Head Above the jaw-line

The upper part of the body between the neck the upper arm. The shoulder blade is excluded. Shoulder

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.

Below a line from hip joint to crotch, including the foot. Leg

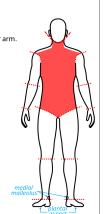
Upper Leg: between hip and knee. Lower Leg: between knee and ankle.

Foot On or below the anklebone (slight protrusion of the

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

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

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



All parts of the dart can be seen. This symbol indicates an **edge-on** view, as if a camera flyer was on level with the subjects.



Only the flight and shaft can be seen. This symbol indicates a view from **above**, as if a camera flyer was 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**, as if a camera flyer was 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.

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 ${f Flip}$ 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°».

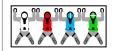
For a complete analysis of body-flight movements, reference the paper «Body-flight Theory» by Niklas Daniel (click on this legend or – if you are looking at a printed version of this dive pool – go to axisflightschool.com).



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.

180 270 360° 540

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



While every effort was made to create correct representations of the official formation images, their accuracy is not guaranteed