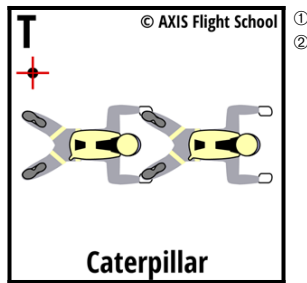
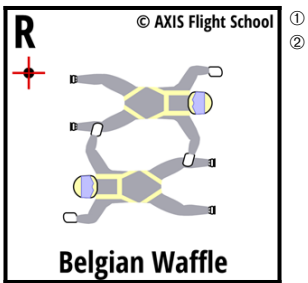
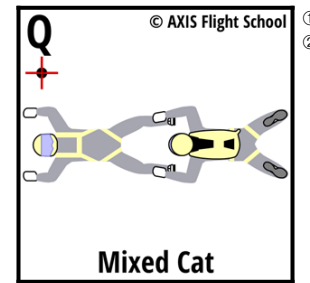
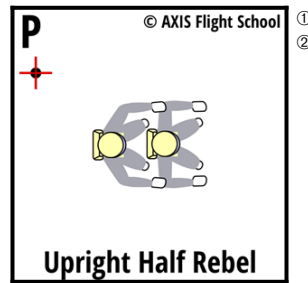
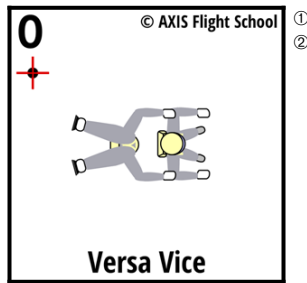
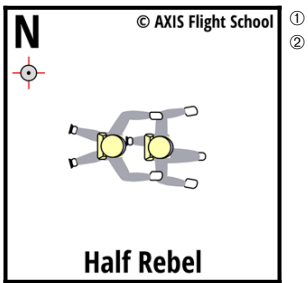
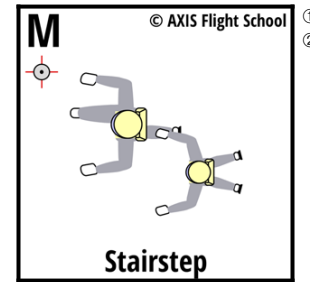
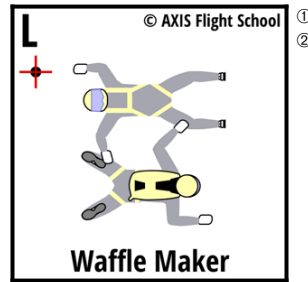
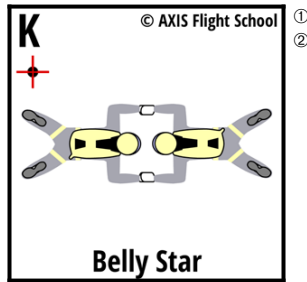
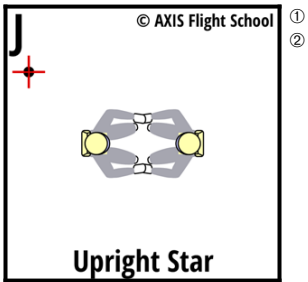
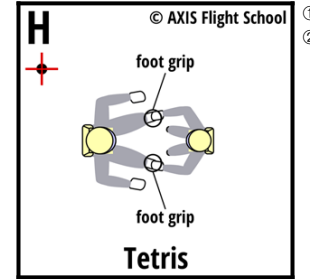
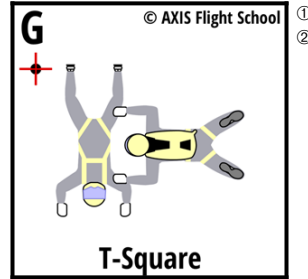
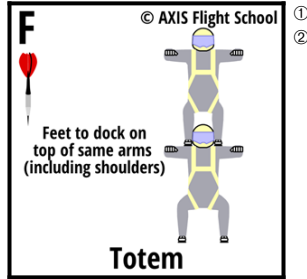
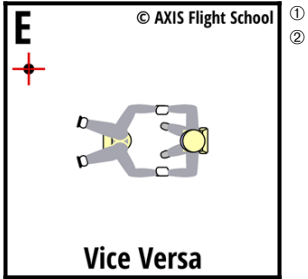
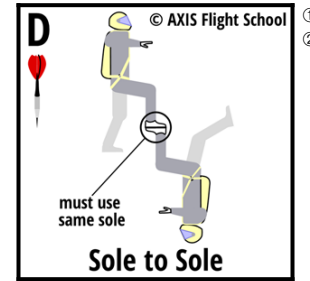
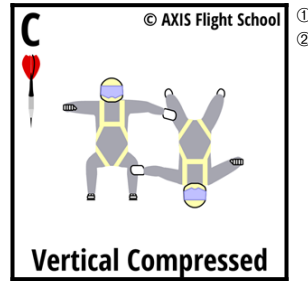
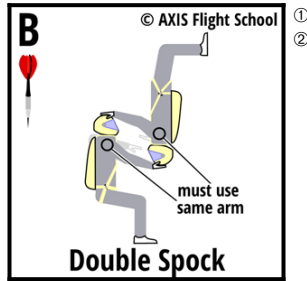
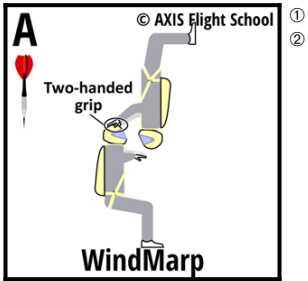


Random Formations

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

① Open ② Advanced



Block Formations

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

① Open ② Advanced

1 © AXIS Flight School ① ②

Double 69

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

INTER video courtesy of
AXIS
MFS

Double 69

2 © AXIS Flight School ① ②

Head-down Star

INTER video courtesy of
AXIS
MFS

Head-down Star

3 © AXIS Flight School ① ②

must use
same arm

Oil Drill

Front Loop 180°
Front Loop 180°

INTER video courtesy of
AXIS
MFS

must use
same arm

Oil Drill

4 © AXIS Flight School ① ②

foot grip

Cogwheel

Flip 360°
Flip 360°

INTER video courtesy of
AXIS
MFS

foot grip

Cogwheel

5 © AXIS Flight School ① ②

Upright Auger

all 360°

INTER video courtesy of
AXIS
MFS

Upright Auger

6 © AXIS Flight School ① ②

foot grip

Gears

Flip 360°
Flip 360°

INTER video courtesy of
AXIS
MFS

foot grip

Gears

7 © AXIS Flight School ① ②

Periscope

all 360°

INTER video courtesy of
AXIS
MFS

Periscope

8 © AXIS Flight School ① ②

Bison

360°
360°

Barrel Roll video courtesy of
AXIS
MFS

Bison

Block Formations

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

① Open ② Advanced

9 © AXIS Flight School ① ②

Turnstile

all 180°

INTER video courtesy of **AXIS MFS**

Turnstile

10 © AXIS Flight School ① ②

Flat Stairstep

360° 360°

INTER video courtesy of **AXIS MFS**

Flat Stairstep

11 © AXIS Flight School ① ②

Mova

Turn 360°

INTER video courtesy of **AXIS MFS**

Mova

12 © AXIS Flight School ① ②

Mixed Star

Both: Back Loop 180°

INTER video courtesy of **AXIS MFS**

Mixed Star

13 © AXIS Flight School ①

Arrow

Flip 360° Flip 360°

INTER video courtesy of **AXIS MFS**

Arrow

14 © AXIS Flight School ①

both hands on top of head

Raw

Back Loop 180°

Back Loop 180°

INTER video courtesy of **AXIS MFS**

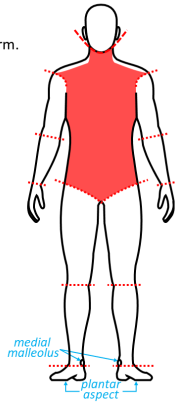
both hands on top of head

War

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°».

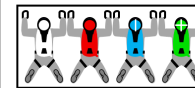
For a complete analysis of body-flight movements, reference the paper «Body-flight Theory» by Niklas Daniel (click on this legend or – if you are looking at a printed version of this dive pool – go to axisflightschool.com).



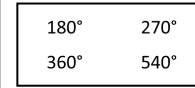
Indicates direction of turn by a sub-group.



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.