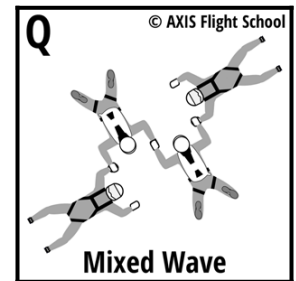
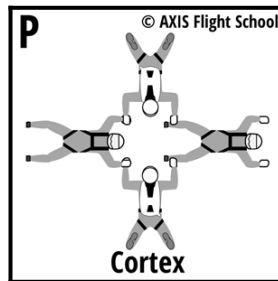
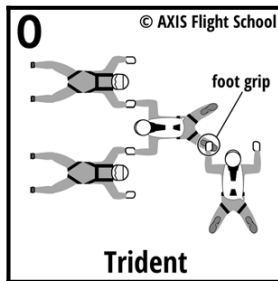
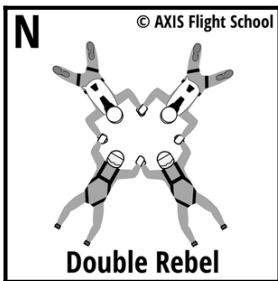
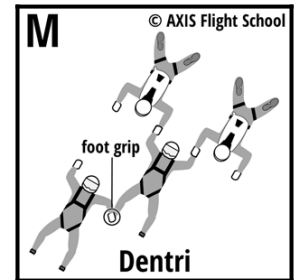
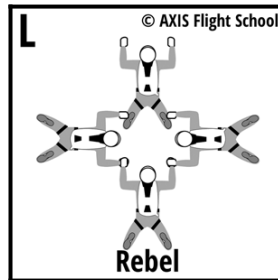
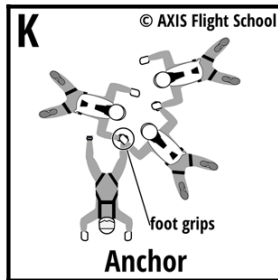
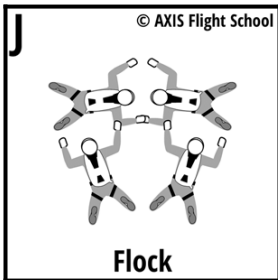
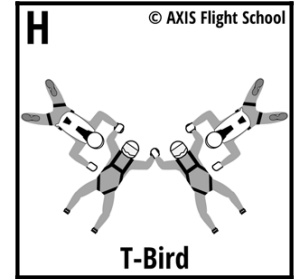
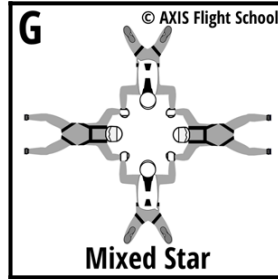
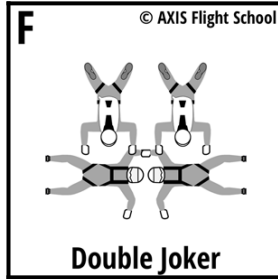
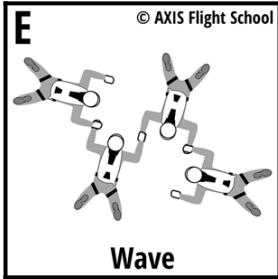
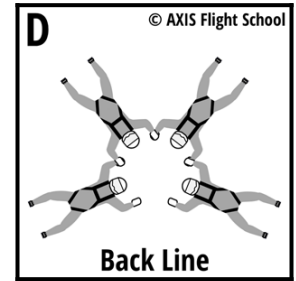
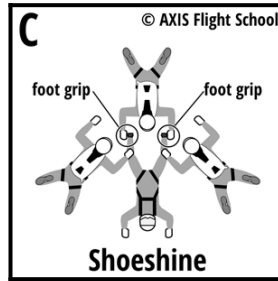
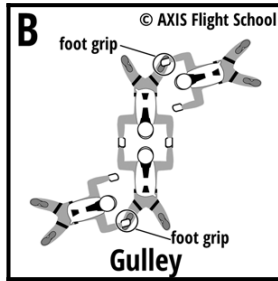
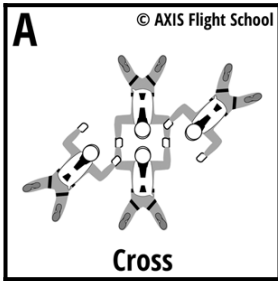


Random Formations

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
foot grip

Arrowhead

INTER

Arrowhead

2 © AXIS Flight School

Claw

INTER

Note: End of block has clearly defined the red flyer as the person to whom the blue flyer docks on.

Claw

3 © AXIS Flight School

Open Accordion

INTER

Open Accordion

4 © AXIS Flight School

Chain Gang

INTER

Chain Gang

5 © AXIS Flight School

Flipped Accordion

INTER

Mixed Accordion

6 © AXIS Flight School

Snowflake

INTER

End of Snowflake

7 © AXIS Flight School

Flower

INTER

Flower

8 © AXIS Flight School

Buddy

INTER

Buddy

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 ① ②

Shorty

INTER

Shorty

10 © AXIS Flight School ①

Bill

INTER

Bill

11 © AXIS Flight School ① ②

Fun Buddies

INTER

Fun Buddies

12 © AXIS Flight School ① ② ③

Pinwheel

INTER

Pinwheel

13 © AXIS Flight School ① ② ③

Star

INTER

Star

14 © AXIS Flight School ① ② ③

Satellite

INTER

Satellite

15 © AXIS Flight School ① ②

Bipole

INTER

Bipole

16 © AXIS Flight School ① ②

Chimmy

INTER

Chimmy

Block Formations

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

① Open ② Advanced ③ Intermediate

17 © AXIS Flight School ① ②

Zins

INTER

Zins

18 © AXIS Flight School ①

Ding

INTER

Ding

19 © AXIS Flight School ①

Angry Pelican

INTER

Angry Pelican

20 © AXIS Flight School ①

Box

INTER

Box

21 © AXIS Flight School ① ② ③

Top Spot

INTER

Top Spot

22 © AXIS Flight School ① ② ③

Core Buddies

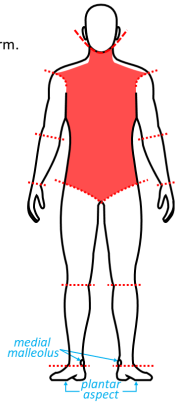
INTER

Core Buddies

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°».

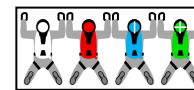
For a complete analysis of body-flight movements, reference the paper «Body-flight Theory» by Niklas Daniel (click on this legend or – if you are looking at a printed version of this dive pool – go to axisflightschool.com).



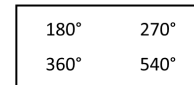
Indicates direction of turn by a sub-group.



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.